CODEX

IMPERIUM - ASTRA MILITARUM

newvision

INHALTSVERZEICHNIS

FRAKTIONSREGELN 12

FRAKTIONSKRAM 14

DETACHMENTS 15

- Detachments — Übersicht 15
- Abhuman Auxiliaries 16
- Armoured Infantry 18
- Bridgehead Strike 20
- Combined Arms 22
- Designation Force 24
- Embarked Regiment 26
- Grizzled Company 30
- Hammer of the Emperor 32
- Mechanised Assault 34
- Recon Element 36

Siege Regiment 38
Steel Hammer 41
Tempestus Boarding Regiment 43

DATASHEETS 45

Aegis Defence Line 45
Aquila Lander [Legends] 46
Arkurian Stormhammer [Legends] 47
Armageddon-pattern Medusa [Legends] 49
Armoured Sentinels 51
Artillery Team 53
Arvus Lighter [Legends] 55
Atlas Recovery Vehicle [Legends] 56
Attilan Rough Riders 58
Augmented Bone 'Ead [Crucible] 59
Avenger Strike Fighter 62
Baneblade 63
Banehammer 65

Banesword 67
Basilisk 69
Bullgryn Squad 71
Cadian Castellan 72
Cadian Command Squad 74
Cadian Heavy Weapons Squad 77
Cadian Recon Squad 79
Cadian Shock Troops 82
Carnodon [Legends] 84
Catachan Command Squad 86
Catachan Heavy Weapons Squad 89
Catachan Jungle Fighters 91
Centaur Light Carrier [Legends] 93
Centaur RSV 94
Chimera 95
Ciaphas Cain [Legends] 97
Colossus [Legends] 99

Commissar 101
Commissar Graves 103
Commissar Graves on Foot 105
Commissar Yarrick 107
Crassus [Legends] 109
Cyclops Demolition Vehicle 111
Death Korps Grenadier Squad [Legends] 112
Death Korps of Krieg 114
Death Rider Commissar [Legends] 117
Death Riders 119
Deathstrike 120
Dominus Armoured Siege Bombard [Legends] 122
Doomhammer 124
Earthshaker Carriage Battery [Legends] 126
Earthshaker Platform [Legends] 127
Elysian Drop Sentinel [Legends] 128
Elysian Sniper Squad [Legends] 130

Field Ordnance Battery 131
Front-line Commander [Crucible] 133
Gaunt’s Ghosts 136
Gorgon Heavy Transport [Legends] 139
Griffon Mortar Carrier [Legends] 141
Hades Breaching Drill [Legends] 143
Heavy Mortar Team [Legends] 144
Heavy Quad Launcher Team [Legends] 145
Hell's Last [Legends] 146
Hellhammer 148
Hellhound 150
Hippogriff AFV 152
Hydra 154
Hydra Platform [Legends] 156
Kasrkin 157
Krieg Combat Engineers 160
Krieg Command Squad 162

Krieg Heavy Weapons Squad 165
Leman Russ Battle Tank 167
Leman Russ Commander 169
Leman Russ Demolisher 172
Leman Russ Eradicator 174
Leman Russ Executioner 176
Leman Russ Exterminator 178
Leman Russ Punisher 180
Leman Russ Vanquisher 182
Lord Marshal Dreir 184
Lord Solar Leontus 186
Macharius Omega [Legends] 188
Macharius Vanquisher [Legends] 190
Macharius Vulcan [Legends] 192
Macharius [Legends] 194
Malcador Annihilator [Legends] 196
Malcador Defender [Legends] 198

Malcador Infernus [Legends] 200
Malcador [Legends] 202
Manticore 204
Manticore Platform [Legends] 206
Marauder Bomber [Legends] 207
Marauder Destroyer [Legends] 208
Medusa Carriage Battery [Legends] 210
Militarum Tempestus Command Squad 211
Ministorum Priest 214
Minotaur [Legends] 216
Mukaali Riders [Legends] 217
Munitorum Servitors [Legends] 219
Nork Deddog 221
Ogryn Bodyguard 223
Ogryn Squad 225
Praetor [Legends] 226
Primaris Psyker 228

Provisionally Prepared [Legends] 230
Quartermaster Cadre Squad [Legends] 231
Rapier Laser Destroyer Battery [Legends] 232
Ratlings 233
Regimental Attachés [Legends] 235
Rein and Raus [Legends] 237
Rogal Dorn Battle Tank 239
Rogal Dorn Commander 241
Sabre Weapons Battery [Legends] 243
Salamander Command Vehicle [Legends] 244
Salamander Scout Vehicle [Legends] 246
Scout Sentinels 248
Sentinel Commander [Crucible] 250
Sentinel Powerlifter [Legends] 254
Sergeant Harker [Legends] 255
Shadowsword 257
Sly Marbo 259

Storm Chimera [Legends] 261
Stormblade [Legends] 263
Stormlord 265
Stormsword 267
Stygies Destroyer Tank Hunter [Legends] 269
Tarantula Battery [Legends] 270
Tauros Assault Vehicle [Legends] 271
Tauros Venator [Legends] 273
Taurox 274
Taurox Prime 275
Tech-Priest Enginseer 277
Tempestus Aquilons 279
Tempestus Scions 282
Trojan Support Vehicle [Legends] 284
Ursula Creed 286
Valdor [Legends] 288
Valkyrie 290

Valkyrie Sky Talon [Legends] 292
Vendetta Gunship [Legends] 294
Voss-pattern Lightning [Legends] 296
Vulture Gunship [Legends] 297
Wyvern 299
‘Iron Hand’ Straken [Legends] 301

PUNKTELISTE **303**

FRAKTIONSREGELN

VOICE OF COMMAND

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model’s Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

FRAKTIONSKRAM

GUARDSMAN

UNIT

name: M

$text: 6"

typeId: e703-ecb6-5ce7-aec1

IMPERIUM - ASTRA MILITARUM

DETACHMENT OVERVIEW

13 Detachments

Abhuman Auxiliaries
3 Stratagems · 2 Enhancements

Armoured Infantry
6 Stratagems · 4 Enhancements

Bridgehead Strike
3 Stratagems · 2 Enhancements

Combined Arms
6 Stratagems · 4 Enhancements

Designation Force
3 Stratagems · 2 Enhancements

Embarked Regiment
4 Stratagems · 4 Enhancements

Grizzled Company
6 Stratagems · 4 Enhancements

Hammer of the Emperor
6 Stratagems · 4 Enhancements

Mechanised Assault
6 Stratagems · 4 Enhancements

Recon Element
6 Stratagems · 4 Enhancements

Siege Regiment
6 Stratagems · 4 Enhancements

Steel Hammer
6 Stratagems · 4 Enhancements

Tempestus Boarding Regiment
4 Stratagems · 2 Enhancements

IMPERIUM - ASTRA MILITARUM

ABHUMAN AUXILIARIES

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Sharp Eyes, Light Fingers — 10 pts

RATLINGS unit only. When this unit is selected to shoot, enemy units have +6" detection range until this unit has shot.

Exemplar of Duty — 10 pts

This model can be attached to the following units:

- OGRYN SQUAD
- BULLGRYN SQUAD

DETACHMENT RULE

Friendly BULLGRYN SQUAD/OGRYN SQUAD/RATLINGS units have ABHUMAN.

- Friendly COMMISSAR models can:

-- Issue the Take Aim! Order.

-- Issue 1 Order to a friendly ABHUMAN unit.

This detachment has the ABHUMAN tag and cannot be taken with another ABHUMAN detachment.

STRATAGEMS (3/3)

1 CP · ABHUMAN AUXILIARIES STRATAGEM · SHOOTING

LOW PROFILE

When: Your Shooting phase, when a friendly RATLINGS unit has shot.
Target: That RATLINGS unit.
Effect: Those ranged attacks do not prevent your unit from being hidden.

1 CP · ABHUMAN AUXILIARIES STRATAGEM · SHOOTING

STIRRED TO ACTION

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged BULLGRYN SQUAD/OGRYN SQUAD unit has shot.
Target: That BULLGRYN SQUAD/OGRYN SQUAD unit.
Effect: Your unit can make a surge move of up to D6".

1 CP ABHUMAN AUXILIARIES STRATAGEM SHOOTING

THICK-SKULLED OBDURANCE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly BULLGRYN SQUAD/OGRYN SQUAD unit that is within range of an objective.

Target: That BULLGRYN SQUAD/OGRYN SQUAD unit.

Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

IMPERIUM - ASTRA MILITARUM

ARMOURED INFANTRY

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Omnissian Unguents (Aura) — 35 pts

Astra Militarum Tech-Priest Enginseer model only. While a friendly Armoured Skirmisher unit is within 3" of the bearer, that unit has the Feel No Pain 5+ ability.

Grand Strategist — 25 pts

Officer model only. After both players have deployed their armies, if the bearer's unit (or any Transport it is embarked within) is on the battlefield, select up to two units with the Regiment or Squadron keywords from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Exemplary Officer — 20 pts

Infantry Officer model only. Each time the bearer issues an Order to its own unit, you can select up to two other Platoon units within 3" of the bearer's unit. That Order is also issued to each of those units.

Master Manoeuvrist — 15 pts

Infantry Officer model only. At the end of your opponent's Fight phase, if the bearer's unit is not within Engagement Range of one or more enemy units and every model in that unit is within 3" of an Astra Militarum Transport from your army, it can embark within that Transport.

DETACHMENT RULE

Add Squadron to the list of units each Officer unit from your army can issue Orders to. Add the Order below to those listed in the Voice of Command ability.

STRATAGEMS (6/6)

1 CP ARMOURED INFANTRY – STRATEGIC PLOY STRATAGEM — MOVEMENT

BURST OF SPEED

When: End of your Movement phase.
Target: One ASTRA MILITARUM unit from your army that did not Remain Stationary or arrive from Reserves this phase.
Effect: Your unit can make a Normal move of up to D6".

1 CP ARMOURED INFANTRY – STRATEGIC PLOY STRATAGEM — MOVEMENT

MOBILE FIREBASE

When: Your Movement phase, just after an Armoured Skirmisher unit from your army Advances or Falls Back.
Target: That ARMOURED SKIRMISHER unit.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced or Fell Back.

1 CP ARMOURED INFANTRY – BATTLE TACTIC STRATAGEM — MOVEMENT

ORDER THE ADVANCE

When: Start of your Movement phase.
Target: One Astra Militarum Officer unit from your army.
Effect: Select one or more friendly ASTRA MILITARUM units within 6" of your unit; until the end of the phase, you can re-roll Advance rolls made for those units.

1 CP ARMOURED INFANTRY – BATTLE TACTIC STRATAGEM — SHOOTING

COMBINED FIRE

When: Your Shooting phase, just after an Armoured Skirmisher unit from your army has shot.
Target: That ARMOURED SKIRMISHER unit.
Effect: Select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover, and each time an ARMOURED SKIRMISHER unit from your army makes an attack that targets that unit, improve the Strength characteristic of that attack by 2.

1 CP ARMOURED INFANTRY – BATTLE TACTIC STRATAGEM — SHOOTING

OPENING SALVO

When: Your Shooting phase.
Target: One ASTRA MILITARUM unit from your army that disembarked from a Transport this turn and has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Wound roll.

1 CP ARMOURED INFANTRY – BATTLE TACTIC STRATAGEM — SHOOTING

SUPPORTING ORDNANCE

When: Your Shooting phase.
Target: One Armoured Skirmisher unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a visible MONSTER or VEHICLE unit, you can re-roll the Hit roll.

IMPERIUM - ASTRA MILITARUM

BRIDGEHEAD STRIKE

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Bombast-class Vox-array — 15 pts

MILITARUM TEMPESTUS OFFICER model only. When this model issues an Order, if this unit has the Master Vox wargear ability, this model can issue that Order to up to three different REGIMENT units, instead of only one.

Priority-drop Beacon — 25 pts

MILITARUM TEMPESTUS OFFICER model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT RULE

- If a friendly MILITARUM TEMPESTUS OFFICER model is your WARLORD, friendly TEMPESTUS SCIONS units have:

-- BATTLELINE.

-- +1 OC.

- When a friendly MILITARUM TEMPESTUS unit is selected to shoot, if that unit was set up this turn, that unit's ranged attacks have +1 to hit rolls.

STRATAGEMS (3/3)

2 CP BRIDGEHEAD STRIKE STRATAGEM SHOOTING

FIRING HOT

When: Your Shooting phase, when a friendly MILITARUM TEMPESTUS/ KASRKIN unit is selected to shoot.
Target: That MILITARUM TEMPESTUS/KASRKIN unit.
Effect: Your unit's Hot-shot Lascarbines, Hot-shot Lasguns, Hot-shot Laspistols, Hot-shot Marksman Rifles, Hot-shot Volley Guns and Sentry Hot-shot Volley Guns weapons that targeted an enemy unit within 12" have +1 S and AP.

1 CP BRIDGEHEAD STRIKE STRATAGEM SHOOTING

SERVO-DESIGNATORS

When: Your Shooting phase, when a friendly MILITARUM TEMPESTUS unit has shot.
Target: That MILITARUM TEMPESTUS unit.
Effect: Select one enemy unit hit by those ranged attacks. Friendly MILITARUM TEMPESTUS units' ranged attacks that target that enemy unit have [IGNORES COVER].

1 CP BRIDGEHEAD STRIKE STRATAGEM CHARGE

ON MY POSITION

When: End of your opponent's Charge phase.

Target: One friendly engaged REGIMENT unit.

Effect: Roll one D6 for each enemy unit engaged with your unit: On a 2+ that enemy unit suffers D6 mortal wounds. Then, your unit suffers 3D3 mortal wounds.

IMPERIUM - ASTRA MILITARUM

COMBINED ARMS

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Death Mask of Ollanius — 10 pts

Officer model only. While the bearer's unit is Battle-shocked, subtract 1 from the Objective Control characteristic of models in that unit, instead of changing it to 0

Drill Commander — 20 pts

Officer model only. While the bearer is leading a unit, each time a model in that unit makes a ranged attack, if that unit Remained Stationary this turn, a Critical Hit is scored on a successful unmodified Hit roll of 5+.

Reactive Command — 15 pts

Officer model only. Each time an enemy unit is set up within 8" of the bearer's unit, the bearer can issue one Order. This is not counted towards the number of Orders the bearer can issue each battle round.

Grand Strategist — 15 pts

Officer model only. In your Command phase, the bearer can issue one additional Order.

DETACHMENT RULE

Each time a model in a Regiment unit from your army makes a ranged attack that targets a visible unit (excluding Monsters and Vehicles) that attack has the [LETHAL HITS] ability.

Each time a model in a Squadron unit from your army makes a ranged attack that targets a visible Monster or Vehicle unit, that attack has the [LETHAL HITS] ability.

STRATAGEMS (6/6)

2 CP COMBINED ARMS – STRATEGIC PLOY STRATAGEM COMMAND

FLEXIBLE COMMAND

When: Your Command phase.
Target: Any number of Astra Militarum Officer units from your army.
Effect: Until the end of the phase, your Officers can issue Orders to Regiment units and Squadron units.

1 CP COMBINED ARMS – EPIC DEED STRATAGEM COMMAND

INSPIRED COMMAND

When: Your opponent's Command phase.
Target: One Astra Militarum Officer unit from your army.
Effect: Your OFFICER can issue one Order as if it were your Command phase.

1 CP COMBINED ARMS – BATTLE TACTIC STRATAGEM SHOOTING

FIELDS OF FIRE

When: Your Shooting phase.
Target: One Regiment unit and one Squadron unit from your army that have not been selected to shoot this phase.
Effect: Select one enemy unit. Until the end of the phase, each time your selected REGIMENT and SQUADRON units make an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

1 CP COMBINED ARMS – BATTLE TACTIC STRATAGEM SHOOTING

STALWART PROTECTOR

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Astra Militarum Vehicle unit from your army.
Effect: Until the end of the phase, each time a ranged attack is allocated to an INFANTRY model from your army, if that model is not fully visible to every model in the attacking unit because of your VEHICLE, that model has the Benefit of Cover against that attack.

1 CP COMBINED ARMS – BATTLE TACTIC STRATAGEM ANY

COORDINATED ACTION

When: Start of any phase.
Target: One Regiment unit from your army and one Squadron unit from your army within 6" of and visible to that REGIMENT unit.
Effect: Until the end of the phase, Orders affecting one of your units affect the other, and vice versa.

2 CP COMBINED ARMS – STRATEGIC PLOY STRATAGEM ANY

REINFORCEMENTS!

When: Any phase.
Target: One Infantry Regiment unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.
Effect: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength and with all of its wounds remaining.
Restriction: This Stratagem cannot be used to return destroyed CHARACTER units to Attached units. You can only use this Stratagem once per battle.

IMPERIUM - ASTRA MILITARUM

DESIGNATION FORCE

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Recon Star — 10 pts

ASTRA MILITARUM INFANTRY PLATOON unit only. In your first Movement phase, this unit can make an ingress move.

Long-range Scout — 10 pts

SCOUT SENTINEL unit only. This unit has Infiltrators.

DETACHMENT RULE

Friendly SCOUT SENTINEL/ASTRA MILITARUM INFANTRY SMOKE units have the Signal Flares ability.

This detachment has the RECON tag and cannot be taken with another RECON detachment.

STRATAGEMS (3/3)

1 CP DESIGNATION FORCE STRATAGEM MOVEMENT

TRIGGERED ALERTS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged ASTRA MILITARUM INFANTRY unit.
Target: That ASTRA MILITARUM INFANTRY unit.
Effect: Your unit can make a normal move of up to D3+3"

1 CP DESIGNATION FORCE STRATAGEM SHOOTING

CLOSE-RANGE DETECTION

When: Start of your Shooting phase.
Target: One friendly SCOUT SENTINEL/ASTRA MILITARUM INFANTRY unit.
Effect: While a visible enemy unit is within 6" of your unit, that unit has +3" detection range.

1 CP DESIGNATION FORCE STRATAGEM SHOOTING

SUMP-SMOG SCREEN

When: Start of your opponent's Shooting phase

Target: One friendly ASTRA MILITARUM INFANTRY SMOKE unit.

Effect: When an attack targets either your unit, or a unit that is not fully visible to the attacking model because of one or more models in your unit, the target has the benefit of cover against that attack.

IMPERIUM - ASTRA MILITARUM

EMBARKED REGIMENT

4 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Rigged Blind Grenades

Once per battle, when an enemy unit opens a Hatchway, if the bearer is on the battlefield, it can use this Enhancement. If it does, roll one D6: on a 2+, that enemy unit is Battle-shocked.

Shipboard Veteran

Each time you target an Astra Militarum unit from your army with a Stratagem, if that unit is visible to the bearer, roll one D6: on a 4+, you gain 1CP.

Covert Breach

At the start of the first battle round, the bearer's unit can make a Normal move of up to 6".

Elimination Force

At the start of the first battle round, select one enemy unit. Each time a model in the bearer's unit makes an attack that targets that enemy unit, if the Strength characteristic of that attack is less than the Toughness characteristic of that enemy unit, add 1 to the Wound roll.

You can include up to one of the following units:

- Cadian Castellan
- Cadian Command Squad
- Gaunt's Ghosts
- 'Iron Hand' Straken
- Platoon Command Squad
- Sly Marbo
- Ursula Creed

You can include up to one of the following units:

- Commissar
- Ogryn Bodyguard
- Nork Deddog
- Primaris Psyker
- Regimental Enginseer
- Regimental Preacher
- Sergeant Harker

You can include up to three of each of the following units:

- Cadian Shock Troops (10 models)
- Catachan Jungle Fighters (10 models)
- Death Korps of Krieg (10 models)
- Infantry Squad (10 models)

You can include up to one of each of the following units:

- Bullgryn Squad (3 models)

- Kaskrin (5 or 10 models)

- Ratling Snipers (5 models)

- Ogryn Squad (3 models)

STRATAGEMS (4/4)

1 CP EMBARKED REGIMENT – STRATEGIC PLOY STRATAGEM — MOVEMENT

IDLE HANDS

When: Your Movement phase.
Target: One ASTRA MILITARUM unit from your army that has not been selected to move this phase and is not within Engagement Range of one or more enemy units.
Effect: Select one closed Hatchway within 1" of your unit. Your unit can operate that Hatchway.
Restriction: Until the end of the turn, your unit cannot operate a Hatchway again.

1 CP EMBARKED REGIMENT – BATTLE TACTIC STRATAGEM — SHOOTING

DUCK AND COVER

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ASTRA MILITARUM unit from your army (excluding OGRYN units) that was selected as the target of one or more of the attacking unit's attacks and has one or more models on the opposite side of an open Hatchway from one or more models in the attacking unit.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP EMBARKED REGIMENT – BATTLE TACTIC STRATAGEM — SHOOTING

AGAINST THE ODDS

When: Your Shooting phase or the Fight phase.
Target: One ASTRA MILITARUM unit from your army (excluding OGRYN units) that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 2.

1 CP EMBARKED REGIMENT – STRATEGIC PLOY STRATAGEM — CHARGE

BRUTAL CHOKE POINT

When: Your opponent's Movement or Charge phase.
Target: One ASTRA MILITARUM unit from your army (excluding OGRYN units) that has not fired Overwatch this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack while firing Overwatch, an unmodified Hit roll of 5+ is required to score a hit, instead of an unmodified 6.

IMPERIUM - ASTRA MILITARUM

GRIZZLED COMPANY

6 Stratagems · 4 Enhancements

3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Abhuman Detail — 20 pts

Commissar model only. Add the Ogryn keyword to the list of units this model can issue Orders too (as stated on its datasheet).

In the Declare Battle Formations step, the bearer can be attached to an Ogryn Squad or Bullgryn squad unit.

Aquilan Eye — 20 pts

Astra Militarum Officer model only. Each time you select an Order for the bearer to issue, you can select the Order below:

Target Weak Spot (Order): Each time a model in this unit makes a ranged attack that targets an enemy unit within 12", improve the Armour Penetration characteristic of that attack by 1.

Laud Hailer — 10 pts

Astra Militarum Officer model only. Each time you select a unit for this Officer model to issue an Order to, that unit can be within 12" instead of within 6".

Spec Ops Veteran — 15 pts

Astra Militarum Infantry Officer model only. Each time you select an Order for the bearer to issue, you can select the Order below:

Move to the Shadows (Order): Each time a ranged attack targets this unit, until those attacks are resolved, models in this unit have the Stealth ability.

DETACHMENT RULE

Add 1 to the number of Orders each Astra Militarum Officer model from your army can issue, as stated on their datasheet.

While an Astra Militarum unit from your army is affected by an Order, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

STRATAGEMS (6/6)

1 CP GRIZZLED COMPANY STRATAGEM COMMAND

NO RETREAT!

When: Your Command phase.
Target: One ASTRA MILITARUM unit from your army affected by the Duty and Honour! Order.
Effect: If your unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of a phase.

1 CP GRIZZLED COMPANY STRATAGEM SHOOTING

ADDITIONAL ARMOUR

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One ASTRA MILITARUM unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP GRIZZLED COMPANY STRATAGEM SHOOTING

MORDIAN MINUTE

When: Your Shooting phase.
Target: One Astra Militarum Infantry unit from your army affected by the First Rank, Fire! Second Rank, Fire! Order.
Effect: Until the end of the phase, each time a model in your unit makes an attack, improve the Strength characteristic of that attack by 1.

1 CP GRIZZLED COMPANY STRATAGEM SHOOTING

PURGING FIRE

When: Your Shooting phase.
Target: One ASTRA MILITARUM unit from your army affected by an Order that has not been selected to shoot this phase.
Effect: If your unit is within range of an objective marker, until the end of the phase, ranged weapons equipped by models in your unit have the [LETHAL HITS] ability.

1 CP GRIZZLED COMPANY STRATAGEM SHOOTING

VETERAN SHARPSHOOTERS

When: Your Shooting phase.
Target: One ASTRA MILITARUM unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability.

1 CP GRIZZLED COMPANY STRATAGEM ANY

SNAP TO IT

When: Start of any phase.
Target: One Astra Militarum Officer unit from your army.
Effect: Your unit's OFFICER model can issue 1 Order as if it were your Command phase.

IMPERIUM - ASTRA MILITARUM

HAMMER OF THE EMPEROR

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Indomitable Steed — 15 pts

Vehicle Officer model only. The bearer has the Feel No Pain 6+ ability.

Calm Under Fire — 15 pts

Vehicle Officer model only. Once per turn, after the bearer issues an Order to a Squadron unit from your army, it can issue the same Order to another Squadron unit from your army.

Veteran Crew — 20 pts

Vehicle Officer model only. Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

Regimental Banner — 20 pts

Vehicle Officer model only. Add 3 to the bearer's Objective Control characteristic.

DETACHMENT RULE

Each time a Squadron unit from your army Advances, do not make an Advance roll for it; until the end of the phase, add 6" to the Move characteristics of models in that unit, and when making that Advance move, that unit can move within Engagement Range of enemy models but cannot end that move within Engagement Range of enemy models.

STRATAGEMS (6/6)

1 CP HAMMER OF THE EMPEROR – EPIC DEED STRATAGEM — COMMAND

FINAL HOUR

When: Your Command phase.
Target: One Squadron unit from your army that is Below Half-strength (excluding Officer units).
Effect: Until the end of the battle round, ranged weapons equipped by models in your unit (excluding [ONE SHOT] weapons) have the [HAZARDOUS] ability, and each time a model in your unit makes a ranged attack, you can ignore any or all modifiers to that attack's Ballistic Skill characteristic and to the Hit roll.

1 CP HAMMER OF THE EMPEROR – BATTLE TACTIC STRATAGEM — MOVEMENT

BLAZING ADVANCE

When: Your Movement phase, just after a Squadron unit from your army Advances.
Target: That SQUADRON unit.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced.

1 CP HAMMER OF THE EMPEROR – STRATEGIC PLOY STRATAGEM — MOVEMENT

TACTICAL WITHDRAWAL

When: Your Movement phase, just after a Squadron unit from your army Falls Back.
Target: That SQUADRON unit.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back.

2 CP HAMMER OF THE EMPEROR – WARGEAR STRATAGEM — SHOOTING

ABLATIVE PLATING

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Astra Militarum Vehicle unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack is allocated to your unit, subtract 1 from the Damage characteristic of that attack.

1 CP HAMMER OF THE EMPEROR – BATTLE TACTIC STRATAGEM — SHOOTING

FURIOUS CANNONADE

When: Your Shooting phase.
Target: One Squadron unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit within 12", improve the Armour Penetration characteristic of that attack by 1.

1 CP HAMMER OF THE EMPEROR – STRATEGIC PLOY STRATAGEM — CHARGE

CRASH THROUGH

When: Your Movement phase or your Charge phase.
Target: One Astra Militarum Vehicle unit from your army that has not been selected to move or charge this phase.
Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features as if they were not there.

IMPERIUM - ASTRA MILITARUM

MECHANISED ASSAULT

6 Stratagems · 4 Enhancements

2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Bold Leadership — 25 pts

Infantry Officer model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any Transport it is embarked within) is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

Sacred Unguents — 10 pts

Astra Militarum Tech-Priest Enginseer model only. At the start of your Shooting phase, select one Transport from your army (excluding Aircraft and Titanic units) within 3" of the bearer. Until the end of the phase, each time that Transport makes an attack, you can re-roll the Hit roll.

Vanguard Honours — 15 pts

Infantry Officer model only. The bearer's unit can disembark from a Transport after it has Advanced. If it does, it counts as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

Smoke Grenades — 10 pts

Infantry Officer model only. The bearer's unit has the Benefit of Cover and the Stealth ability while the bearer's unit is wholly within 3" of one or more friendly Transport models.

DETACHMENT RULE

Each time an Astra Militarum model from your army makes a ranged attack in a turn in which it disembarked from a Transport, add 1 to the Wound roll.

STRATAGEMS (6/6)

1 CP MECHANISED ASSAULT – WARGEAR STRATAGEM COMMAND

VOX-RELAY

When: Your Command phase.
Target: One Infantry Officer unit from your army embarked within a Transport. You can use this Stratagem on that unit even though it is embarked within a TRANSPORT.
Effect: Until the end of the phase, your unit can issue Orders even though it is not on the battlefield, and it can issue Orders to Astra Militarum Transport units from your army [excluding TiTANic units) regardless of the distance to and from your unit's TRANSPORT.

1 CP MECHANISED ASSAULT – STRATEGIC PLOY STRATAGEM MOVEMENT

RAPID DISPERSAL

When: Your Movement phase.
Target: One Astra Militarum Infantry unit from your army that disembarked from a Transport this phase.
Effect: Your INFANTRY unit can make a Normal move of up to D6".

1 CP MECHANISED ASSAULT – BATTLE TACTIC STRATAGEM MOVEMENT

SWIFT INTERCEPTION

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Transport unit from your army (excluding AIRCRAFT and TiTANic units) that is not within Engagement Range of one or more enemy units, and is within 8" of the enemy unit that just ended that move.
Effect: Your TRANSPORT can make a Normal move of up to 6".

1 CP MECHANISED ASSAULT – BATTLE TACTIC STRATAGEM SHOOTING

CLEAR AND SECURE

When: Your Shooting phase.
Target: One ASTRA MILITARUM unit from your army that disembarked from a Transport this turn and has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit within range of an objective marker, you can re-roll the Hit roll and you can re-roll the Wound roll.

1 CP MECHANISED ASSAULT – BATTLE TACTIC STRATAGEM CHARGE

HASTY EXTRACTION

When: Your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move.
Target: One Astra Militarum Infantry unit from your army that was selected as a target of that charge.
Effect: Provided your unit is not within Engagement Range of one or more enemy units and every model in your unit is within 3" of an AsTRA Militarum Transport from your army, it can embark within that TRANSPORT.

1 CP MECHANISED ASSAULT – STRATEGIC PLOY STRATAGEM ANY

MOVE OUT

When: End of your opponent's turn.
Target: One ASTRA MILITARUM unit from your army.
Effect: Provided your unit is not within Engagement Range of one or more enemy units and every model in your unit is within 3" of an Astra Militarum Transport from your army, it can embark within that TRANSPORT.

IMPERIUM - ASTRA MILITARUM

RECON ELEMENT

6 Stratagems · 4 Enhancements

2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Guerrilla Honours — 25 pts

Infantry Officer model only. After both players have deployed their armies, if the bearer is on the battlefield, select up to three other Astra Militarum Infantry units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Scare Gas Grenades — 5 pts

Astra Militarum Infantry model only. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, select one enemy unit within 8" of the bearer's unit (excluding Monster and Vehicle units); that unit must take a Battle-shock test.

Tripwires — 20 pts

Astra Militarum Infantry model only. Each time an enemy Infantry or Mounted unit ends a Normal, Advance, Charge, or Fall Back move within 8" of the bearer's unit, roll a D6; on a 4+, until the start of your next turn, that enemy unit is stunned. While a unit is stunned, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Survival Gear — 5 pts

Astra Militarum Infantry model only. The bearer has the Scouts 6" ability.

DETACHMENT RULE

Friendly ASTRA MILITARUM units (excluding TITANIC units) have Stealth.

STRATAGEMS (6/6)

1 CP RECON ELEMENT – STRATEGIC PLOY STRATAGEM MOVEMENT

DRAW THEM OUT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Platoon unit from your army that is within 8" of that enemy unit, and is not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to 6".

1 CP RECON ELEMENT – STRATEGIC PLOY STRATAGEM SHOOTING

COURAGEOUS DIVERSION

When: Start of your opponent's Shooting phase.
Target: One Astra Militarum Infantry or Astra Militarum Mounted unit from your army.
Effect: Until the end of the phase, your unit has the Feel No Pain 6+ ability, and each time an enemy model makes an attack, if your unit is the closest eligible target, subtract 1 from the Hit roll.

1 CP RECON ELEMENT – BATTLE TACTIC STRATAGEM SHOOTING

CRACK SHOTS

When: Your Shooting phase.
Target: One Platoon unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [PRECISION] ability.

1 CP RECON ELEMENT – WARGEAR STRATAGEM CHARGE

TANGLEFOOT GRENADES

When: Start of your opponent's Charge phase.
Target: One ASTRA MILITARUM GRENADES unit from your army.
Effect: Select one visible enemy unit within 12" of your unit. When that enemy unit declares a charge, that enemy unit has -1 to charge rolls.

1 CP RECON ELEMENT – BATTLE TACTIC STRATAGEM ANY

SCOUTING OUTRIDERS

When: End of your opponent's turn.
Target: One Astra Militarum Mounted or Astra Militarum Walker unit from your army that is wholly within 10" of one or more battlefield edges and not within Engagement Range of one or more enemy units.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP RECON ELEMENT – WARGEAR STRATAGEM ANY

SCRAMBLE FIELD

When: Start of your opponent's Reinforcements step.
Target: One Astra Militarum Infantry unit from your army.
Effect: Until the end of the phase, enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of your unit.

IMPERIUM - ASTRA MILITARUM

SIEGE REGIMENT

6 Stratagems · 4 Enhancements

2 DP · DISRUPTION

ENHANCEMENTS (4)

Eager Advance — 20 pts

Infantry Officer model only. While the bearer is leading a Regiment unit, that unit has the Scouts 6" ability.

Flash Grenades — 20 pts

Infantry Officer model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

Stalwart's Honours — 15 pts

Officer model only. While the bearer is leading a unit, when that unit is issued an Order, it is also affected by the Take Cover! Order.

Legacy Sidearm — 10 pts

Infantry Officer model only. Add 2 to the Attacks characteristics of the bearer's Pistols.

DETACHMENT RULE

At the start of the battle round, select one of the following types of artillery support.

- Creeping Barrage: Roll one D6 for each enemy unit that is more than 12" from every model from your army that is on the battlefield: On a 5+, until the end of the battle round, that unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it. The maximum number of units that can be shaken by this rule in each battle round depends on the battle size, as shown below.

- Incendiary Bombardment: Select a number of enemy units more than 12" from every model from your army that is on the battlefield. Until the end of the battle round, those enemy units are scattered. While a unit is scattered, it cannot have the Benefit of Cover. The maximum number of units you can select this way depends on the battle size, as shown below.

- Smoke Shells: Select a number of units from your army. Until the end of the battle round, those units have the Stealth ability. The maximum number of units you can select in this way depends on the battle size, as shown below.

Battle Size - Maximum Number of Units

Incursion - 2

Strike Force - 3

Onslaught - 4

STRATAGEMS (6/6)

2 CP SIEGE REGIMENT – STRATEGIC PLOY STRATAGEM COMMAND

OVER THE TOP

When: Start of your Command phase.
Target: One Infantry Officer model from your army.
Effect: Until the end of the phase, when your model issues the Move! Move! Move! Order, it can issue that Order to any number of eligible friendly Infantry Regiment units, regardless of range to your model.

1 CP SIEGE REGIMENT – BATTLE TACTIC STRATAGEM SHOOTING

CALLOUS SACRIFICE

When: Your Shooting phase.
Target: One Platoon unit from your army that is within Engagement Range of one or more enemy units.
Effect: Until the end of the phase, enemy units are not considered to be within Engagement Range of your unit for the purposes of selecting targets of ranged weapons. Until the end of the phase, each time an enemy model loses a wound, while that model's unit is within Engagement Range of your unit, roll one D6: on a 4+, one model from your unit is destroyed after the attacking unit has finished making its attacks.

1 CP SIEGE REGIMENT – WARGEAR STRATAGEM SHOOTING

FLARE BURST

When: Your Shooting phase.
Target: One Astra Militarum Character unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time your unit makes an attack that targets a visible enemy unit within 12", you can re-roll the Hit roll.

1 CP SIEGE REGIMENT – STRATEGIC PLOY STRATAGEM SHOOTING

FURIOUS FUSILLADE

When: Your Shooting phase.
Target: One Platoon unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, add 1 to the Attacks characteristic of ranged weapons equipped by models in your unit while targeting an enemy unit within half range.

1 CP SIEGE REGIMENT – WARGEAR STRATAGEM CHARGE

MINEFIELD

When: Start of your opponent's Charge phase.
Target: One Platoon unit from your army.
Effect: Until the end of the phase, each time an enemy unit ends a Charge move within Engagement Range of your unit, roll one D6 for each model in that enemy unit: for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP SIEGE REGIMENT – BATTLE TACTIC STRATAGEM FIGHT

TRENCH FIGHTERS

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Astra Militarum Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 2 to the result if it is a Regiment model. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

IMPERIUM - ASTRA MILITARUM

STEEL HAMMER

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Battalion Commander — 30 pts

Astra Militarum Titanic Character model only. The bearer has the Voice of Command ability and the Officer keyword, and can issue up to 2 Orders to Astra Militarum Titanic and Squadron units.

Titan Killer — 20 pts

Astra Militarum Titanic Character model only. Each time the bearer makes a ranged attack, you can re-roll the Damage roll.

Assault Hatches — 25 pts

Astra Militarum Titanic Character Transport model only. Each time a unit disembarks from the bearer after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Engine Speaker — 15 pts

Astra Militarum Tech-Priest Enginseer model only. Each time the bearer uses its Omnissiah's Blessing ability, until the start of your next Command phase, add 3" to the Move characteristic of the selected Vehicle model.

DETACHMENT RULE

Each time an Astra Militarum Titanic or Astra Militarum Squadron unit from your army is selected to shoot, models in that unit can target enemy units within Engagement Range of that unit (including with Blast weapons), provided no other friendly units are also within Engagement Range of that enemy unit. When doing so, such models do not suffer the penalty to their Hit rolls for being within Engagement Range of one or more enemy units (excluding attacks made with Indirect Fire weapons).

STRATAGEMS (6/6)

1 CP STEEL HAMMER – STRATEGIC PLOY STRATAGEM MOVEMENT

IMPOSING ARRIVAL

When: Reinforcements step of your Movement phase, from the second battle round onwards.
Target: One Astra Militarum Titanic unit from your army that is in Reserves.
Effect: Set up your unit on the battlefield, wholly within 8" of the battlefield edge and more than 6" horizontally away from all enemy units.

2 CP STEEL HAMMER – BATTLE TACTIC STRATAGEM SHOOTING

ACCURACY UNDER PRESSURE

When: Your Shooting phase.
Target: One ASTRA MILITARUM unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.

1 CP STEEL HAMMER – STRATEGIC PLOY STRATAGEM SHOOTING

SHATTERING SALVO

When: Your Shooting phase, just after an Astra Militarum Titanic unit from your army has shot.
Target: That ASTRA MILITARUM TITANIC unit.
Effect: Select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

1 CP STEEL HAMMER – STRATEGIC PLOY STRATAGEM SHOOTING

WITHERING FIREPOWER

When: Your Shooting phase, just after an Astra Militarum Vehicle unit from your army has shot.
Target: That ASTRA MILITARUM VEHICLE unit.
Effect: Select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test, subtracting 1 from that test.

1 CP STEEL HAMMER – STRATEGIC PLOY STRATAGEM CHARGE

ADAMANTINE BEHEMOTH

When: Your Movement phase or your Charge phase.
Target: One Astra Militarum Vehicle unit from your army that has not been selected to move or charge this phase.
Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

1 CP STEEL HAMMER – EPIC DEED STRATAGEM FIGHT

ENGINE OF WRATH

When: Fight phase.
Target: One Astra Militarum Titanic unit from your army that has not been selected to fight this phase.
Effect: Select one enemy unit within Engagement Range of your unit. Until the end of the phase, add 6 to the Attacks characteristic of melee weapons equipped by models in your unit, improve the Armour Penetration characteristic of those weapons by 2, and each time a model in your unit fights, it can only target that enemy unit.

IMPERIUM - ASTRA MILITARUM

TEMPESTUS BOARDING REGIMENT

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Covert Breach

At the start of the first battle round, the bearer's unit can make a Normal move of up to 6".

Elimination Force

At the start of the first battle round, select one enemy unit. Each time a model in the bearer's unit makes an attack that targets that enemy unit, if the Strength characteristic of that attack is less than the Toughness characteristic of that enemy unit, add 1 to the Wound roll.

DETACHMENT RULE

You can include up to one of the following unit:

- Militarum Tempestus Command Squad

You can include up to one of the following units:

- Commissar
- Ogryn Bodyguard
- Primaris Psyker
- Regimental Enginseer
- Regimental Preacher

You can include up to three of each of the following units:

- Tempestus Scions (5 or 10 models)

You can include up to one of the following units:

- Bullgryn Squad (3 models)

STRATAGEMS (4/4)

1 CP TEMPESTUS BOARDING REGIMENT – STRATEGIC PLOY STRATAGEM — COMMAND

COORDINATED STRIKE

When: Start of your Command phase.
Target: One OffIcER model from your army.
Effect: Select one Order your model can issue. Every ASTRA MILITARUM unit from your army is issued that Order (regardless of any keywords those units are normally required to have).
Restriction: Until the end of the turn, OFFICER models from your army cannot issue Orders. You can only use this Stratagem once.

1 CP TEMPESTUS BOARDING REGIMENT – STRATEGIC PLOY STRATAGEM — MOVEMENT

LOCKDOWN

When: Your Movement phase.
Target: One ASTRA MILITARUM unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, after your unit ends a move, you can select one open Hatchway it moved through during that move; close that Hatchway.

1 CP TEMPESTUS BOARDING REGIMENT – BATTLE TACTIC STRATAGEM — SHOOTING

FIRE-PATTERN HURRICANUS

When: Your Shooting phase, just after a MILITARUM TEMPESTUS unit from your army has shot.
Target: That MILITARUM TEMPESTUS unit.
Effect: Select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, subtract 2 from the Move characteristic of models in that enemy unit, and subtract 2 from Advance and Charge rolls made for it.

1 CP TEMPESTUS BOARDING REGIMENT – BATTLE TACTIC STRATAGEM — FIGHT

BRUTAL TRAINING

When: Fight phase.
Target: One MILITARUM TEMPESTUS unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, add 1 to the Attacks and Strength characteristics of melee weapons equipped by models in your unit.

IMPERIUM - ASTRA MILITARUM

AEGIS DEFENCE LINE

145 PTS

M	T	SV	W	LD	OC
-	12	2+	10	7+	0

AUFSTELLUNG

1x Aegis Defence Line (Hull)

ABILITIES

Defence Line
While an Astra Militarum Infantry model has the Benefit of Cover as a result of this terrain feature, that model has a 4+ invulnerable save

Deployment
When this model is set up, it will consist of 1 platform section, up to 5 shield sections, up to 2 broken shield sections and up to 2 end sections. All sections must be connected to each other to form a continuous defence line; the 2 broken shield sections can be placed either at the end of the defence line, or in the middle of it such that both are within ½" of each other (in this case, these 2 sections count as being connected to each other). All of the sections that have been set up are then treated as a single model for all rules purposes.

Emplacement Platform
Friendly Astra Militarum Infantry models can be set up or end any type of move on top of the platform section of this Fortification.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Reinforced Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

IMPERIUM - ASTRA MILITARUM

AQUILA LANDER [LEGENDS]

120 PTS

M	T	SV	W	LD	OC
14"	9	3+	12	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Multi-laser	36"	4	4+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Aquila Lander [Legends]

Equipped with: Autocannon, Heavy bolter, Multi-laser, Armoured hull

Wargear Options:

- This model can replace its Heavy bolter with Autocannon or Multi-laser.

ABILITIES

Aerial Deployment
If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Aquila Lander (Transport)
Capacity: This model has a transport capacity of 12 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

WEAPON RULES

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

IMPERIUM - ASTRA MILITARUM

ARKURIAN STORMHAMMER [LEGENDS]

480 PTS

M	T	SV	W	LD	OC
9"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
7x Multi-laser	48"	4	4+	6	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Stormhammer cannon BLAST	72"	3D6	4+	12	-2	3
Twin battle cannon BLAST TWIN-LINKED	48"	D6+3	4+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Arkurian Stormhammer [Legends]

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, 7x Multi-laser, Storm bolter, Stormhammer cannon, Twin battle cannon, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its 7 Multi-lasers with 7 Heavy Bolters, 7 Heavy Flamers or 7 Lascannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Rolling Fortress
Each time a ranged attack is allocated to an ASTRA MILITARUM model from your army, if that model is not fully visible to every model in the attacking unit because of this Arkurian Stormhammer model, that model has the Benefit of Cover against that attack

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

ARMAGEDDON-PATTERN MEDUSA [LEGENDS]

105 PTS

M	T	SV	W	LD	OC
10"	9	3+	11	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Medusa siege cannon BLAST INDIRECT FIRE	36"	D6	4+	12	-2	4
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Armageddon-pattern Medusa [Legends]

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Medusa siege cannon, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Pinning Bombardment
In your Shooting phase, after this model has shot, if one or more of those attacks made with its Medusa siege cannon scored a hit against an enemy Infantry unit, that unit must take a Battle-shock test.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

ARMOURED SENTINELS

65–120 PTS

M	T	SV	W	LD	OC
8"	8	2+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-laser	36"	4	4+	6	0	1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	4+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	4+	9	-2	D6
➤ Plasma cannon - standard BLAST	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	6	0	1
Sentinel chainsaw	Melee	3	4+	6	-1	1

AUFSTELLUNG

1-2x Armoured Sentinel (80mm)

Equipped with: Autocannon, Heavy flamer, Hunter-killer missile, Lascannon, Multi-laser, ➤ Missile launcher - frag, ➤ Missile launcher - krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Close combat weapon, Sentinel chainsaw

Wargear Options:

- Each Armoured Sentinel can be equipped with 1x Hunter-killer missile.
- Each Armoured Sentinel can be equipped with 1x Sentinel chainsaw.
- Each Armoured Sentinel can replace its Multi-laser with Autocannon, Lascannon, Heavy flamer, Missile launcher or Plasma cannon.

ABILITIES

Mobile Hunter-killers
Each time a model in this unit makes an attack that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

ARTILLERY TEAM

95 PTS

M	T	SV	W	LD	OC
3"	7	3+	10	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy mortar [BLAST] [HEAVY] [INDIRECT FIRE]	48"	D6+3	5+	8	-1	2
Heavy quad launcher [BLAST] [HEAVY] [INDIRECT FIRE] [TWIN-LINKED]	48"	2D6	5+	5	0	1
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Multiple rocket launcher [ANTI-INFANTRY 3+] [BLAST] [HEAVY] [INDIRECT FIRE]	48"	D6+3	5+	2	-1	1
Siege cannon [BLAST] [HEAVY] [INDIRECT FIRE]	48"	D6	5+	12	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crew close combat weapons	Melee	3	4+	3	0	1

AUFSTELLUNG

1x Artillery Team (130mm)

Equipped with: Heavy mortar, Heavy quad launcher, Lasgun, Multiple rocket launcher, Siege cannon, Crew close combat weapons

Wargear Options:

- This model can replace its Heavy mortar with Siege cannon, Multiple rocket launcher or Heavy quad launcher.

ABILITIES

Remorseless Barrage
In your Shooting phase, after this model has shot, if one or more of those attacks made with an **Indirect Fire** weapon scored a hit against an enemy unit, that unit must take a Battle-shock test (if an Infantry unit is hit by one or more attacks made by a multiple rocket launcher, they must subtract 1 from their Battle-shock test when doing so).

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

IMPERIUM - ASTRA MILITARUM

ARVUS LIGHTER [LEGENDS]

95 PTS

M	T	SV	W	LD	OC
14"	8	3+	8	7+	0

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	2	4+	5	0	1

AUFSTELLUNG

1x Arvus Lighter [Legends]

Equipped with: Armoured Hull

ABILITIES

Aerial Deployment
If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

Arvus Lighter (Transport)
Capacity: This model has a transport capacity of 12 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. It cannot transport Ogryn or Artillery models.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

IMPERIUM - ASTRA MILITARUM

ATLAS RECOVERY VEHICLE [LEGENDS]

80 PTS

M	T	SV	W	LD	OC
10"	9	3+	10	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Atlas Recovery Vehicle [Legends]

Equipped with: Heavy bolter, Heavy stubber, Hunter-killer missile, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Recovery Vehicle
At the end of your Movement phase, you can select one friendly Astra Militarum Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.

WEAPON RULES

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

ATTILAN ROUGH RIDERS

60–120 PTS

M	T	SV	W	LD	OC
12"	4	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Goad lance LANCE	Melee	2	3+	6	-2	2
Power sabre	Melee	4	3+	4	-2	1
Steed's hooves EXTRA ATTACKS	Melee	2	4+	4	0	1
➤ Hunting lance - frag tip LANCE	Melee	D6	3+	4	0	1
➤ Hunting lance - melta tip LANCE	Melee	1	3+	9	-4	D6

AUFSTELLUNG

4-9x Rough Rider w/ Hunting lance oder Rough Rider w/ Goad lance (60x35.5mm Oval Base)
1x Rough Rider Sergeant (60x35.5mm Oval Base)

Equipped with: Lasgun, Laspistol, Goad lance, Power sabre, Steed's hooves, ➤ Hunting lance - frag tip, ➤ Hunting lance - melta tip

Wargear Options:

■ Each Rough Rider Sergeant can replace its Hunting lance with Goad lance.

ABILITIES

Horsemasters
This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

LANCE
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

IMPERIUM - ASTRA MILITARUM

AUGMENTED BONE 'EAD [CRUCIBLE]

60 PTS

M	T	SV	W	LD	OC
6"	3	4+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Autogun	24"	2	3+	3	0	1
Autopistol PISTOL	12"	1	3+	3	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combat shotgun ASSAULT	12"	2	3+	4	0	1
Grenadier gauntlet BLAST	18"	D6	3+	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Lascarbine ASSAULT	18"	2	3+	3	0	1
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Laspistol PISTOL	12"	1	3+	3	0	1
Multi-laser	36"	4	3+	6	0	1
Ripper gun RAPID FIRE 3	18"	3	3+	5	-1	2
Zealot's vindicator IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	3+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	3+	9	-2	D6
➤ Plasma cannon - standard BLAST	36"	D3	3+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	5	3+	7	-1	2
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	3	3+	3	0	1
Frag lance LANCE	Melee	D6	3+	4	0	1
Goad lance LANCE	Melee	2	3+	6	-2	2
Huge knife	Melee	6	3+	8	-1	2
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	4	3+	4	-2	1
Ripper gun	Melee	5	3+	6	-1	1
Sentinel chainsaw	Melee	3	3+	6	-1	1
Zealot's vindicator	Melee	4	3+	5	-1	2
➤ Hunting lance - frag tip LANCE	Melee	D6	3+	4	0	1
➤ Hunting lance - melta tip LANCE	Melee	1	3+	9	-4	D6

KEYWORDS: Character, Infantry, Crucible, Imperium, Grenades, Regiment, Augmented Bone 'Ead, Ogryn

FACTION: Astra Militarum 60 PTS

AUFSTELLUNG

1x Augmented Bone 'Ead [Crucible]

Equipped with: Autocannon, Autogun, Autopistol, Bolt pistol, Boltgun, Combat shotgun, Grenadier gauntlet, Hand flamer, Heavy flamer, Lascannon, Lascarbine, Lasgun, Laspistol, Multi-laser, Ripper gun, Zealot's vindicator, ➤ Missile launcher - frag, ➤ Missile launcher - krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Bullgryn maul, Chainsword, Close combat weapon, Frag lance, Goad lance, Huge knife, Power fist, Power weapon, Sentinel chainsaw, ➤ Hunting lance - frag tip, ➤ Hunting lance - melta tip

Wargear Options:

- This model can be equipped with one of: Autocannon, Autogun, Combat shotgun, Grenadier gauntlet, Lascannon, Lascarbine, Lasgun, Missile launcher, Multi-laser, Plasma cannon, Zealot's vindicator, Boltgun, Heavy flamer, Ripper gun.
- This model can be equipped with up to 2 of: Autopistol, Hand flamer, Bolt pistol, Laspistol, Plasma pistol.
- This model can be equipped with 1x Chainsword.
- This model can be equipped with 1x Close combat weapon.
- This model can be equipped with 1x Frag lance.
- This model can be equipped with 1x Goad lance.
- This model can be equipped with 1x Huge knife.
- This model can be equipped with 1x Hunting lance.
- This model can be equipped with 1x Power weapon.

ABILITIES

CORE - Leader

Brute Shield
Augmented Bone 'Ead only. This model has a 4+ invulnerable save.

Dauntless Veteran
You can re-roll Battle-shock tests taken for this unit.

Extra Armour
Sentinel Commander only. Change this model's Move characteristic to 8", change its Toughness characteristic to 8, change its Save characteristic to 2+, and it loses the Scouts 9" ability.

Fire Coordinator
Ranged weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

Martial Zealot
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

Noble Steed
Front-line Commander only. Change this model's Move characteristic to 12", change its Toughness characteristic to 4, change its Save characteristic to 4+. Remove the Infantry keyword, add the Mounted keyword, and add to the list of units this model can be attached to: Attilan Rough Riders, Death Riders.

Slabshield
Augmented Bone 'Ead only. Change this model's Wounds characteristic to 7.

You 'Eard 'Em
Each time an Order is issued to this model's unit, this model can issue that Order to one other friendly Platoon or Ogryn unit in the same way as an Officer.

Leader
This model can be attached to the following units:
- Bullgryn Squad
- Ogryn Squad

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LANCE
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Crucible
A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Voice Of Command
If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.
Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.
Only Astra Militarum models gain the benefit of an Order issued to their unit.
MOVE! MOVE! MOVE!
Add 3" to the Move characteristic of models in this unit.
FIX BAYONETS!
Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
TAKE AIM!
Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
FIRST RANK, FIRE! SECOND RANK, FIRE!
Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.
TAKE COVER!
Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).
DUTY AND HONOUR!
Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

AVENGER STRIKE FIGHTER

130 PTS

M	T	SV	W	LD	OC
-	9	3+	14	7+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger bolt cannon **SUSTAINED HITS 1**	36"	10	4+	6	-1	2
Heavy stubber **RAPID FIRE 3**	36"	3	4+	4	0	1
Lascannon	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Avenger Strike Fighter (120x92mm Oval Base)

Equipped with: Avenger bolt cannon, Heavy stubber, Lascannon, Armoured hull

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Fiery Vengeance

Once per turn, in your opponent's Shooting phase, when another friendly ASTRA MILITARUM unit within 6" of this model is destroyed by an attack made by a unit that can Fly, one model from your army with this ability can use it. If it does, after the attacking unit has finished making its attacks, that model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

WEAPON RULES

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

BANEBLADE

415 PTS

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baneblade cannon [BLAST]	72"	3D6	4+	12	-2	3
Coaxial autocannon	48"	2	4+	9	-1	3
Demolisher cannon [BLAST]	24"	D6+3	4+	14	-3	D6
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Lascannon	48"	1	4+	12	-3	D6+1
Twin heavy bolter [SUSTAINED HITS 1] [TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER] [TORRENT] [TWIN-LINKED]	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Baneblade (Hull)

Equipped with: Baneblade cannon, Coaxial autocannon, Demolisher cannon, Heavy stubber, Lascannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

Wargear Options:

- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

ABILITIES

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Rolling Fortress
Each time a ranged attack is allocated to an Astra Militarum model from your army, if that model is not fully visible to every model in the attacking unit because of this Baneblade model, that model has the Benefit of Cover against that attack.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

BANEHAMMER

385 PTS

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Tremor cannon BLAST	36"	2D6+3	4+	12	-2	3
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Banehammer (Hull)

Equipped with: Lascannon, Tremor cannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

Wargear Options:

- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

ABILITIES

Banehammer
This model has a transport capacity of 26 Astra Militarum Infantry models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Tremor Quake
In your Shooting phase, just after selecting a target for this model's tremor cannon, the target unit and every other enemy Infantry unit within 3" of that unit must take a Battle-shock test.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Firing Deck 6

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

IMPERIUM - ASTRA MILITARUM

BANESWORD

415 PTS

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Quake cannon BLAST IGNORES COVER	72"	D6+6	4+	16	-4	4
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Banesword (Hull)

Equipped with: Lascannon, Quake cannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

Wargear Options:

- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

ABILITIES

Armour Obliteration
Each time an attack made with this model's quake cannon destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 3+ instead of on a 6.

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

BASILISK

115 PTS

M	T	SV	W	LD	OC
10"	9	3+	11	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Earthshaker cannon BLAST INDIRECT FIRE	240"	D6+3	4+	8	-2	2
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Basilisk (Hull)

Equipped with: Earthshaker cannon, Heavy bolter, Heavy flamer, Hunter-killer missile, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Earthshaker Rounds
In your Shooting phase, after this model has shot, if one or more of those attacks made with its earthshaker cannon scored a hit against an enemy INFANTRY unit, until the start of your next Shooting phase, that unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

BULLGRYN SQUAD

90–200 PTS

M	T	SV	W	LD	OC
6"	6	3+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grenadier gauntlet BLAST	18"	D6	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	4	3+	7	-1	2
Close combat weapon	Melee	4	3+	6	0	1

AUFSTELLUNG

2-5x Bullgryn (40mm)
1x Bullgryn Bone 'ead (40mm)

Equipped with: Grenadier gauntlet, Bullgryn maul, Close combat weapon

Wargear Options:

- Each Bullgryn can replace its Slabshield with Brute shield.
- Each Bullgryn can replace its Grenadier gauntlet with Bullgryn maul.
- Each Bullgryn Bone 'ead can replace its Bullgryn maul with Grenadier gauntlet.
- Each Bullgryn Bone 'ead can replace its Slabshield with Brute shield.

ABILITIES

Brute Shield
The bearer has a 4+ invulnerable save.

Slabshield
The bearer has a Wounds characteristic of 4.

Wall of Muscle
Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

CORE RULES

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

IMPERIUM - ASTRA MILITARUM

CADIAN CASTELLAN

55 PTS

M	T	SV	W	LD	OC
6"	3	5+	4	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Laspistol PISTOL	12"	1	3+	3	0	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	3	3+	3	0	1
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	4	3+	4	-2	1

AUFSTELLUNG

1x Cadian Castellan (28.5mm)

Equipped with: Bolt pistol, Boltgun, Laspistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon

Wargear Options:

- This model can replace its Laspistol with Bolt pistol or Plasma pistol.
- This model can replace its Boltgun and close combat weapon with Power fist, Power weapon or Chainsword.

ABILITIES

CORE - Leader

Get Back in the Fight
While this model is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

Senior Officer
While this model is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability

Leader
This model can be attached to the following units: Cadian Shock Troops, Kasrkin

Orders (Orders)
Orders: This Officer can issue 2 Orders to Regiment units.

WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

CADIAN COMMAND SQUAD

60 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	4+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power fist	Melee	3	4+	6	-2	2
Power weapon	Melee	3	4+	4	-2	1

AUFSTELLUNG

1x Cadian Commander (28.5mm)
1x Cadian Veteran Guardsman w/ Regimental standard oder Cadian Veteran Guardsman oder Cadian Veteran Guardsman w/ Master vox oder Cadian Veteran Guardsman w/ Medi-pack (28.5mm)

Equipped with: Bolt pistol, Flamer, Lasgun, Laspistol, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon

Wargear Options:

- Each Cadian Commander can replace its Chainsword with Power fist or Power weapon.
- Each Cadian Commander can replace its Laspistol with Bolt pistol or Plasma pistol.
- Each Cadian Veteran Guardsman w/ Regimental standard can replace its Regimental standard and lasgun with Flamer, Grenade launcher, Meltagun or Plasma gun.
- Each Cadian Veteran Guardsman can replace its Chainsword with Flamer and close combat weapon, Grenade launcher and close combat weapon, Plasma gun and close combat weapon, Meltagun and close combat weapon, Power fist or Power weapon.
- Each Cadian Veteran Guardsman can replace its Bolt pistol with Laspistol or Plasma pistol.

ABILITIES

CORE - Leader

Cadia Stands!
While this unit contains an OFFICER model and this unit is within range of an objective, this unit can re-roll battle-shock rolls.

Master Vox
Each time the Officer in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

Medi-pack
At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Platoon (excluding Characters) to this unit.

Regimental Standard
Add 1 to the Objective Control characteristic of models in the bearer's unit.

Leader
This model can be attached to the following unit: Cadian Shock Troops

Orders (Orders)
Orders: This unit's Officer can issue 1 Order to a Regiment unit.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

CADIAN HEAVY WEAPONS SQUAD

65 PTS

M	T	SV	W	LD	OC
6"	3	5+	2	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon HEAVY	48"	2	5+	9	-1	3
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	5+	5	-1	2
Lascannon HEAVY	48"	1	5+	12	-3	D6+1
Laspistol PISTOL	12"	2	4+	3	0	1
Mortar BLAST HEAVY INDIRECT FIRE	48"	D6	5+	5	0	1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	5+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	5+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

3x Heavy Weapons Team w/ Heavy bolter oder Heavy Weapons Team w/ Mortar oder Heavy Weapons Team w/ Missile launcher oder Heavy Weapons Team w/ Lascannon oder Heavy Weapons Team w/ Autocannon (50mm)

Equipped with: Autocannon, Heavy bolter, Lascannon, Laspistol, Mortar, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Close combat weapon

Wargear Options:

- This model's Heavy bolter can be replaced with 1x Mortar, 1x Missile launcher, 1x Lascannon or 1x Autocannon.

ABILITIES

Covering Fire
Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or on unmodified Hit rolls of 4+ instead if this unit is within 6" of one or more friendly Platoon units.

Embarking
While embarked within a Transport, each model takes up the space of 2 models, and each weapon equipped by these models is considered to be 2 models' weapons for the purposes of the Firing Deck ability.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

IMPERIUM - ASTRA MILITARUM

CADIAN RECON SQUAD

80 PTS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autostubber RAPID FIRE 3	24"	3	4+	4	0	1
Lasgun ASSAULT RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Long-las HEAVY PRECISION	36"	1	4+	4	-2	2
Meltagun MELTA 2	12"	1	4+	9	-4	D6
➤ Missile launcher - frag BLAST HEAVY	48"	D6	5+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	5+	9	-2	D6
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG

1x Recon Sergeant (28.5mm)
9x Recon Trooper w/ Lasgun oder Recon Trooper w/ Autostubber oder Recon Trooper w/ Vox-caster oder Recon Trooper w/ Long-las (28.5mm)

Equipped with: Autostubber, Lasgun, Laspistol, Long-las, Meltagun, ➤ Missile launcher - frag, ➤ Missile launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, Close combat weapon

Wargear Options:

- This model's Lasgun can be replaced with 1x Long-las.
- Up to 1 model can have its Lasgun replaced with 1x Plasma gun or 1x Meltagun.

ABILITIES

Independent Operatives
Each time an Order is issued to this unit, that Order affects this unit until a new Order is issued to this unit, or until this unit becomes Battle-shocked, or until the battle ends (whichever happens first).

Signal Flares
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is designated:

- While a unit is designated, that unit has +3" detection range.

Vox-caster
Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6": on a 5+, you gain 1CP.

Vox-relay beacon
At the start of the battle, you can set up one Vox-relay Beacon token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. While a friendly Astra Militarum Regiment unit is within 6" of that token, Officer units from your army can issue orders to that Regiment unit as if the Officer unit was within 6" of it. At the end of every phase, If an enemy unit is within 1" of a Vox-relay Beacon token you set up, that token is removed from the battlefield.

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◈ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◈ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

IMPERIUM - ASTRA MILITARUM

CADIAN SHOCK TROOPS

70–145 PTS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Sergeant's autogun	24"	2	4+	3	0	1
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG

1x Cadian Shock Troops (25mm)

Equipped with: Bolt pistol, Flamer, Lasgun, Laspistol, Meltagun, Sergeant's autogun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, Chainsword, Close combat weapon

Wargear Options:

- This model can replace its 1 Shock Trooper Sergeant and 9 Shock Troopers with 2 Shock Trooper Sergeants and 18 Shock Troopers.
- This model can replace its Laspistol and chainsword with Bolt pistol and chainsword or Sergeant's autogun and close combat weapon.
- This model must be equipped with 9 of: Shock Trooper, Shock Trooper w/ Vox Caster, Shock Trooper w/ Special Weapon.
- This model must be equipped with 18 of: Shock Trooper, Shock Trooper w/ Vox Caster, Shock Trooper w/ Special Weapon.

ABILITIES

Shock Troops
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

Unit Composition
This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

Vox-caster
Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6": on a 5+, you gain 1CP

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

IMPERIUM - ASTRA MILITARUM

CARNODON [LEGENDS]

160 PTS

M	T	SV	W	LD	OC
12"	10	2+	12	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Carnodon twin autocannon TWIN-LINKED	48"	2	4+	9	-1	3
Carnodon twin lascannon TWIN-LINKED	48"	1	4+	14	-3	D6+1
Carnodon twin multi-laser TWIN-LINKED	36"	6	4+	6	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-laser	36"	4	4+	6	0	1
2x Volkite caliver DEVASTATING WOUNDS	24"	2	4+	5	0	1
Volkite culverin DEVASTATING WOUNDS	36"	4	4+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Carnodon [Legends]

Equipped with: Autocannon, Carnodon twin autocannon, Carnodon twin lascannon, Carnodon twin multi-laser, Heavy bolter, Heavy flamer, Hunter-killer missile, Lascannon, Multi-laser, 2x Volkite caliver, Volkite culverin, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Two autocannons with Two heavy bolters, Two heavy flamers, Two lascannons, Two multi-lasers or Two volkite calivers.
- This model can replace its Carnodon twin autocannon with Carnodon twin lascannon, Carnodon twin multi-laser or Volkite culverin.

ABILITIES

Ancient Conquest
Each time this model makes an attack that targets an enemy unit that is within your opponent's deployment zone, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

CATACHAN COMMAND SQUAD

60 PTS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	4+	4	0	1
Boltgun RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Sniper rifle HEAVY PRECISION	36"	1	4+	4	-2	2
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	4+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power fist	Melee	3	4+	6	-2	2
Power weapon	Melee	3	4+	4	-2	1

AUFSTELLUNG

4x Veteran Guardsman oder Veteran Guardsman w/ Master vox oder Veteran Guardsman w/ Regimental standard oder Veteran Guardsman w/ Medi-pack (25mm)
1x Catachan Commander (25mm)

Equipped with: Bolt pistol, Boltgun, Flamer, Heavy flamer, Lasgun, Laspistol, Meltagun, Sniper rifle, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon

Wargear Options:

- This model can be equipped with 1x Master vox, 1x Regimental standard or 1x Medi-pack.
- Up to 4 models can have their Lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Heavy flamer, 1x Meltagun, 1x Plasma gun or 1x Sniper rifle.
- Each Catachan Commander can replace its Laspistol with Bolt pistol or Plasma pistol.
- Each Catachan Commander can be equipped with one of: Boltgun, Chainsword, Power fist, Power weapon.

ABILITIES

CORE - Leader

KEYWORDS: Imperium, Command Squad, Grenades, Infantry, Character, Platoon, Catachan, Leader

FACTION: Astra Militarum **60 PTS**

Gung-ho Command
While this unit contains an Officer, ranged weapons equipped by models in this unit have the [ASSAULT] ability.

Master Vox
Each time the Officer in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

Medi-pack
At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Platoon (excluding Characters) to this unit.

Regimental Standard
Add 1 to the Objective Control characteristic of models in the bearer's unit.

Leader
This model can be attached to the following unit: Catachan Jungle Fighters

Orders (Orders)
Orders: This unit's Officer can issue 1 Order to a Regiment unit.

WEAPON RULES

ASSAULT
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

CATACHAN HEAVY WEAPONS SQUAD

70 PTS

M	T	SV	W	LD	OC
6"	3	5+	2	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon HEAVY	48"	2	5+	9	-1	3
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	5+	5	-1	2
Lascannon HEAVY	48"	1	5+	12	-3	D6+1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Mortar BLAST HEAVY INDIRECT FIRE	48"	D6	5+	5	0	1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	5+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	5+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

3x Heavy Weapons Team w/ Heavy bolter oder Heavy Weapons Team w/ Mortar oder Heavy Weapons Team w/ Missile launcher oder Heavy Weapons Team w/ Lascannon oder Heavy Weapons Team w/ Autocannon (60mm)

Equipped with: Autocannon, Heavy bolter, Lascannon, Lasgun, Mortar, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Close combat weapon

Wargear Options:

- This model's Heavy bolter can be replaced with 1x Mortar, 1x Missile launcher, 1x Lascannon or 1x Autocannon.

ABILITIES

Bring it Down!
Each time a model in this unit makes a ranged attack that targets a Monster or Vehicle unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Embarking
While embarked within a Transport, each model takes up the space of 2 models, and each weapon equipped by these models is considered to be 2 models' weapons for the purposes of the Firing Deck ability.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

IMPERIUM - ASTRA MILITARUM

CATACHAN JUNGLE FIGHTERS

70–135 PTS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG

1x Catachan Jungle Fighters (25mm)

Equipped with: Flamer, Lasgun, Laspistol, Close combat weapon

Wargear Options:

- This model can replace its 1 Jungle Fighter Sergeant and 9 Jungle Fighters with 2 Jungle Fighter Sergeants and 18 Jungle Fighters.

ABILITIES

Jungle Fighters
Each time a model in this unit makes a melee attack, if this unit made a Charge move or was charged this turn, add 1 to the Wound roll.

Unit Composition
This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

Vox-caster
Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6": on a 5+, you gain 1CP

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

IMPERIUM - ASTRA MILITARUM

CENTAUR LIGHT CARRIER [LEGENDS]

40 PTS

M	T	SV	W	LD	OC
10"	7	3+	7	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Centaur Light Carrier [Legends]

Equipped with: Heavy stubber, Hunter-killer missile, Armoured tracks

Wargear Options:

■ This model can be equipped with 1x Hunter-killer missile.

ABILITIES

Blistering Advance
Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn

Centaur Light Carrier (Transport)
Capacity: This model has a transport capacity of 6 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. It cannot transport Ogryn or Artillery models.

WEAPON RULES

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

CENTAUR RSV

65 PTS

M	T	SV	W	LD	OC
12"	7	3+	10	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Pintle-mounted heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Centaur RSV (Hull)

Equipped with: Pintle-mounted heavy stubber, Armoured hull

ABILITIES

Rapid Strike Vehicle
While one or more units are embarked within this model, unless this model is Battle-shocked, add 1 to this model's Objective Control characteristic for every 3 models (rounding down) embarked within it.

Centaur RSV (Transport)
Capacity: This model has a transport capacity of 12 Astra Militarum Infantry models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

WEAPON RULES

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Firing Deck 12
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

IMPERIUM - ASTRA MILITARUM

CHIMERA

75 PTS

M	T	SV	W	LD	OC
10"	9	3+	11	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lasgun array RAPID FIRE 6	24"	6	4+	3	0	1
Multi-laser	36"	4	4+	6	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Chimera (Hull)

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lasgun array, Multi-laser, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Multi-laser with Heavy bolter or Heavy flamer.
- This model can replace its Heavy bolter with Heavy flamer.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Mobile Command Vehicle
In your Command phase, one Officer model embarked within this Transport can issue Orders even though it is not on the battlefield. When doing so, measure distances to and from this *Transport.

Chimera (Transport)
Capacity: This model has a transport capacity of 12 Astra Militarum Infantry models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

KEYWORDS: Chimera, Imperium, Vehicle, Squadron, Transport, Dedicated Transport, Smoke, Frame

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Firing Deck 2
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [**ONE SHOT**] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

IMPERIUM - ASTRA MILITARUM

CIAPHAS CAIN [LEGENDS]

70 PTS

M	T	SV	W	LD	OC	
6"	3	4+	5	6+	3	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistols PRECISION	12"	2	2+	3	-1	1
Meltagun MELTA 2	12"	1	2+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword and gun butt	Melee	6	2+	3	-1	1

AUFSTELLUNG

1x Ciaphas Cain [Legends]

Equipped with: Laspistols, Meltagun, Chainsword and gun butt

ABILITIES

CORE - Leader

Hero of the Imperium (Aura)
While a friendly ASTRA MILITARUM unit is within 6" of this model, that unit can re-roll battle-shock rolls.

Psychic Blank
This model has Feel No Pain 4+ against psychic attacks and mortal wounds.

Trapped by Excuses
In the Deploy Armies step, you must set this unit up on the battlefield, or embarked within a TRANSPORT unit that is set up on the battlefield. Abilities that allow you to redeploy a unit or place a unit in strategic reserves cannot affect this unit or a TRANSPORT unit this unit is embarked within.

Unparalleled Luck (Once per battle, per army)
At the start of a phase, you can use this ability. if you do, this model has 2+ InSv.

Leader
This model can be attached to the following units:
- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS OF KRIEG
- KASRKIN
- TEMPESTUS SCIONS

Orders (Orders)
Orders: This OFFICER can issue up to 2 Orders to REGIMENT units. This OFFICER can only issue the Duty and Honour!, Move! Move! Move!, and Take Cover! Orders.

WEAPON RULES

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

COLOSSUS [LEGENDS]

160 PTS

M	T	SV	W	LD	OC
10"	10	2+	11	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Colossus siege mortar **BLAST** **DEVASTATING WOUNDS**	120"	D6	4+	6	-1	D6+2
Heavy stubber **RAPID FIRE 3**	36"	3	4+	4	0	1
Hunter-killer missile **ONE SHOT**	48"	1	4+	14	-3	D6
Storm bolter **RAPID FIRE 2**	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Colossus [Legends]

Equipped with: Colossus siege mortar, Heavy stubber, Hunter-killer missile, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Heavy stubber, Storm bolter.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Tracking Target
Each time this model is selected to shoot, provided it Remained Stationary this turn, its Colossus siege mortar has the [ANTI-MONSTER 5+] and [ANTI-VEHICLE 5+] abilities while resolving those attacks.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

COMMISSAR

30 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	3	0	1
Power weapon	Melee	3	3+	4	-2	1

AUFSTELLUNG

1x Commissar (28.5mm)

Equipped with: Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Power weapon

Wargear Options:

- This model can replace its Bolt pistol with Plasma pistol.
- This model can replace its Chainsword with Power weapon.

ABILITIES

CORE - Leader

Political Overwatch
While another Officer model is in the same unit as this model, you can re-roll Battle-shock tests taken for that unit.

Summary Execution
Once per battle round, at the start of any phase, you can select one friendly Astra Militarum Infantry unit that is Battle-shocked and within 12" of this model. If you do, one model in that unit is destroyed, and that unit is then no longer Battle-shocked.

Leader
This model can be attached to the following units:

- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KASRKIN
- KRIEG COMBAT ENGINEERS
- TEMPESTUS SCIONS

Orders (Orders)
Orders: This Officer can issue 1 Order to a Regiment unit. This Officer can only issue the Duty and Honour! and Fix Bayonets! Orders.

WEAPON RULES

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

COMMISSAR GRAVES

125 PTS

M	T	SV	W	LD	OC
12"	8	3+	12	6+	5

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chiron gatling cannon	24"	12	3+	5	0	1
2x Prefectus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull EXTRA ATTACKS	Melee	3	4+	6	0	1
Enforcer crew EXTRA ATTACKS	Melee	10	4+	3	0	1
Power sword and Manus Mortis LANCE	Melee	5	2+	6	-2	2

AUFSTELLUNG

1x Commissar Graves (Hull)

Equipped with: Chiron gatling cannon, 2x Prefectus heavy stubber, Armoured hull, Enforcer crew, Power sword and Manus Mortis

ABILITIES

Aquiline Prow
Each time this unit ends a Charge move, you can select one enemy unit within Engagement Range of it, then roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

Brutal Disciplinarian
Once per turn, at the start of any phase, you can select one friendly Astra Militarum Infantry unit (excluding units that only contain one model) that is Battle-shocked and within 24" of and visible to this model. If you do, one model in that unit is destroyed, and that unit is no longer Battle-shocked.

Mechanised Spearhead
In your Movement phase, each time a friendly Astra Militarum Regiment unit disembarks from a Transport that is within 6" of this model, after that unit has been set up, this model can issue 1 Order to that Regiment unit, regardless of how many Orders this model has already issued this turn.

Orders (Orders)
Orders: This Officer can issue 1 Order to Regiment or Squadron units. This Officer can only issue the Move! Move! Move!, Duty and Honour! and Fix Bayonets! Orders.

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

LANCE
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

◈ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

COMMISSAR GRAVES ON FOOT

65 PTS

M	T	SV	W	LD	OC
6"	3	4+	4	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power sword and Manus Mortis	Melee	5	2+	6	-2	2

AUFSTELLUNG

1x Commissar Graves on Foot (32mm)

Equipped with: Bolt pistol, Power sword and Manus Mortis

ABILITIES

CORE - Leader

Brutal Disciplinarian
Once per turn, at the start of any phase, you can select one friendly Astra Militarum Infantry (excluding units that only contain one model) unit that is Battle-shocked and within 12" of this model. If you do, one model in that unit is destroyed, and that unit is no longer Battle-shocked.

Icon of Discipline
This model's unit is eligible to shoot and declare a Charge in a turn in which it Fell Back.

Using Commissar Graves
Your army can only include one Commissar Graves or Commissar Graves on Foot unit.

Leader
This model can be attached to the following units:
- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KASRKIN
- KRIEG COMBAT ENGINEERS
- TEMPESTUS SCIONS

Orders (Orders)
Orders: This Officer can issue 1 Order to Regiment units. This Officer can only issue the Move! Move! Move!, Duty and Honour! and Fix Bayonets! Orders.

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

COMMISSAR YARRICK

110 PTS

M	T	SV	W	LD	OC
6"	4	4+	5	6+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bale Eye **PRECISION**	12"	2	2+	6	-2	D3+1
Laspistol **PISTOL**	12"	1	2+	3	0	1
Storm bolter **RAPID FIRE 2**	24"	2	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power klaw	Melee	4	2+	8	-2	2
Power sword	Melee	6	2+	4	-2	1

AUFSTELLUNG

1x Commissar Yarrick (32mm)

Equipped with: Bale Eye, Laspistol, Storm bolter, Power klaw, Power sword

ABILITIES

CORE - Leader

Hero of Hades Hive
In your Command phase, you can select one of the abilities in the Hero of Hades Hive section. Until the start of your next Command phase, this model has that ability.

Will of Iron
The first time this model is destroyed, remove it from play, then, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with 3 wounds remaining.

Leader
This model can be attached to the following units:
- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KASRKIN
- KRIEG COMBAT ENGINEERS
- TEMPESTUS SCIONS

Orders (Orders)
Orders: This Officer can issue up to 2 Orders to Regiment, Squadron or Titanic units.

Inspiring Hero (Aura) (Hero of Hades Hive)
Description: While a friendly Astra Militarum unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit.

Counterstrategist (Hero of Hades Hive)
Description: At the end of your opponent's Movement phase, you can select one enemy unit that was set up or ended a move within 8" of this model, and one friendly Regiment unit within 6" of and visible to this model that has not made a Normal move or been targeted with the Fire Overwatch Stratagem this phase. That Regimentunit can then either:

- Make a Normal move of up to D6".

- Shoot at that enemy unit, but only if it is an eligible target. Until the end of the phase, each time a model in that unit makes a ranged attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapon's Ballistic Skill or any modifiers.

- Make a Surge move. To do so, roll one D6: models in that unit move a number of inches up to the result, but that unit must end that move as close as possible to the closest enemy unit (excluding Aircraft). When doing so, those models can be moved within Engagement Range of that enemy unit. That unit cannot make a Surge move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Surge move per phase.

Decisive Command (Hero of Hades Hive)
Description: The next Order issued by this model can be issued to one eligible friendly unit within 12" of this model; if this is the first Order issued by a unit from your army this Command phase, that Order affects not only that eligible unit, but every other eligible friendly unit within 6" of that eligible unit.

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Voice Of Command
If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.
Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.
Only Astra Militarum models gain the benefit of an Order issued to their unit.
MOVE! MOVE! MOVE!
Add 3" to the Move characteristic of models in this unit.
FIX BAYONETS!
Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
TAKE AIM!
Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
FIRST RANK, FIRE! SECOND RANK, FIRE!
Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.
TAKE COVER!
Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).
DUTY AND HONOUR!
Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

CRASSUS [LEGENDS]

180 PTS

M	T	SV	W	LD	OC
10"	11	2+	18	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Crassus [Legends]

Equipped with: Heavy bolter, Heavy stubber, Storm bolter, Armoured tracks

Wargear Options:

■ This model can be equipped with one of: Heavy stubber, Storm bolter.

ABILITIES

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Fire Support
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

Crassus (Transport)
Capacity: This model has a transport capacity of 35 ASTRA MILITARUM INFANTRY models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each OGRYN model takes up the space of 3 models. It cannot transport ARTILLERY models.

WEAPON RULES

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

CYCLOPS DEMOLITION VEHICLE

40 PTS

M	T	SV	W	LD	OC
8"	4	3+	4	8+	0

AUFSTELLUNG

1x Cyclops Demolition Vehicle (Hull)

ABILITIES

Compact
This model can embark within an ASTRA MILITARUM TRANSPORT model as if it were an INFANTRY model. If it does, it takes up the space of 7 models.

Demolition Charges
Each time this model or an enemy unit ends a move, if this model is within 3" of one or more enemy units, select one of those enemy units. This model is destroyed, but instead of rolling for its Deadly Demise ability, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D6 mortal wounds.

Unstable Payload
When rolling for this model's Deadly Demise ability, units within 6" suffer mortal wounds on a 4+, instead of on a 6.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

DEATH KORPS GRENADIER SQUAD [LEGENDS]

110 PTS

M	T	SV	W	LD	OC
6"	3	4+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber HEAVY RAPID FIRE 3	36"	3	4+	4	0	1
Hot-shot lasgun RAPID FIRE 1	24"	1	3+	3	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Sergeant's pistol PISTOL	12"	1	3+	4	-1	1
Sniper rifle HEAVY PRECISION	36"	1	4+	4	-2	2
➤ Grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Sergeant's close combat weapon	Melee	2	4+	4	-2	1

AUFSTELLUNG

9x Grenadier oder Heavy Weapons Team
1x Grenadier Sergeant

Equipped with: Flamer, Heavy flamer, Heavy stubber, Hot-shot lasgun, Meltagun, Sergeant's pistol, Sniper rifle, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, Close combat weapon, Sergeant's close combat weapon

ABILITIES

Grenadier Squad
If a model from your army with the Leader ability can be attached to a Krieg Combat Engineers unit, it can be attached to this unit instead.

Grenadiers
Once per turn, you can target this unit with the Grenade Stratagem for 0CP.

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

IMPERIUM - ASTRA MILITARUM

DEATH KORPS OF KRIEG

70–135 PTS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	4+	4	0	1
Boltgun RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Long-las HEAVY PRECISION	36"	1	4+	4	-2	2
Meltagun MELTA 2	12"	1	4+	9	-4	D6
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	4+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

AUFSTELLUNG

1x Death Korps of Krieg (25mm)

Equipped with: Bolt pistol, Boltgun, Flamer, Lasgun, Laspistol, Long-las, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power weapon

Wargear Options:

- This model can replace its 1 Death Korps Watchmaster and 9 Death Korps Troopers with 2 Death Korps Watchmaster and 18 Death Korps Troopers.
- This model can be equipped with 1x Death Korps of Krieg Medi-pack or 1x Vox-caster.
- Up to 2 models can have their Lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Long-las, 1x Meltagun or 1x Plasma gun.
- This model can replace its Laspistol and chainsword with Boltgun and close combat weapon.
- This model can replace its Chainsword with Power weapon.
- This model can replace its Laspistol with Bolt pistol or Plasma pistol.
- Up to 4 models can have their Lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Long-las, 1x Meltagun or 1x Plasma gun.

ABILITIES

Death Korps of Krieg Medi-pack
At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Death Korps Troopers to this unit (if this unit contains two models equipped with a Death Korps medi-pack, return up to D3+1 destroyed Death Korps Troopers to this unit instead).

Grim Demeanour
Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

Unit Composition
This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

Vox-caster
Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6": on a 5+, you gain 1CP

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

IMPERIUM - ASTRA MILITARUM

DEATH RIDER COMMISSAR [LEGENDS]

35 PTS

M	T	SV	W	LD	OC
12"	4	4+	4	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Commisar's pistol PISTOL	12"	1	3+	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Commissar's close combat weapon	Melee	3	3+	4	-2	1
Savage claws EXTRA ATTACKS	Melee	2	4+	4	-1	1

AUFSTELLUNG

1x Death Rider Commissar [Legends]

Equipped with: Commisar's pistol, Commissar's close combat weapon, Savage claws

ABILITIES

CORE - Leader

Political Overwatch
While another Officer model is in the same unit as this model, you can re-roll Battle-shock tests taken for that unit.

Summary Execution
Once per battle round, at the start of any phase, you can select one friendly ASTRA MILITARUM INFANTRY or ASTRA MILITARUM MOUNTED unit that is Battle-shocked and within 12" of this model. If you do, one model in that unit is destroyed, and that unit is then no longer Battle-shocked.

Leader
This model can be attached to the following unit:
- Death Riders

You can attach this model to the above unit even if one Death Rider Squadron Commander, Lord Marshal Dreir or Lord Solar Leontus model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

DEATH RIDERS

60–110 PTS

RIDEMASTER

M	T	SV	W	LD	OC
10"	4	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death Rider lascarbine ASSAULT	18"	2	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Frag lance LANCE	Melee	D6	3+	4	0	1
Power sabre	Melee	3	3+	4	-2	1
Steed's savage claws EXTRA ATTACKS	Melee	2	4+	4	-1	1

AUFSTELLUNG

1x Ridemaster - Equipped with: Steed's savage claws, Power sabre, Death Rider lascarbine, Frag lance (60x35.5mm Oval Base)
4-9x Death Rider (60x35.5mm Oval Base)

ABILITIES

Screening Line
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

LANCE
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

IMPERIUM - ASTRA MILITARUM

DEATHSTRIKE

125 PTS

M	T	SV	W	LD	OC
10"	10	3+	11	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Deathstrike Missile [BLAST] [ONE SHOT] PLASMA WARHEAD	N/A	2D6	2+	16	-4	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Deathstrike (Hull)

Equipped with: Deathstrike Missile, Heavy bolter, Heavy flamer, Hunter-killer missile, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Deathstrike Missile
In your Shooting phase, each time this model is selected to shoot, if it has not shot with its Deathstrike missile this battle, you can do one of the following in addition to resolving this model's ranged attacks:

- Designate Target: If this model does not have a Deathstrike Target marker on the battlefield, place a Deathstrike Target marker for this model anywhere on the battlefield.
- Adjust Target: If this model has a Deathstrike Target marker on the battlefield, move that marker to anywhere else on the battlefield.

KEYWORDS: Deathstrike, Imperium, Smoke, Squadron, Vehicle, Artillery, Frame

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

DOMINUS ARMOURED SIEGE BOMBARD [LEGENDS]

325 PTS

M	T	SV	W	LD	OC
9"	13	2+	20	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Dominus triple bombard BLAST INDIRECT FIRE	48"	2D6	4+	12	-2	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Dominus Armoured Siege Bombard [Legends]

Equipped with: Autocannon, Dominus triple bombard, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Storm bolter, Heavy stubber.
- This model can replace its 2 Heavy Bolters with 2 Autocannons, 2 Heavy Flamers or 2 Lascannon.

ABILITIES

Damaged: 1-7 Wounds Remaining
While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Pinning Bombardment
In your Shooting phase, after this model has shot, if one or more of those attacks made with its Dominus triple bombard scored a hit against an enemy Infantry unit, that unit must take a Battle-shock test.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

DOOMHAMMER

380 PTS

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Magma cannon BLAST MELTA 6	24"	D6+3	4+	12	-4	D6
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Doomhammer (Hull)

Equipped with: Lascannon, Magma cannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

Wargear Options:

- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

ABILITIES

Close-range Titan Killer
Each time this model's magma cannon targets a Monster or Vehicle unit, that target is always considered to be within half range of that weapon.

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Doomhammer (Transport)
Capacity: This model has a transport capacity of 26 Astra Militarum Infantry models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Firing Deck 6

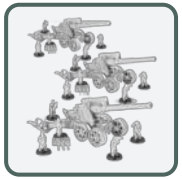
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

IMPERIUM - ASTRA MILITARUM

EARTHSHAKER CARRIAGE BATTERY [LEGENDS]

120 PTS



M	T	SV	W	LD	OC
4"	7	4+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Earthshaker cannon [BLAST] [HEAVY] [INDIRECT FIRE]	240"	D6+3	5+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battery close combat weapons	Melee	5	4+	3	0	1

AUFSTELLUNG

1x Earthshaker Carriage Battery [Legends]

Equipped with: Earthshaker cannon, Battery close combat weapons

ABILITIES

Earthshaker Rounds

In your Shooting phase, after this model has shot, if one or more of those attacks made with its earthshaker cannon scored a hit against an INFANTRY unit, until the end of your opponent's next turn, that INFANTRY unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

IMPERIUM - ASTRA MILITARUM

EARTHSHAKER PLATFORM [LEGENDS]

110 PTS

M	T	SV	W	LD	OC
-	8	3+	8	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Earthshaker Cannon BLAST INDIRECT FIRE	240"	D6+3	4+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

AUFSTELLUNG

1x Earthshaker Platform [Legends]

Equipped with: Earthshaker Cannon, Close combat weapons

ABILITIES

Earthshaker Rounds
In your Shooting phase, after this model has shot, if one or more of those attacks made with its earthshaker cannon scored a hit against an enemy Infantry unit, until the end of your opponent's next turn, that unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Reinforced Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

INDIRECT FIRE
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

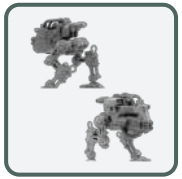
CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

ELYSIAN DROP SENTINEL [LEGENDS]

85 PTS



M	T	SV	W	LD	OC
10"	6	3+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Multi-melta MELTA 2	18"	2	4+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapons	Melee	2	4+	6	0	1

AUFSTELLUNG

1x Elysian Drop Sentinel [Legends]

Equipped with: Heavy bolter, Heavy flamer, Hunter-killer missile, Multi-melta, Close Combat Weapons

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Multi-melta, Heavy flamer.

ABILITIES

Meteoric Descent
When this model is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

IMPERIUM - ASTRA MILITARUM

ELYSIAN SNIPER SQUAD [LEGENDS]

65 PTS

ELYSIAN SNIPER TEAM

M	T	SV	W	LD	OC
6"	3	5+	2	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Sniper rifle HEAVY PRECISION	36"	1	3+	4	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

3x Elysian Sniper Team - Equipped with: Lasgun, Sniper rifle, Close combat weapon

ABILITIES

Mark the Target
Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Sniper Teams
For the purposes of embarking within Transports, each Elysian Sniper Team model counts as one **Heavy** Weapons Team model.

WEAPON RULES

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

PRECISION
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

IMPERIUM - ASTRA MILITARUM

FIELD ORDNANCE BATTERY

90 PTS

M	T	SV	W	LD	OC
3"	5	4+	6	7+	2

KEYWORDS: Imperium, Infantry, Artillery, Grenades, Regiment, Field Ordnance Battery

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bombast field gun BLAST HEAVY INDIRECT FIRE	48"	D6	5+	7	-1	2
Heavy lascannon HEAVY	48"	2	5+	14	-3	D6+1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Malleus rocket launcher BLAST HEAVY	48"	D6+6	5+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battery close combat weapons	Melee	3	4+	3	0	1

AUFSTELLUNG

2x Ordnance Team w/ Malleus rocket launcher oder Ordnance Team w/ Bombast field gun oder Ordnance Team w/ Heavy lascannon (100mm)

Equipped with: Bombast field gun, Heavy lascannon, Lasgun, Laspistol, Malleus rocket launcher, Battery close combat weapons

ABILITIES

Rearm, Reload, Fire
While this unit is being affected by an Order, provided it Remained Stationary this turn, all **Heavy** weapons equipped by models in this unit have the [**SUSTAINED HITS** 1] ability

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

IMPERIUM - ASTRA MILITARUM

FRONT-LINE COMMANDER [CRUCIBLE]

55 PTS

M	T	SV	W	LD	OC
6"	3	5+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Autogun	24"	2	3+	3	0	1
Autopistol PISTOL	12"	1	3+	3	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combat shotgun ASSAULT	12"	2	3+	4	0	1
Grenadier gauntlet BLAST	18"	D6	3+	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Lascarbine ASSAULT	18"	2	3+	3	0	1
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Laspistol PISTOL	12"	1	3+	3	0	1
Multi-laser	36"	4	3+	6	0	1
Ripper gun RAPID FIRE 3	18"	3	3+	5	-1	2
Zealot's vindicator IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	3+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	3+	9	-2	D6
➤ Plasma cannon - standard BLAST	36"	D3	3+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	5	3+	7	-1	2
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	3	3+	3	0	1
Frag lance LANCE	Melee	D6	3+	4	0	1
Goad lance LANCE	Melee	2	3+	6	-2	2
Huge knife	Melee	6	3+	8	-1	2
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	4	3+	4	-2	1
Ripper gun	Melee	5	3+	6	-1	1
Sentinel chainsaw	Melee	3	3+	6	-1	1
Zealot's vindicator	Melee	4	3+	5	-1	2
➤ Hunting lance - frag tip LANCE	Melee	D6	3+	4	0	1
➤ Hunting lance - melta tip LANCE	Melee	1	3+	9	-4	D6

KEYWORDS: Character, Infantry, Crucible, Imperium, Grenades, Officer, Front-line Commander

FACTION: Astra Militarum 55 PTS

AUFSTELLUNG

1x Front-line Commander [Crucible]

Equipped with: Autocannon, Autogun, Autopistol, Bolt pistol, Boltgun, Combat shotgun, Grenadier gauntlet, Hand flamer, Heavy flamer, Lascannon, Lascarbine, Lasgun, Laspistol, Multi-laser, Ripper gun, Zealot's vindicator, ➤ Missile launcher - frag, ➤ Missile launcher - krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Bullgryn maul, Chainsword, Close combat weapon, Frag lance, Goad lance, Huge knife, Power fist, Power weapon, Sentinel chainsaw, ➤ Hunting lance - frag tip, ➤ Hunting lance - melta tip

Wargear Options:

- This model can be equipped with one of: Autocannon, Autogun, Combat shotgun, Grenadier gauntlet, Lascannon, Lascarbine, Lasgun, Missile launcher, Multi-laser, Plasma cannon, Zealot's vindicator, Boltgun, Heavy flamer, Ripper gun.
- This model can be equipped with up to 2 of: Autopistol, Hand flamer, Bolt pistol, Laspistol, Plasma pistol.
- This model can be equipped with 1x Chainsword.
- This model can be equipped with 1x Close combat weapon.
- This model can be equipped with 1x Frag lance.
- This model can be equipped with 1x Goad lance.
- This model can be equipped with 1x Huge knife.
- This model can be equipped with 1x Hunting lance.
- This model can be equipped with 1x Power weapon.

ABILITIES

CORE - Leader

Brute Shield
Augmented Bone 'Ead only. This model has a 4+ invulnerable save.

Dauntless Veteran
You can re-roll Battle-shock tests taken for this unit.

Extra Armour
Sentinel Commander only. Change this model's Move characteristic to 8", change its Toughness characteristic to 8, change its Save characteristic to 2+, and it loses the Scouts 9" ability.

Fire Coordinator
Ranged weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

Get Back in the Fight
While this model is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

Martial Zealot
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

Noble Steed
Front-line Commander only. Change this model's Move characteristic to 12", change its Toughness characteristic to 4, change its Save characteristic to 4+. Remove the Infantry keyword, add the Mounted keyword, and add to the list of units this model can be attached to: Attilan Rough Riders, Death Riders.

Slabshield
Augmented Bone 'Ead only. Change this model's Wounds characteristic to 7.

Leader
This model can be attached to the following units:
- Astra Militarum Battleline
- Kasrkin
- Krieg Combat Engineers
- Tempestus Scions

Orders (Orders)
Orders: This Officer can issue up to 2 Orders to Regiment units.

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LANCE
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Crucible
A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Voice Of Command
If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

GAUNT'S GHOSTS

95 PTS

IBRAM GAUNT

M	T	SV	W	LD	OC
6"	3	4+	3	6+	1

5+

TANITH GHOST W/ CORBEC'S HOT-SHOT LASCARBINE

M	T	SV	W	LD	OC
6"	3	5+	2	7+	1

TANITH GHOST W/ LARKIN'S LONG-LAS

M	T	SV	W	LD	OC
6"	3	5+	2	7+	1

TANITH GHOST W/ MKOLL'S STRAIGHT SILVER KNIFE

M	T	SV	W	LD	OC
6"	3	5+	2	7+	1

TANITH GHOST W/ RAWNE'S LASCARBINE

M	T	SV	W	LD	OC
6"	3	5+	2	7+	1

TANITH GHOST W/ BRAGG'S AUTOCANNON

M	T	SV	W	LD	OC
6"	3	5+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Bragg's autocannon HEAVY	48"	4	5+	9	-1	3
Corbec's hot-shot lascarbine ASSAULT	24"	3	3+	3	-1	1
Larkin's long-las HEAVY PRECISION	36"	1	2+	5	-2	4
Lascarbine ASSAULT	24"	3	3+	3	0	1
Rawne's lascarbine ASSAULT SUSTAINED HITS 1	24"	3	3+	3	0	1

Ibram Gaunt KEYWORDS: Epic Hero, Character, Officer
KEYWORDS: Gaunt's Ghosts, Imperium, Epic Hero, Infantry, Grenades

FACTION: Astra Militarum **95 PTS**

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gaunt's chainsword	Melee	5	2+	3	-1	1
Mkoll's straight silver knife [DEVASTATING WOUNDS] [PRECISION]	Melee	5	2+	3	-1	1
Straight silver knife	Melee	3	3+	3	0	1

AUFSTELLUNG

1x Ibram Gaunt - Equipped with: Gaunt's chainsword, Bolt pistol (28.5mm)
1x Tanith Ghost w/ Corbec's hot-shot lascarbine - Equipped with: Straight silver knife, Corbec's hot-shot lascarbine (28.5mm)
1x Tanith Ghost w/ Larkin's long-las - Equipped with: Straight silver knife, Larkin's long-las (28.5mm)
1x Tanith Ghost w/ Mkoll's Straight Silver Knife - Equipped with: Lascarbine, Mkoll's straight silver knife (28.5mm)
1x Tanith Ghost w/ Rawne's lascarbine - Equipped with: Straight silver knife, Rawne's lascarbine (28.5mm)
1x Tanith Ghost w/ Bragg's autocannon - Equipped with: Straight silver knife, Bragg's autocannon (28.5mm)

ABILITIES

Covert Stealth Team
At the end of your opponent's turn, if this unit is unengaged, you can use this ability. If you do:
- Place this unit in strategic reserves.
- This unit has Deep Strike until the start of your next Shooting phase.
- This unit must make an ingress move in your next Movement phase (including in your first turn).

Tanith Camo-cloaks
Models in this unit have the Benefit of Cover.

Orders (Orders)
Orders: This unit's Officer can issue up to 2 Orders to Regiment or Gaunt's Ghosts units.

WEAPON RULES

ASSAULT
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

Voice Of Command
If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

GORGON HEAVY TRANSPORT [LEGENDS]

275 PTS

M	T	SV	W	LD	OC
9"	13	2+	20	7+	8

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Gorgon mortar [BLAST] [INDIRECT FIRE]	48"	D6	4+	5	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
Twin heavy stubber [RAPID FIRE 3] [TWIN-LINKED]	36"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Landing ramp	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Gorgon Heavy Transport [Legends]

Equipped with: 2x Gorgon mortar, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Twin heavy stubber, Landing ramp

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its 2 Gorgon Mortars with 4 Heavy Bolters, 4 Heavy Flamers or 4 Heavy Stubbers.

ABILITIES

Damaged: 1-7 Wounds Remaining
While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Invulnerable Save (5+*)
This model has a 5+ invulnerable save against ranged attacks.

Mount Up!
At the end of your opponent's Movement phase, if there are no models currently embarked within this Transport, you can select one friendly Astra Militarum Infantry unit (excluding Artillery units) that is wholly within 6" of this Transport. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this Transport.

Gorgon Heavy Transport (Transport)
Capacity: This model has a transport capacity of 30 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

GRIFFON MORTAR CARRIER [LEGENDS]

115 PTS

M	T	SV	W	LD	OC
10"	9	3+	11	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Griffon heavy mortar BLAST INDIRECT FIRE	48"	D6	4+	7	-1	2
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Griffon Mortar Carrier [Legends]

Equipped with: Griffon heavy mortar, Heavy bolter, Heavy flamer, Heavy stubber, Storm bolter, Armoured tracks

Wargear Options:

- This model can replace its Heavy bolter with Heavy flamer.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Suppression Bombardment
In your Shooting phase, after this model has shot, select one enemy unit (excluding Monster and Vehicle units) hit by one or more of those attacks made with this model's Griffon heavy mortar. Unit the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

HADES BREACHING DRILL [LEGENDS]

110 PTS

M	T	SV	W	LD	OC
6"	9	3+	8	7+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Melta-cutter drill	Melee	6	4+	9	-4	D6+2

AUFSTELLUNG

1x Hades Breaching Drill [Legends]

Equipped with: Melta-cutter drill

ABILITIES

Subterranean Assault

Each time you set up this model on the battlefield using the Deep Strike ability, you can select one friendly Astra Militarum Infantry unit in Strategic Reserves. If you do, set up that unit anywhere on the battlefield that is wholly within 9" of this model and more than 8" away from all enemy units.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

IMPERIUM - ASTRA MILITARUM

HEAVY MORTAR TEAM [LEGENDS]

50 PTS

M	T	SV	W	LD	OC
4"	5	3+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy mortar HEAVY BLAST INDIRECT FIRE	48"	D6	5+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

AUFSTELLUNG

1x Heavy Mortar Team [Legends]

Equipped with: Heavy mortar, Close combat weapons

ABILITIES

Rearm, Reload, Fire
While this model is being affected by an Order, provided it Remained Stationary this turn, ranged weapons equipped by this model have the [SUSTAINED HITS 1] ability

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

IMPERIUM - ASTRA MILITARUM

HEAVY QUAD LAUNCHER TEAM [LEGENDS]

50 PTS

M	T	SV	W	LD	OC
4"	5	3+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy quad launcher BLAST INDIRECT FIRE	48"	2D6	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

AUFSTELLUNG

1x Heavy Quad Launcher Team [Legends]

Equipped with: Heavy quad launcher, Close combat weapons

ABILITIES

Suppression Bombardment

In your Shooting phase, after this model has shot, select one enemy unit (excluding Monster and Vehicle units) hit by one or more of those attacks. Unit the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

IMPERIUM - ASTRA MILITARUM

HELL'S LAST [LEGENDS]

80 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Demolitions BLAST ONE SHOT	6"	D6	4+	9	-2	2
Hot-shot laspistol PISTOL	12"	1	3+	3	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Dirk PRECISION	Melee	3	3+	3	-1	1
Power weapon	Melee	4	3+	4	-2	1

AUFSTELLUNG

1x Minka Lesk
1x Lesk's Hero oder Lesk's Hero oder Lesk's Hero oder Lesk's Hero

Equipped with: Bolt pistol, Demolitions, Hot-shot laspistol, Meltagun, Close combat weapon, Dirk, Power weapon

ABILITIES

CORE - Leader

Heroic Example
While this unit's Minka Lesk model is on the battlefield, each time a model in this unit makes an attack, you can re-roll the Hit roll.

Lesk's Heroes
Add 1 to the Leadership characteristic of models in this unit and you can re-roll Battle-shock and Leadership tests taken for this unit.

Regimental Banner
Add 1 to the Objective Control characteristic of models in the bearer's unit.

Leader
This model can be attached to the following unit:
- Cadian Shock Troops

Orders (Orders)
Orders: This unit's Officer can issue 2 Orders to Regiment units.

WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

HELLHAMMER

385 PTS

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Coaxial autocannon	48"	2	4+	9	-1	3
Demolisher cannon BLAST	24"	D6+3	4+	14	-3	D6
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hellhammer cannon BLAST IGNORES COVER	30"	4D6	4+	7	-1	2
Lascannon	48"	1	4+	12	-3	D6+1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Hellhammer (Hull)

Equipped with: Coaxial autocannon, Demolisher cannon, Heavy stubber, Hellhammer cannon, Lascannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

Wargear Options:

- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

ABILITIES

Close-quarters Warfare
This model does not suffer the penalty to its Hit rolls for making ranged attacks while enemy units are within Engagement Range of it.

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

HELLHOUND

115 PTS

M	T	SV	W	LD	OC
10"	10	2+	11	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chem cannon [ANTI-INFANTRY 2+] [TORRENT]	12"	D6+1	N/A	2	-2	2
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
Inferno cannon [IGNORES COVER] [TORRENT]	18"	2D6	N/A	6	-2	1
Melta cannon [BLAST] [MELTA 4]	18"	D3	4+	9	-4	D6
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Hellhound (Hull)

Equipped with: Chem cannon, Heavy bolter, Heavy flamer, Hunter-killer missile, Inferno cannon, Melta cannon, Multi-melta, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy flamer with Multi-melta or Heavy bolter.
- This model can replace its Inferno cannon with Chem cannon or Melta cannon.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Flush Them Out
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the start of your next Shooting phase, that unit is scattered. While a unit is scattered, it cannot have the Benefit of Cover.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

HIPPOGRIFF AFV

M	T	SV	W	LD	OC
12"	8	3+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chiron gatling cannon ASSAULT	24"	12	4+	5	0	1
Heavy stubber ASSAULT RAPID FIRE 3	36"	3	4+	4	0	1
Lascannon ASSAULT	48"	1	4+	12	-3	D6+1
Melta cannon ASSAULT MELTA 2	18"	2	4+	9	-4	D6
Meltagun ASSAULT MELTA 2	12"	1	4+	9	-4	D6
Vigilator cannon ASSAULT BLAST	36"	D6	4+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	5	0	1

AUFSTELLUNG

1-2x Hippogriff AFV (Hull)

Equipped with: Chiron gatling cannon, Heavy stubber, Lascannon, Melta cannon, Meltagun, Vigilator cannon, Armoured hull

Wargear Options:

- Each Hippogriff AFV can replace its Heavy stubber with Meltagun.
- Each Hippogriff AFV can replace its Vigilator cannon with Melta cannon, Chiron gatling cannon or Lascannon.

ABILITIES

Convoy Escort Vehicle
In your Shooting phase, after this unit has shot, it can make a Normal move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON RULES

ASSAULT
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

KEYWORDS: Imperium, Vehicle, Squadron, Smoke, Hippogriff AFV, Frame

FACTION: Astra Militarum

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

HYDRA

90 PTS

M	T	SV	W	LD	OC
10"	9	3+	11	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Hydra autocannon ANTI-FLY 2+ TWIN-LINKED	72"	4	4+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Hydra (Hull)

Equipped with: Heavy bolter, Heavy flamer, Hunter-killer missile, Hydra autocannon, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Flak Battery
Each time this model makes an attack that targets a unit that can Fly, you can re-roll the Hit roll.

KEYWORDS: Hydra, Imperium, Squadron, Smoke, Vehicle, Frame

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

HYDRA PLATFORM [LEGENDS]

95 PTS

M	T	SV	W	LD	OC
-	8	3+	8	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hydra Quad Autocannon **ANTI-FLY 2+** **TWIN-LINKED**	72"	4	4+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

AUFSTELLUNG

1x Hydra Platform [Legends]

Equipped with: Hydra Quad Autocannon, Close combat weapons

ABILITIES

Flak Battery
Each time this model makes an attack that targets a unit that can Fly, you can re-roll the Hit roll.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Reinforced Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

KASRKIN

105 PTS

M	T	SV	W	LD	OC
6"	3	4+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hot-shot lasgun RAPID FIRE 1	24"	1	3+	3	-1	1
Hot-shot laspistol PISTOL	12"	1	3+	3	-1	1
Hot-shot marksman rifle HEAVY PRECISION	36"	1	3+	4	-2	3
Hot-shot volley gun RAPID FIRE 2	30"	2	3+	4	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power weapon	Melee	3	4+	4	-2	1

AUFSTELLUNG

9x Kasrkin Trooper oder Kasrkin Trooper w/ Hot-shot marksman rifle oder Kasrkin Trooper w/ Hot-shot laspistol and melta mine oder Kasrkin Trooper w/ Vox-caster (28.5mm)
1x Kasrkin Sergeant (28.5mm)

Equipped with: Bolt pistol, Flamer, Hot-shot lasgun, Hot-shot laspistol, Hot-shot marksman rifle, Hot-shot volley gun, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power weapon

Wargear Options:

- This model's Hot-shot lasgun can be replaced with 1x Hot-shot laspistol or 1x Vox-caster.
- Up to 4 models can have their Hot-shot lasgun replaced with 1x Flamer, 1x Plasma gun, 1x Hot-shot volley gun, 1x Meltagun or 1x Grenade launcher.
- Each Kasrkin Sergeant can replace its Hot-shot laspistol with Plasma pistol or Bolt pistol.
- Each Kasrkin Sergeant can replace its Chainsword with Power weapon.

ABILITIES

Melta mine
Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a Vehicle unit.

Vox-caster
Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6": on a 5+, you gain 1CP

Warrior Elite
Once per battle round, at the start of any phase, you can select one Order to affect this unit until the start of your next Command phase, in addition to any other Orders issued to this unit by an Officer model this turn.

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

IMPERIUM - ASTRA MILITARUM

KRIEG COMBAT ENGINEERS

65–95 PTS

M	T	SV	W	LD	OC
6"	3	4+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1
Combat shotgun ASSAULT	12"	2	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
➤ Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power weapon	Melee	3	4+	4	-2	1
Trench club	Melee	2	4+	4	0	1

AUFSTELLUNG

4-9x Krieg Combat Engineer oder Krieg Combat Engineer w/ Flamer oder Krieg Combat Engineer w/ Combat shotgun oder Krieg Combat Engineer w/ Remote mine (25mm)
1x Krieg Engineer Watchmaster (25mm)

Equipped with: Autopistol, Bolt pistol, Combat shotgun, Flamer, Hand flamer, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power weapon, Trench club

Wargear Options:

- This model's Autopistol and Trench club can be replaced with 1x Close combat weapon and 1x Flamer or 1x Close combat weapon and 1x Combat shotgun.
- This model's Trench club can be replaced with 1x Close combat weapon.
- Each Krieg Engineer Watchmaster can replace its Autopistol and trench club with Combat shotgun and close combat weapon.
- Each Krieg Engineer Watchmaster can replace its Autopistol with Hand flamer, Plasma pistol or Bolt pistol.
- Each Krieg Engineer Watchmaster can replace its Trench club with Chainsword or Power weapon.

ABILITIES

Grenadiers
Once per turn, you can target this unit with the Grenade Stratagem for 0CP.

Remote mine
Once per battle, at the start of your Shooting phase, you can select one enemy unit within 9" of and visible to the bearer and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a VEHICLE or FORTIFICATIONS unit.

Designer's Note: *Place a Remote Mine token next to the unit, removing it once this ability has been used.*

Signal Flares
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is designated:

▪ While a unit is designated, that unit has +3" detection range.

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

IMPERIUM - ASTRA MILITARUM

KRIEG COMMAND SQUAD

60 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	4+	4	0	1
Boltgun RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	4+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power fist	Melee	3	4+	6	-2	2
Power weapon	Melee	3	4+	4	-2	1
Trench club	Melee	3	4+	4	0	1

AUFSTELLUNG

1x Lord Commissar
1x Veteran Guardsman w/ Alchemyk counteragents oder Veteran Guardsman w/ Boltgun oder Veteran Guardsman w/ Chainsword oder Veteran Guardsman w/ Master vox oder Veteran Guardsman w/ Regimental standard
Basegrößen: 25mm, Lord Commissar 32mm

Equipped with: Bolt pistol, Boltgun, Flamer, Lasgun, Laspistol, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Trench club

Wargear Options:
- Each Lord Commissar can replace its Power weapon with Power fist.
- Each Veteran Guardsman w/ Boltgun can replace its Boltgun with Plasma gun, Meltagun, Grenade launcher or Flamer.
- Each Veteran Guardsman w/ Chainsword can replace its Chainsword with Trench club or Power weapon.
- Each Veteran Guardsman w/ Chainsword can replace its Laspistol with Bolt pistol or Plasma pistol.

ABILITIES

CORE - Leader

Alchemyk Counteragents
The bearer's unit has the Feel No Pain 6+ ability against mortal wounds.

Grim Determination
While this unit contains an Officer, you can target this unit with Stratagems even while it is Battle-shocked and Orders issued to this unit do not cease to affect this unit if it becomes Battle-shocked.

Master Vox
Each time the Officer in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

Regimental Standard
Add 1 to the Objective Control characteristic of models in the bearer's unit.

Servo-scribes
Once per battle, when issuing an Order, the Lord Commissar can issue one additional Order.
Designer's Note: Place a Servo-scribes token next to the unit, removing it when this ability has been used.

Leader
This model can be attached to the following units:
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KRIEG COMBAT ENGINEERS

Orders (Orders)
Orders: This unit's Officer can issue 1 Order to a Regiment unit.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

KRIEG HEAVY WEAPONS SQUAD

70 PTS

M	T	SV	W	LD	OC
4"	3	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Krieg heavy flamer IGNORES COVER TORRENT	18"	D6	N/A	5	-1	2
Lascannon HEAVY	48"	1	5+	12	-3	D6+1
Laspistol PISTOL	12"	1	4+	3	0	1
Twin Krieg heavy stubber HEAVY RAPID FIRE 3 TWIN-LINKED	48"	3	5+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG

3x Heavy Weapons Gunners w/ Krieg heavy flamer oder Heavy Weapons Gunners w/ Twin Krieg heavy stubber oder Heavy Weapons Gunners w/ Lascannon
1x Fire Coordinator
Basegrößen: 50mm, Fire Coordinator 25mm

Equipped with: Krieg heavy flamer, Lascannon, Laspistol, Twin Krieg heavy stubber, Close combat weapon

ABILITIES

Embarking
While embarked within a Transport, each **Heavy** Weapons Gunner model takes up the space of 2 models, and each weapon equipped by these models is considered to be 2 models' weapons for the purposes of the Firing Deck ability.

Final Duty
While the Fire Coordinator model is on the battlefield, each time a **Heavy** Weapons Gunner model is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play.

WEAPON RULES

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

IMPERIUM - ASTRA MILITARUM

LEMAN RUSS BATTLE TANK

160 PTS

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Leman Russ battle cannon BLAST	48"	D6+3	4+	10	-1	3
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
➤ Plasma cannon - standard BLAST	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Leman Russ Battle Tank (Hull)

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Leman Russ battle cannon, Multi-melta, Storm bolter, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Lascannon with Heavy bolter or Heavy flamer.
- This model can be equipped with one of: 2 Heavy Bolters, 2 Heavy Flamers, 2 Multi-meltas, 2 Plasma Cannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Armoured Spearhead
Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: Leman Russ Battle Tank, Imperium, Vehicle, Squadron, Smoke, Frame

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

LEMAN RUSS COMMANDER

195 PTS

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolisher battle cannon BLAST	24"	D6+1	4+	14	-3	D6
Eradicator nova cannon BLAST IGNORES COVER	36"	D3+6	4+	7	-1	2
Exterminator autocannon RAPID FIRE 4 TWIN-LINKED	48"	4	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Leman Russ battle cannon BLAST	48"	D6+3	4+	10	-1	3
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Punisher gatling cannon	24"	20	4+	6	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Vanquisher battle cannon HEAVY	72"	1	4+	18	-4	D6+6
➤ Executioner plasma cannon - standard BLAST	36"	D6+3	4+	7	-2	2
➤ Executioner plasma cannon - supercharge BLAST HAZARDOUS	36"	D6+3	4+	8	-3	3
➤ Plasma cannon - standard BLAST	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Leman Russ Commander (Hull)

Equipped with: Demolisher battle cannon, Eradicator nova cannon, Exterminator autocannon, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Leman Russ battle cannon, Multi-melta, Punisher gatling cannon, Storm bolter, Vanquisher battle cannon, ➤ Executioner plasma cannon - standard, ➤ Executioner plasma cannon - supercharge, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Leman Russ battle cannon with Demolisher battle cannon, Vanquisher battle cannon, Eradicator nova cannon, Executioner plasma cannon, Punisher gatling cannon or Exterminator autocannon.
- This model can replace its Lascannon with Heavy bolter or Heavy flamer.
- This model can be equipped with one of: 2 Heavy bolters, 2 Heavy flamers, 2 Multi-meltas, 2 Plasma cannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Death Befitting An Officer
In your opponent's Shooting phase, when this unit is destroyed, before this unit's deadly demise roll, roll one D6:

- On a 2+, do not remove this unit from the battlefield. After the attacking unit has shot, this unit can shoot using normal shooting, but while doing so this unit can only target that enemy unit. When this unit has shot, or at the end of the phase (whichever comes first), resolve this unit's deadly demise roll, then this unit is removed from the battlefield.

Vox-net
Each time this model issues an Order, it can issue it to an eligible unit up to 12" away

Orders (Orders)
Orders: This Officer can issue 2 Orders to Squadron units.

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

LEMAN RUSS DEMOLISHER

160 PTS

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolisher battle cannon BLAST	24"	D6+1	4+	14	-3	D6
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
➤ Plasma cannon - standard BLAST	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Leman Russ Demolisher (Hull)

Equipped with: Demolisher battle cannon, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Multi-melta, Storm bolter, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Lascannon with Heavy bolter or Heavy flamer.
- This model can be equipped with one of: 2 Heavy Bolters, 2 Heavy Flamers, 2 Multi-meltas, 2 Plasma Cannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Line-breaker
When making ranged attacks with its demolisher battle cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

LEMAN RUSS ERADICATOR

145 PTS

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eradicator nova cannon BLAST IGNORES COVER	36"	D3+6	4+	7	-1	2
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
➤ Plasma cannon - standard BLAST	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Leman Russ Eradicator (Hull)

Equipped with: Eradicator nova cannon, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Multi-melta, Storm bolter, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Lascannon with Heavy bolter or Heavy flamer.
- This model can be equipped with one of: 2 Heavy Bolters, 2 Heavy Flamers, 2 Multi-meltas, 2 Plasma Cannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Urban Warfare
Each time a ranged attack targets this model, if this model has the Benefit of Cover against that attack, subtract 1 from the Damage characteristic of that attack.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

LEMAN RUSS EXECUTIONER

145 PTS

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
➤ Executioner plasma cannon - standard BLAST	36"	D6+3	4+	7	-2	2
➤ Executioner plasma cannon - supercharge BLAST HAZARDOUS	36"	D6+3	4+	8	-3	3
➤ Plasma cannon - standard BLAST	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Leman Russ Executioner (Hull)

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Multi-melta, Storm bolter, ➤ Executioner plasma cannon - standard, ➤ Executioner plasma cannon - supercharge, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Lascannon with Heavy bolter or Heavy flamer.
- This model can be equipped with one of: 2 Heavy Bolters, 2 Heavy Flamers, 2 Multi-meltas, 2 Plasma Cannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Gung-ho Executioners
Each time this model makes an attack with its executioner plasma cannon that targets a unit that is Below Half-strength, add 1 to the Hit roll.

KEYWORDS: Leman Russ Executioner, Imperium, Squadron, Smoke, Vehicle, Frame

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

LEMAN RUSS EXTERMINATOR

160 PTS

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Exterminator autocannon [RAPID FIRE 4] [TWIN-LINKED]	48"	4	4+	9	-1	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER] [TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
➤ Plasma cannon - standard [BLAST]	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge [BLAST] [HAZARDOUS]	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Leman Russ Exterminator (Hull)

Equipped with: Exterminator autocannon, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Multi-melta, Storm bolter, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Lascannon with Heavy bolter or Heavy flamer.
- This model can be equipped with one of: 2 Heavy Bolters, 2 Heavy Flamers, 2 Multi-meltas, 2 Plasma Cannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Withering Hail
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with its exterminator autocannon. Until the end of the phase, each time a friendly Astra Militarum unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

LEMAN RUSS PUNISHER

130 PTS

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Punisher gatling cannon	24"	20	4+	6	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
➤ Plasma cannon - standard BLAST	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Leman Russ Punisher (Hull)

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Multi-melta, Punisher gatling cannon, Storm bolter, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Lascannon with Heavy bolter or Heavy flamer.
- This model can be equipped with one of: 2 Heavy Bolters, 2 Heavy Flamers, 2 Multi-meltas, 2 Plasma Cannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Mow Down the Enemy
Each time this model makes an attack with its punisher gatling cannon that targets an enemy unit (excluding Monsters and Vehicles), that attack has the [DEVASTATING WOUNDS] ability.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

LEMAN RUSS VANQUISHER

130 PTS

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Vanquisher battle cannon HEAVY	72"	1	4+	18	-4	D6+6
➤ Plasma cannon - standard BLAST	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Leman Russ Vanquisher (Hull)

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Multi-melta, Storm bolter, Vanquisher battle cannon, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Lascannon with Heavy bolter or Heavy flamer.
- This model can be equipped with one of: 2 Heavy Bolters, 2 Heavy Flamers, 2 Multi-meltas, 2 Plasma Cannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Tank-killer
Each time this model makes a ranged attack with its vanquisher battle cannon that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

LORD MARSHAL DREIR

70 PTS

M	T	SV	W	LD	OC
10"	4	4+	6	7+	2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	3+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Sabre of Sacrifice ANTI-INFANTRY 4+	Melee	6	2+	6	-2	1
Savage claws EXTRA ATTACKS	Melee	2	4+	4	-1	1

AUFSTELLUNG

1x Lord Marshal Dreir (75x42mm Oval Base)

Equipped with: Laspistol, Sabre of Sacrifice, Savage claws

ABILITIES

CORE - Leader

Leading the Charge
Each time this model's unit makes a Charge move, until the end of the turn, melee weapons equipped by models in that unit have the [**DEVASTATING WOUNDS**] ability.

Tough to Kill
The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D3 wounds remaining.

Leader
This model can be attached to the following unit:
- Death Riders

Orders (Orders)
Orders: This Officer can issue up to 3 Orders to Regiment units

KEYWORDS: Mounted, Epic Hero, Imperium, Character, Officer, Grenades, Lord Marshal Dreir, Leader

FACTION: Astra Militarum **70 PTS**

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

◈ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

LORD SOLAR LEONTUS

120 PTS

M	T	SV	W	LD	OC
12"	4	3+	8	6+	2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sol's Righteous Gaze PISTOL	12"	2	2+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Conquest	Melee	6	2+	6	-2	2
Konstantin's hooves EXTRA ATTACKS	Melee	2	4+	4	0	1

AUFSTELLUNG

1x Lord Solar Leontus (80mm)

Equipped with: Sol's Righteous Gaze, Conquest, Konstantin's hooves

ABILITIES

CORE - Leader

Supreme Commander
If this model is in your army, it must be your Warlord.

The Collegiate Astrolex
After both players have deployed their armies, select up to three Astra Militarum units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

The Lord Solar
At the start of your Command phase, If this model is on the battlefield, you gain 1CP.

Leader
This model can be attached to the following units:
- ATTILAN ROUGH RIDERS
- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- DEATH RIDERS
- KASRKIN
- KRIEG COMBAT ENGINEERS

Orders (Orders)
Orders: This OFFICER can issue up to 3 Orders to:
- REGIMENT units
- SQUADRON units
- TITANIC units

KEYWORDS: Lord Solar Leontus, Mounted, Epic Hero, Imperium, Character, Officer, Leader

WEAPON RULES

EXTRA ATTACKS

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

MACHARIUS OMEGA [LEGENDS]

310 PTS

M	T	SV	W	LD	OC
9"	13	2+	20	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
➤ Omega-pattern plasma blastgun - standard BLAST	60"	2D6	4	8	-2	2
➤ Omega-pattern plasma blastgun - supercharged BLAST HAZARDOUS	60"	2D6	4+	9	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Macharius Omega [Legends]

Equipped with: Autocannon, Heavy bolter, Heavy flamer, Heavy stubber, Storm bolter, ➤ Omega-pattern plasma blastgun - standard, ➤ Omega-pattern plasma blastgun - supercharged, Armoured tracks

Wargear Options:

- This model can be equipped with one of: 2 Autocannons, 2 Heavy Bolters, 2 Heavy Flamers.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Damaged: 1-7 Wounds Remaining
While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Overwhelming Short-range Firepower
Each time this model makes an attack that targets the closest eligible enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll or 1.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MACHARIUS VANQUISHER [LEGENDS]

285 PTS

M	T	SV	W	LD	OC
9"	13	2+	20	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Macharius twin vanquisher cannon HEAVY TWIN-LINKED	72"	1	4+	18	-4	D6+6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Twin heavy stubber RAPID FIRE 3 TWIN-LINKED	36"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Macharius Vanquisher [Legends]

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Macharius twin vanquisher cannon, Storm bolter, Twin heavy stubber, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Two heavy stubbers with Two heavy bolters or Two heavy flamers.
- This model can be equipped with one of: Heavy stubber, Storm bolter.

ABILITIES

Damaged: 1-7 Wounds Remaining
While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Tank Hunter
Each time this model makes a ranged attack with its Macharius twin vanquisher cannon that targets a MONSTER or VEHICLE unit, you can re-roll the Hit roll.

KEYWORDS: Vehicle, Titanic, Imperium, Smoke, Macharius Vanquisher, Frame

WEAPON RULES

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MACHARIUS VULCAN [LEGENDS]

310 PTS

M	T	SV	W	LD	OC
9"	13	2+	20	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Macharius vulcan mega-bolter SUSTAINED HITS 1	48"	16	4+	6	-1	2
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Twin heavy stubber RAPID FIRE 3 TWIN-LINKED	36"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Macharius Vulcan [Legends]

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Macharius vulcan mega-bolter, Storm bolter, Twin heavy stubber, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Two heavy stubbers with Two heavy bolters or Two heavy flamers.
- This model can be equipped with one of: Heavy stubber, Storm bolter.

ABILITIES

Armoured Aggressor
Each time this model makes a ranged attack, it does not suffer the penalty to the Hit roll for being within Engagement Range of one or more enemy units.

Damaged: 1-7 Wounds Remaining
While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MACHARIUS [LEGENDS]

310 PTS

M	T	SV	W	LD	OC
9"	13	2+	20	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Macharius twin battlecannon BLAST TWIN-LINKED	48"	D6+3	4+	10	-1	3
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Twin heavy stubber RAPID FIRE 3 TWIN-LINKED	36"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Macharius [Legends]

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Macharius twin battlecannon, Storm bolter, Twin heavy stubber, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Heavy stubber, Storm bolter.
- This model can replace its Two heavy stubbers with Two heavy bolters or Two heavy flamers.

ABILITIES

Battlefield Control
Each time this model makes a ranged attack, if it is within range of an objective marker you control, re-roll a Hit roll of 1.

Damaged: 1-7 Wounds Remaining
While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MALCADOR ANNIHILATOR [LEGENDS]

270 PTS

M	T	SV	W	LD	OC
10"	11	2+	18	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Demolisher cannon BLAST	24"	D6+3	4+	14	-3	D6
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Malcador twin lascannon TWIN-LINKED	48"	1	4+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Malcador Annihilator [Legends]

Equipped with: Autocannon, Demolisher cannon, Heavy bolter, Heavy stubber, Hunter-killer missile, Lascannon, Malcador twin lascannon, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Two autocannons with Two heavy bolters or Two lascannons.
- This model can be equipped with one of: Heavy stubber, Storm bolter.

ABILITIES

Battlefield Dominance
Ranged weapons equipped by this model have the [IGNORES COVER] ability while targeting an enemy unit within half range.

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MALCADOR DEFENDER [LEGENDS]

310 PTS

M	T	SV	W	LD	OC
10"	11	2+	18	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Demolisher cannon BLAST	24"	D6+3	4+	14	-3	D6
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Malcador Defender [Legends]

Equipped with: Autocannon, Demolisher cannon, Heavy bolter, Heavy stubber, Hunter-killer missile, Lascannon, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Two heavy bolters with Two autocannons or Two lascannons.
- This model can be equipped with one of: Heavy stubber, Storm bolter.

ABILITIES

Armoured Defender
Each time you target this model with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem.

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MALCADOR INFERNUS [LEGENDS]

235 PTS

M	T	SV	W	LD	OC
10"	11	2+	18	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Inferno gun IGNORES COVER TORRENT	18"	D6+3	N/A	5	-2	2
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Malcador Infernus [Legends]

Equipped with: Autocannon, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Inferno gun, Lascannon, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Two heavy bolters with Two autocannons, Two lascannons or Two heavy flamers.
- This model can be equipped with one of: Heavy stubber, Storm bolter.

ABILITIES

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Explosive Death
When this model is destroyed, roll one D6: on a 3+, do not remove it from play – it can, after the attacking model's unit has finished making its attacks, shoot with its inferno gun as if it were your Shooting phase and as if it had its full wounds remaining. This model is then removed from play.

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MALCADOR [LEGENDS]

250 PTS

M	T	SV	W	LD	OC
10"	11	2+	18	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Malcador battle cannon BLAST	48"	D6+3	4+	9	-1	3
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Malcador [Legends]

Equipped with: Autocannon, Heavy bolter, Heavy stubber, Hunter-killer missile, Lascannon, Malcador battle cannon, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Two autocannons with Two heavy bolters or Two lascannons.
- This model can replace its Heavy bolter with Lascannon or Autocannon.
- This model can be equipped with one of: Heavy stubber, Storm bolter.

ABILITIES

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Rugged Reliability
Each time a ranged attack targets this model, worsen the Armour Penetration characteristic of that attack by 1.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MANTICORE

150 PTS

M	T	SV	W	LD	OC
10"	10	3+	11	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Storm eagle rockets ANTI-INFANTRY 2+ BLAST INDIRECT FIRE	120"	D6	4+	7	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Manticore (Hull)

Equipped with: Heavy bolter, Heavy flamer, Hunter-killer missile, Storm eagle rockets, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Furious Barrage
In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) that was hit by one or more of those attacks made with this model's storm eagle rockets. Until the start of your next Shooting phase, that enemy unit is staggered. While a unit is staggered, subtract 1 from the Objective Control characteristic of models in that unit (to a minimum of 1).

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MANTICORE PLATFORM [LEGENDS]

95 PTS

M	T	SV	W	LD	OC
-	8	3+	8	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm Eagle Rockets BLAST INDIRECT FIRE	120"	D6+1	4+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

AUFSTELLUNG

1x Manticore Platform [Legends]

Equipped with: Storm Eagle Rockets, Close combat weapons

ABILITIES

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Furious Barrage
Each time this model makes an attack with its storm eagle rockets that targets an enemy unit that contains five or more models, you can re-roll the Hit roll.

Reinforced Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

INDIRECT FIRE
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MARAUDER BOMBER [LEGENDS]

345 PTS

M	T	SV	W	LD	OC
-	10	2+	20	7+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter **SUSTAINED HITS 1**	36"	3	4+	5	-1	2
Lascannon	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Marauder Bomber [Legends]

Equipped with: Heavy bolter, Lascannon, Armoured hull

Wargear Options:

■ This model can replace its Heavy bombs with Inferno bombs.

ABILITIES

Damaged: 1-7 Wounds Remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Heavy Bombs
Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll nine D6, adding 1 to each result if that unit is a MONSTER or VEHICLE: for each 5+, that unit suffers 1 mortal wound.

Inferno Bombs
Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll nine D6, adding 1 to each result if that unit is not a MONSTER or VEHICLE: for each 5+, that unit suffers 1 mortal wound.

WEAPON RULES

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MARAUDER DESTROYER [LEGENDS]

375 PTS

M	T	SV	W	LD	OC
-	10	2+	20	7+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Assault cannon DEVASTATING WOUNDS	24"	6	4+	6	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Hellstrike missile rack ANTI-FLY 2+	48"	2	4+	10	-3	D6
Marauder nose autocannons TWIN-LINKED	48"	4	4+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Marauder Destroyer [Legends]

Equipped with: 2x Assault cannon, Heavy bolter, Hellstrike missile rack, Marauder nose autocannons, Armoured hull

ABILITIES

Bomb Drop
Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

Damaged: 1-7 Wounds Remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

KEYWORDS: Vehicle, Titanic, Fly, Aircraft, Imperium, Marauder Destroyer

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MEDUSA CARRIAGE BATTERY [LEGENDS]

125 PTS

M	T	SV	W	LD	OC
4"	7	4+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Medusa siege cannon BLAST HEAVY INDIRECT FIRE	36"	D6	5+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battery close combat weapons	Melee	5	4+	3	0	1

AUFSTELLUNG

1x Medusa Carriage Battery [Legends]

Equipped with: Medusa siege cannon, Battery close combat weapons

ABILITIES

Siege Bombardment
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

IMPERIUM - ASTRA MILITARUM

MILITARUM TEMPESTUS COMMAND SQUAD

85 PTS

M	T	SV	W	LD	OC
6"	3	4+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hot-shot lasgun RAPID FIRE 1	24"	1	3+	3	-1	1
Hot-shot laspistol PISTOL	12"	1	3+	3	-1	1
Hot-shot volley gun RAPID FIRE 2	30"	2	3+	4	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Tempestus dagger	Melee	4	3+	3	0	1

AUFSTELLUNG

4x Tempestus Scion oder Tempestus Scion w/ Regimental Standard oder Tempestus Scion w/ Master Vox oder Tempestus Scion w/ Medi-pack (25mm)
1x Tempestor Prime (25mm)

Equipped with: Bolt pistol, Flamer, Hot-shot lasgun, Hot-shot laspistol, Hot-shot volley gun, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Close combat weapon, Tempestus dagger

Wargear Options:

- This model can be equipped with 1x Regimental standard and 1x Hot-shot lasgun, 1x Master vox and 1x Hot-shot laspistol or 1x Hot-shot laspistol.
- Each Tempestus Scion can replace its Hot-shot lasgun with Flamer, Grenade launcher, Meltagun, Hot-shot volley gun or Plasma gun.
- Each Tempestus Scion w/ Medi-pack can be equipped with 1x Hot-shot lasgun.
- Each Tempestor Prime can replace its Bolt pistol with Command rod or Plasma pistol.

ABILITIES

CORE - Leader

Command Rod
While the bearer is leading a unit, that unit can be affected by up to two different Orders at the same time.

Master Vox
Each time the Officer in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

KEYWORDS: Militarum Tempestus, Imperium, Infantry, Character, Grenades, Command Squad, Leader

FACTION: Astra Militarum 85 PTS

Medi-pack
At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Tempestus Scions models to this unit.

Regimental Standard
Add 1 to the Objective Control characteristic of models in the bearer's unit.

Tempestor Prime
While this unit contains a Tempestor Prime, ranged weapons equipped by models in this unit have the [**SUSTAINED HITS** 1] ability.

Leader
This unit can be attached to the following unit:
- Tempestus Scions

Orders (Orders)
Orders: This unit's Officer can issue 1 Order to a Regiment unit.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command
If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

MINISTORUM PRIEST

35 PTS

M	T	SV	W	LD	OC
6"	3	6+	3	7+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Holy pistol PISTOL	12"	3	4+	4	0	1
Zealot's vindicator IGNORES COVER TORRENT	12"	D6	N/A	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	3+	4	-2	1
Zealot's vindicator	Melee	3	4+	5	-1	2

AUFSTELLUNG

1x Ministorum Priest (32mm)

Equipped with: Holy pistol, Zealot's vindicator, Power weapon

Wargear Options:

■ This model can replace its Zealot's vindicator with Holy pistol and power weapon.

ABILITIES

CORE - Leader

Holy Piety
Each time this model makes a melee attack, unless this model's unit is Battle-shocked, you can re-roll the Hit roll.

War Hymns
While this model is leading a unit, melee weapons equipped by models in that unit have the [**SUSTAINED HITS** 1] ability.

Leader
This model can be attached to the following units:
- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KASRKIN
- KRIEG COMBAT ENGINEERS
- TEMPESTUS SCIONS

WEAPON RULES

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ASTRA MILITARUM

MINOTAUR [LEGENDS]

225 PTS

M	T	SV	W	LD	OC
10"	11	2+	18	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Minotaur twin earthshaker cannon [BLAST] [INDIRECT FIRE] [TWIN-LINKED]	240"	D6+3	4+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Minotaur [Legends]

Equipped with: Minotaur twin earthshaker cannon, Armoured tracks

ABILITIES

Armoured Frontis
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

INDIRECT FIRE
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

MUKAALI RIDERS [LEGENDS]

110 PTS

M	T	SV	W	LD	OC
8"	6	4+	5	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Laspistol PISTOL	12"	1	4+	3	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	4+	8	-3	2
➤ Plasma pistol - standard RAPID FIRE 1	24"	1	4+	7	-2	1
➤ Plasma pistol - supercharged HAZARDOUS RAPID FIRE 1	24"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Hunting lance LANCE	Melee	3	4+	4	0	1
Power weapon	Melee	3	4+	4	-2	1
Stomping Feet EXTRA ATTACKS	Melee	2	4+	4	0	1

AUFSTELLUNG

1x Mukaali Rider Sergeant
2x Mukaali Riders

Equipped with: Flamer, Laspistol, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharged, Chainsword, Hunting lance, Power weapon, Stomping Feet

Wargear Options:

- Each Mukaali Rider Sergeant can replace its Laspistol with Plasma pistol.
- Each Mukaali Rider Sergeant can replace its Hunting lance with Chainsword or Power weapon.
- Each Mukaali Riders can replace its Hunting lance with Flamer, Plasma gun, Meltagun or Grenade launcher.

ABILITIES

Desert Riders
You can ignore any or all modifiers to this unit's Move characteristic and to Advance and Charge rolls made for it. In addition, this unit is eligible to shoot and declare a charge in a turn in which it Fell Back

WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LANCE

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

IMPERIUM - ASTRA MILITARUM

MUNITORUM SERVITORS [LEGENDS]

35 PTS

M	T	SV	W	LD	OC
6"	3	4+	1	8+	0

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter HEAVY SUSTAINED HITS 1	36"	3	6+	5	-1	2
Multi-melta HEAVY MELTA 2	18"	2	6+	9	-4	D6
➤ Plasma cannon - standard BLAST HEAVY	36"	D3	6+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS HEAVY	36"	D3	6+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Servitor's servo arm	Melee	1	5+	6	-2	3

AUFSTELLUNG

4x Munitorum Servitor w/ Servitor's Servo Arm oder Munitorum Servitor w/ Special Weapon

Equipped with: Heavy bolter, Multi-melta, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Servitor's servo arm

Wargear Options:

- Each Munitorum Servitor w/ Special Weapon can replace its Heavy bolter with Multi-melta or Plasma cannon.

ABILITIES

Mindlock
While a friendly Tech-Priest Enginseer model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by Munitorum Servitor models in this unit by 1.

Servitor Retinue
At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a Regimental Enginseer (a unit cannot have more than one Munitorum Servitors unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

IMPERIUM - ASTRA MILITARUM

NORK DEDDOG

60 PTS

M	T	SV	W	LD	OC
6"	6	4+	6	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ripper gun **RAPID FIRE 3**	18"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Huge knife **DEVASTATING WOUNDS**	Melee	6	2+	8	-1	2

AUFSTELLUNG

1x Nork Deddog (40mm)

Equipped with: Ripper gun, Huge knife

ABILITIES

Loyal Protector

At the start of the Declare Battle Formations step, this model must join one Command Squad unit from your army (a Command Squad cannot have more than one Loyal Protector model joined to it). This model then counts as part of that Command Squad for the rest of the battle, and its Starting Strength is increased accordingly. If it is not possible to join this model to a Command Squad, it does not take part in the battle and counts as having been destroyed.

While this model is joined to a unit, it can embark within any Transport that unit can embark within, and takes up the space of 3 models.

This model cannot be selected as your Warlord.

Ogryn Bodyguard

While one or more Officer models are in the same unit as this model, those Officer models have the Feel No Pain 4+ ability

Thunderous Head-butt

Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

KEYWORDS: Nork Deddog, Imperium, Epic Hero, Infantry, Ogryn, Loyal Protector, Character, Grenades

FACTION: Astra Militarum **60 PTS**

CORE RULES

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

IMPERIUM - ASTRA MILITARUM

OGRYN BODYGUARD

40 PTS

M	T	SV	W	LD	OC
6"	6	5+	6	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grenadier gauntlet BLAST	18"	D6	4+	4	0	1
Ripper gun RAPID FIRE 3	18"	3	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	5	3+	7	-1	2
Close combat weapon	Melee	4	3+	6	0	1
Huge knife	Melee	6	3+	8	-1	2
Ripper gun	Melee	4	3+	6	-1	1

AUFSTELLUNG

1x Ogryn Bodyguard (40mm)

Equipped with: Grenadier gauntlet, Ripper gun, Bullgryn maul, Close combat weapon, Huge knife

Wargear Options:

- This model can replace its Slabshield with Huge knife or Brute shield.
- This model can replace its Ripper gun with Bullgryn maul or Grenadier gauntlet.

ABILITIES

Brute Shield
The bearer has a 4+ invulnerable save.

Loyal Protector
At the start of the Declare Battle Formations step, this model must join one Command Squad unit from your army (a Command Squad cannot have more than one Loyal Protector model joined to it). This model then counts as part of that Command Squad for the rest of the battle, and its Starting Strength is increased accordingly. If it is not possible to join this model to a Command Squad, it does not take part in the battle and counts as having been destroyed.

While this model is joined to a unit, it can embark within any Transport that unit can embark within, and takes up the space of 3 models.

This model cannot be selected as your WARLORD and cannot be given Enhancements

Ogryn Bodyguard
While one or more Officer models are in the same unit as this model, those Officer models have the Feel No Pain 4+ ability

Slabshield
The bearer has a Wounds characteristic of 7.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

IMPERIUM - ASTRA MILITARUM

OGRYN SQUAD

60–120 PTS

M	T	SV	W	LD	OC
6"	6	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ripper gun **RAPID FIRE 3**	18"	3	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ripper gun	Melee	4	3+	6	-1	1

AUFSTELLUNG

2-5x Ogryn (40mm)
1x Ogryn Bone 'ead (40mm)

Equipped with: Ripper gun

ABILITIES

Point-blank Barrage
Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

WEAPON RULES

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

IMPERIUM - ASTRA MILITARUM

PRAETOR [LEGENDS]

275 PTS

M	T	SV	W	LD	OC
10"	11	2+	18	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
➤ Praetor launcher - firestorm BLAST HEAVY IGNORES COVER INDIRECT FIRE	120"	2D6	4+	6	-1	2
➤ Praetor launcher - foehammer ANTI-MONSTER 4+ ANTI-VEHICLE 4+ BLAST HEAVY INDIRECT FIRE	120"	D6+1	4+	4	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Praetor [Legends]

Equipped with: Heavy bolter, Heavy stubber, Storm bolter, ➤ Praetor launcher - firestorm, ➤ Praetor launcher - foehammer, Armoured tracks

Wargear Options:

■ This model can be equipped with one of: Heavy stubber, Storm bolter.

ABILITIES

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Targeting Coordinates
While this model is being affected by an Order, each time it makes an attack with its Praetor launcher, it does not suffer the penalty to the Hit roll for attacking a unit that is not visible to it.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

PRIMARIS PSYKER

60 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	3+	3	0	1
➤ Psychic maelstrom - focused witchfire BLAST DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	D6+1	3+	6	-2	2
➤ Psychic maelstrom - witchfire BLAST DEVASTATING WOUNDS PSYCHIC	18"	D6	3+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	3	4+	6	-1	D3

AUFSTELLUNG

1x Primaris Psyker (32mm)

Equipped with: Laspistol, ➤ Psychic maelstrom - focused witchfire, ➤ Psychic maelstrom - witchfire, Force weapon

ABILITIES

CORE - Leader

Malign Wardings (Psychic)
While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against **Psychic** Attacks.

Psychic Barrier (Psychic)
At the start of your opponent's Shooting phase, you can roll one D6: on a 1, this Psyker's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, models in this Psyker's unit have a 4+ invulnerable save.

Leader
This model can be attached to the following units:
- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KASRKIN
- KRIEG COMBAT ENGINEERS
- TEMPESTUS SCIONS

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

Feel No Pain

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ASTRA MILITARUM

PROVISIONALLY PREPARED [LEGENDS]

40 PTS

M	T	SV	W	LD	OC
6"	2	6+	2	8+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sniper rifle HEAVY PRECISION	36"	1	3+	4	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	5+	2	0	1

AUFSTELLUNG

1x Provisionally Prepared [Legends]

Equipped with: Sniper rifle, Close combat weapons

ABILITIES

CORE - Leader

A Hearty 'Pick Me Up'
While this model is leading a unit, in your Command phase, you can return up to D3 destroyed models to that unit.

Well-stocked Supplies
While this model is leading a unit, improve the Leadership and Objective Control characteristics of models in that unit by 1.

Leader
This model can be attached to the following unit:
- Ratlings

WEAPON RULES

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

IMPERIUM - ASTRA MILITARUM

QUARTERMASTER CADRE SQUAD [LEGENDS]

45 PTS

M	T	SV	W	LD	OC
6"	3	4+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Quartermaster's pistol PISTOL	12"	1	3+	3	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Medical scalpels	Melee	1	4+	3	0	1
Quartermaster's close combat weapon	Melee	2	3+	4	-2	1

AUFSTELLUNG

1x Quartermaster Revenant
4x Medicae Servitors

Equipped with: Quartermaster's pistol, Medical scalpels, Quartermaster's close combat weapon

ABILITIES

CORE - Leader

Medicae Medi-packs
Whilst this unit contains one or more Medicae Servitors, models in this unit have the Feel No Pain 5+ ability.

Mindlock
While this unit contains a Quartermaster Revenant model, improve the Weapon Skill characteristic of this unit's Medical scalpels by 1.

Leader
This unit can be attached to the following units:
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KRIEG COMBAT ENGINEERS

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

IMPERIUM - ASTRA MILITARUM

RAPIER LASER DESTROYER BATTERY [LEGENDS]

M	T	SV	W	LD	OC
6"	4	4+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laser destroyer HEAVY TWIN-LINKED	36"	2	5+	12	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

1-3x Rapier Laser Destroyer

Equipped with: Laser destroyer, Close combat weapon

ABILITIES

Powerful Volley

While this unit is being affected by an Order, provided it Remained Stationary this turn, **Heavy** weapons equipped by models in this unit have the [LETHAL HITS] ability.

WEAPON RULES

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

IMPERIUM - ASTRA MILITARUM

RATLINGS

60–100 PTS

M	T	SV	W	LD	OC
6"	2	6+	1	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sniper rifle HEAVY PRECISION	36"	1	3+	4	-2	2
Tankstopper rifle HEAVY	36"	1	3+	9	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	2	0	1

AUFSTELLUNG

5-10x Ratlings oder Ratling w/ tankstopper rifle
Basegrößen: 25mm, Tankstopper Rifle 28.5mm
Equipped with: Sniper rifle, Tankstopper rifle, Close combat weapon

ABILITIES

Demolition Gear
The bearer's unit has the Grenades keyword.

Ratling Battlemutt
Once per battle, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the [LETHAL HITS] ability.
Designer's Note: *Place a Ratling Battlemutt token next to the unit, removing it once this ability has been used.*

Shoot Sharp and Scarper
In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move as if it were your Movement phase. If it does, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON RULES

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

LETHAL HITS
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

IMPERIUM - ASTRA MILITARUM

REGIMENTAL ATTACHÉS [LEGENDS]

40 PTS

ASTROPATH

M	T	SV	W	LD	OC
6"	3	5+	1	7+	1

MASTER OF ORDNANCE

M	T	SV	W	LD	OC
6"	3	5+	1	7+	1

OFFICER OF THE FLEET

M	T	SV	W	LD	OC
6"	3	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astropath's stave PSYCHIC	Melee	1	4+	6	-1	D3
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG

1x Astropath - Equipped with: Laspistol, Astropath's stave
1x Master of Ordnance - Equipped with: Laspistol, Close combat weapon
1x Officer of the Fleet - Equipped with: Laspistol, Close combat weapon

ABILITIES

Aeronautica Commander
At the start of your Shooting phase, select one enemy unit within 30" of and visible to this unit's Officer of the Fleet model. Until the end of the phase, each time a friendly Astra Militarum Aircraft model makes a ranged attack that targets that unit, add 1 to the Hit roll.

Artillery Commander
At the start of your Shooting phase, select one enemy unit within 30" of and visible to this unit's Master of Ordnance model that has not already been selected for this ability this phase. Until the end of the phase, Blast weapons equipped by friendly Astra Militarum Artillery models have the [SUSTAINED HITS 1] ability when targeting that unit

Attachés
At the start of the Declare Battle Formations step, this unit must join one Command Squad unit from your army (a Command Squad unit cannot have more than one Regimental Attaché unit joined to it). For the rest of the battle, every model in this unit counts as part of that Command Squad unit, and its Starting Strength is increased accordingly. If it is not possible to join a Regimental Attaché unit to a Command Squad in this way, it does not take part in the battle and counts as having been destroyed.

While this unit is joined to a unit, it can embark within any Transport that unit can embark within.

Astropath KEYWORDS: Psyker
KEYWORDS: Regimental Attachés, Imperium, Infantry

Divination (Psychic)
Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this unit's Astropath model.

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

IMPERIUM - ASTRA MILITARUM

REIN AND RAUS [LEGENDS]

50 PTS

REIN

M	T	SV	W	LD	OC
6"	2	6+	1	8+	1

RAUS

M	T	SV	W	LD	OC
6"	2	6+	1	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolition Charge BLAST HAZARDOUS ONE SHOT	6"	D6+3	4+	12	-2	2
Sniper rifle HEAVY PRECISION	36"	1	3+	4	-2	2
Stub Pistol PISTOL	12"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	1	5+	2	0	1

AUFSTELLUNG

1x Rein - Equipped with: Stub Pistol, Sniper rifle, Close Combat Weapon
1x Raus - Equipped with: Stub Pistol, Close Combat Weapon, Demolition Charge

ABILITIES

Shoot Sharp and Scarper
In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move. If it does, until the end of the turn, this unit is not eligible to declare a charge

The Ratling Twins
While this unit contains 2 models, each time a model in this unit makes a ranged attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

WEAPON RULES

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

IMPERIUM - ASTRA MILITARUM

ROGAL DORN BATTLE TANK

260 PTS

M	T	SV	W	LD	OC
10"	12	2+	18	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castigator gatling cannon	24"	12	4+	5	0	1
Coaxial autocannon	48"	2	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Oppressor cannon BLAST	72"	D6+3	4+	12	-2	3
Pulveriser cannon BLAST	24"	D6	4+	9	-3	3
Twin battle cannon BLAST TWIN-LINKED	48"	D6+3	4+	10	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Rogal Dorn Battle Tank (Hull)

Equipped with: Castigator gatling cannon, Coaxial autocannon, Heavy bolter, Heavy stubber, Meltagun, Multi-melta, Oppressor cannon, Pulveriser cannon, Twin battle cannon, Armoured tracks

Wargear Options:

- This model can replace its Twin battle cannon with Oppressor cannon and coaxial autocannon.
- This model can replace its Castigator gatling cannon with Pulveriser cannon.
- This model can be equipped with one of: 2 Multi-meltas, 2 Heavy Bolters.
- This model can be equipped with one of: 2 Meltaguns, 2 Additional Heavy Stubbers.

ABILITIES

Ablative Plating
Once per battle, when an attack is allocated to this model, you change the Damage characteristic of that attack to 0.

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: Rogal Dorn Battle Tank, Imperium, Vehicle, Squadron, Smoke, Frame

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

ROGAL DORN COMMANDER

290 PTS

M	T	SV	W	LD	OC
10"	12	2+	18	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Castigator gatling cannon	24"	12	4+	5	0	1
Coaxial autocannon	48"	2	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Oppressor cannon BLAST	72"	D6+3	4+	12	-2	3
Pulveriser cannon BLAST	24"	D6	4+	9	-3	3
Twin battle cannon BLAST TWIN-LINKED	48"	D6+3	4+	10	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

AUFSTELLUNG

1x Rogal Dorn Commander (Hull)

Equipped with: Castigator gatling cannon, Coaxial autocannon, Heavy bolter, Heavy stubber, Meltagun, Multi-melta, Oppressor cannon, Pulveriser cannon, Twin battle cannon, Armoured tracks

Wargear Options:

- This model can replace its Castigator gatling cannon with Pulveriser cannon.
- This model can be equipped with one of: 2 Meltaguns, 2 Additional Heavy Stubbers.
- This model can be equipped with one of: 2 Multi-meltas, 2 Heavy Bolters.
- This model can replace its Twin battle cannon with Oppressor cannon and coaxial autocannon.

ABILITIES

Called Shots
Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving its attacks.

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Vox-net
Each time this model issues an Order, it can issue it to an eligible unit up to 12" away

Orders (Orders)
Orders: This Officer can issue 2 Orders to Squadron units.

WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

SABRE WEAPONS BATTERY [LEGENDS]

SABRE GUN PLATFORM

M	T	SV	W	LD	OC
-	4	4+	4	7	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin autocannon TWIN-LINKED	48"	2	4+	9	-1	3
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin heavy stubber RAPID FIRE 3 TWIN-LINKED	36"	3	4+	4	0	1
Twin lascannon TWIN-LINKED	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

1-2x Sabre Gun Platform - Equipped with: Close combat weapon, Twin heavy bolter, Twin lascannon, Twin heavy stubber, Twin autocannon

Wargear Options:

- This model can replace its Twin heavy bolter with Defence Searchlight, Twin lascannon, Twin heavy stubber or Twin autocannon.

ABILITIES

Defence Searchlight
At the start of your Shooting phase, you can select one enemy unit within 24" and visible to the bearer. Until the end of the phase, that unit cannot have the Benefit of Cover.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Sentinel Directives
Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ when resolving that Stratagem.

WEAPON RULES

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Fortification, Imperium, Artillery, Sabre Weapons Battery

FACTION: Astra Militarum

IMPERIUM - ASTRA MILITARUM

SALAMANDER COMMAND VEHICLE [LEGENDS]

80 PTS

M	T	SV	W	LD	OC
12"	8	3+	10	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Salamander Command Vehicle [Legends]

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Auspex Surveyor
Each time this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover

KEYWORDS: Salamander Command Vehicle, Vehicle, Imperium, Squadron, Smoke, Frame

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

SALAMANDER SCOUT VEHICLE [LEGENDS]

95 PTS

M	T	SV	W	LD	OC
12"	8	3+	10	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Salamander Scout Vehicle [Legends]

Equipped with: Autocannon, Heavy bolter, Heavy stubber, Hunter-killer missile, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Outflank
When this model arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).

WEAPON RULES

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◈ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

IMPERIUM - ASTRA MILITARUM

SCOUT SENTINELS

55–100 PTS

M	T	SV	W	LD	OC
10"	7	3+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-laser	36"	4	4+	6	0	1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	4+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	4+	9	-2	D6
➤ Plasma cannon - standard BLAST	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	6	0	1
Sentinel chainsaw	Melee	3	4+	6	-1	1

AUFSTELLUNG

1-2x Scout Sentinel (80mm)

Equipped with: Autocannon, Heavy flamer, Hunter-killer missile, Lascannon, Multi-laser, ➤ Missile launcher - frag, ➤ Missile launcher - krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Close combat weapon, Sentinel chainsaw

Wargear Options:

- Each Scout Sentinel can be equipped with 1x Hunter-killer missile.
- Each Scout Sentinel can be equipped with 1x Sentinel chainsaw.
- Each Scout Sentinel can replace its Multi-laser with Autocannon, Lascannon, Heavy flamer, Missile launcher or Plasma cannon.

ABILITIES

Daring Recon
At the start of your Shooting phase, select one enemy unit within 18" of and visible to this unit. Until the end of the phase, each time a friendly Astra Militarum model makes an attack that targets that unit, re-roll a Hit roll of 1.

Signal Flares
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is designated:

- While a unit is designated, that unit has +3" detection range.

KEYWORDS: Scout Sentinels, Imperium, Vehicle, Walker, Regiment, Squadron, Smoke

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

IMPERIUM - ASTRA MILITARUM

SENTINEL COMMANDER [CRUCIBLE]

75 PTS

M	T	SV	W	LD	OC
10"	7	3+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Autogun	24"	2	3+	3	0	1
Autopistol PISTOL	12"	1	3+	3	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Combat shotgun ASSAULT	12"	2	3+	4	0	1
Grenadier gauntlet BLAST	18"	D6	3+	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Lascarbine ASSAULT	18"	2	3+	3	0	1
Lasgun RAPID FIRE 1	24"	1	3+	3	0	1
Laspistol PISTOL	12"	1	3+	3	0	1
Multi-laser	36"	4	3+	6	0	1
Ripper gun RAPID FIRE 3	18"	3	3+	5	-1	2
Zealot's vindicator IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
➤ Missile launcher - frag BLAST HEAVY	48"	D6	3+	4	0	1
➤ Missile launcher - krak HEAVY	48"	1	3+	9	-2	D6
➤ Plasma cannon - standard BLAST	36"	D3	3+	7	-2	1
➤ Plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	5	3+	7	-1	2
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	3	3+	3	0	1
Frag lance LANCE	Melee	D6	3+	4	0	1
Goad lance LANCE	Melee	2	3+	6	-2	2
Huge knife	Melee	6	3+	8	-1	2
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	4	3+	4	-2	1
Ripper gun	Melee	5	3+	6	-1	1
Sentinel chainsaw	Melee	3	3+	6	-1	1
Zealot's vindicator	Melee	4	3+	5	-1	2
➤ Hunting lance - frag tip LANCE	Melee	D6	3+	4	0	1
➤ Hunting lance - melta tip LANCE	Melee	1	3+	9	-4	D6

KEYWORDS: Character, Crucible, Imperium, Officer, Vehicle, Walker, Smoke, Sentinel Commander

FACTION: Astra Militarum 75 PTS

AUFSTELLUNG

1x Sentinel Commander [Crucible]

Equipped with: Autocannon, Autogun, Autopistol, Bolt pistol, Boltgun, Combat shotgun, Grenadier gauntlet, Hand flamer, Heavy flamer, Lascannon, Lascarbine, Lasgun, Laspistol, Multi-laser, Ripper gun, Zealot's vindicator, ➤ Missile launcher - frag, ➤ Missile launcher - krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Bullgryn maul, Chainsword, Close combat weapon, Frag lance, Goad lance, Huge knife, Power fist, Power weapon, Sentinel chainsaw, ➤ Hunting lance - frag tip, ➤ Hunting lance - melta tip

Wargear Options:

- This model can be equipped with one of: Autocannon, Autogun, Combat shotgun, Grenadier gauntlet, Lascannon, Lascarbine, Lasgun, Missile launcher, Multi-laser, Plasma cannon, Zealot's vindicator, Boltgun, Heavy flamer, Ripper gun.
- This model can be equipped with up to 2 of: Autopistol, Hand flamer, Bolt pistol, Laspistol, Plasma pistol.
- This model can be equipped with 1x Chainsword.
- This model can be equipped with 1x Close combat weapon.
- This model can be equipped with 1x Frag lance.
- This model can be equipped with 1x Goad lance.
- This model can be equipped with 1x Huge knife.
- This model can be equipped with 1x Hunting lance.
- This model can be equipped with 1x Power weapon.

ABILITIES

CORE - Leader

Brute Shield
Augmented Bone 'Ead only. This model has a 4+ invulnerable save.

Dauntless Veteran
You can re-roll Battle-shock tests taken for this unit.

Extra Armour
Sentinel Commander only. Change this model's Move characteristic to 8", change its Toughness characteristic to 8, change its Save characteristic to 2+, and it loses the Scouts 9" ability.

Fire Coordinator
Ranged weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

Martial Zealot
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

Mobile Firebase
Ranged weapons equipped by models in this unit have the [**ASSAULT**] ability.

Noble Steed
Front-line Commander only. Change this model's Move characteristic to 12", change its Toughness characteristic to 4, change its Save characteristic to 4+. Remove the Infantry keyword, add the Mounted keyword, and add to the list of units this model can be attached to: Attilan Rough Riders, Death Riders.

Slabshield
Augmented Bone 'Ead only. Change this model's Wounds characteristic to 7.

Leader
This model can be attached to the following units:
- Armoured Sentinels
- Scout Sentinels*

Orders (Orders)
Orders: This Officer can issue up to 1 Order to Squadron units.

KEYWORDS: Character, Crucible, Imperium, Officer, Vehicle, Walker, Smoke, Sentinel Commander

FACTION: Astra Militarum **75 PTS**

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

LANCE
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

◈ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of **Rapid Fire** weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

SENTINEL POWERLIFTER [LEGENDS]

55 PTS

M	T	SV	W	LD	OC
8"	7	3+	6	7+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Powerlifter	Melee	3	4+	10	-2	D3

AUFSTELLUNG

1x Sentinel Powerlifter [Legends]

Equipped with: Powerlifter

ABILITIES

Powerlifter Charge

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

SERGEANT HARKER [LEGENDS]

40 PTS

M	T	SV	W	LD	OC
6"	4	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Payback SUSTAINED HITS 1	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

1x Sergeant Harker [Legends]

Equipped with: Payback, Close combat weapon

ABILITIES

CORE - Leader

Harker's Hellraisers
While this model is leading a unit, each time a ranged attack targets that unit, if the attacking model is more than 12" away, subtract 1 from the Hit roll.

Payback Time
Once per battle, when this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its Payback weapon has an Attacks characteristic of 6 and the [SUSTAINED HITS 3] ability instead of the [SUSTAINED HITS 1] ability.

Leader
This model can be attached to the following unit:
- CATACHAN JUNGLE FIGHTERS

Orders (Orders)
Orders: This Officer can issue 1 Order to a Catachan Jungle Fighters unit

WEAPON RULES

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

KEYWORDS: Sergeant Harker, Imperium, Grenades, Officer, Character, Epic Hero, Infantry, Leader

CORE RULES

◈ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

SHADOWSWORD

375 PTS

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
Volcano cannon BLAST HEAVY	96"	D3+1	4+	24	-5	12

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Shadowsword (Hull)

Equipped with: Lascannon, Twin heavy bolter, Twin heavy flamer, Volcano cannon, Armoured tracks

Wargear Options:

- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

ABILITIES

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Titan-killer
Each time this model makes a ranged attack with its volcano cannon that targets a Monster or Vehicle unit, that attack has the [DEVASTATING WOUNDS] ability.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HEAVY

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

SLY MARBO

55 PTS

M	T	SV	W	LD	OC
6"	3	5+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ripper pistol ANTI-INFANTRY 2+ PISTOL PRECISION	12"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Envenomed blade ANTI-INFANTRY 2+ PRECISION	Melee	5	2+	5	-1	2

AUFSTELLUNG

1x Sly Marbo (32mm)

Equipped with: Ripper pistol, Envenomed blade

ABILITIES

Like Fighting a Shadow
In your Shooting phase, after this model has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move. If it does, until the end of the turn, this model is not eligible to declare a charge.

One-man Army
Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attack that targets a friendly Regiment unit within 3" of this model, after that enemy unit has shot, this model can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

IMPERIUM - ASTRA MILITARUM

STORM CHIMERA [LEGENDS]

90 PTS

M	T	SV	W	LD	OC
10"	9	3+	11	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Storm Chimera [Legends]

Equipped with: Autocannon, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Storm bolter, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Storm bolter, Heavy stubber.
- This model can replace its Heavy bolter with Heavy flamer.

ABILITIES

Mobile Command Vehicle
In your Command phase, one Officer model embarked within this Transport can issue Orders even though it is not on the battlefield. When doing so, measure distances to and from this Transport.

Storm Chimera (Transport)
Capacity: This model has a transport capacity of 12 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Firing Deck 2
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [**ONE SHOT**] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

IMPERIUM - ASTRA MILITARUM

STORMBLADE [LEGENDS]

415 PTS

M	T	SV	W	LD	OC
9"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
➤ Stormblade plasma blastgun - standard BLAST	48"	D6+3	4+	9	-2	3
➤ Stormblade plasma blastgun - supercharge BLAST HAZARDOUS	48"	D6+3	4+	10	-3	4

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Stormblade [Legends]

Equipped with: Heavy stubber, Hunter-killer missile, Lascannon, Storm bolter, Twin heavy bolter, Twin heavy flamer, ➤ Stormblade plasma blastgun - standard, ➤ Stormblade plasma blastgun - supercharge, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its 2 Twin Heavy Bolters with 2 Twin Heavy Flamers.
- This model can be equipped with one of: Heavy stubber, Storm bolter.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

ABILITIES

Close-range Devastation
Each time this model makes a ranged attack with its Stormblade plasma blastgun that targets a unit within half range, you can re-roll the Hit roll.

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

STORMLORD

395 PTS

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Lascannon	48"	1	4+	12	-3	D6+1
Twin heavy bolter [SUSTAINED HITS 1] [TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER] [TORRENT] [TWIN-LINKED]	12"	D6	N/A	5	-1	1
Vulcan mega-bolter [SUSTAINED HITS 1]	48"	20	4+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Stormlord (Hull)

Equipped with: Heavy stubber, Lascannon, Twin heavy bolter, Twin heavy flamer, Vulcan mega-bolter, Armoured tracks

Wargear Options:

- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

ABILITIES

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Mount Up!
At the end of your opponent's Movement phase, if there are no models currently embarked within this Transport, you can select one friendly Astra Militarum Infantry unit (excluding Artillery units) that is wholly within 6" of this Transport. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this Transport.

Stormlord (Transport)
Capacity: This model has a transport capacity of 40 Astra Militarum Infantry models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Firing Deck 12
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

IMPERIUM - ASTRA MILITARUM

STORMSWORD

430 PTS

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Stormsword siege cannon BLAST IGNORES COVER	48"	D6+6	4+	16	-4	D6+2
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Stormsword (Hull)

Equipped with: Lascannon, Stormsword siege cannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

Wargear Options:

- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

ABILITIES

Concussive Wave
In your Shooting phase, just after selecting a target for this model's Stormsword siege cannon, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a concussive wave. After this model has finished making its attacks against that target unit this phase, each unit struck by a concussive wave suffers D3 mortal wounds.

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

STYGIES DESTROYER TANK HUNTER [LEGENDS]

180 PTS

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Stygies laser destroyer HEAVY	72"	2	4+	14	-4	D6+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Stygies Destroyer Tank Hunter [Legends]

Equipped with: Heavy stubber, Hunter-killer missile, Storm bolter, Stygies laser destroyer, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Tank Hunter
Each time this model makes a ranged attack that targets a Vehicle unit, add 1 to the Wound roll

WEAPON RULES

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

IMPERIUM - ASTRA MILITARUM

TARANTULA BATTERY [LEGENDS]

M	T	SV	W	LD	OC
-	5	3+	4	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

1-3x Tarantula w/ twin heavy bolter oder Tarantula w/ twin lascannon

Equipped with: Twin heavy bolter, Twin lascannon, Close combat weapon

ABILITIES

Sentry Programming
You can target this unit with the Fire Overwatch Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

WEAPON RULES

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

KEYWORDS: Vehicle, Imperium, Tarantula Battery

FACTION: Astra Militarum

IMPERIUM - ASTRA MILITARUM

TAUROS ASSAULT VEHICLE [LEGENDS]

50 PTS

M	T	SV	W	LD	OC
12"	6	4+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
➤ Tauros grenade launcher - frag BLAST	24"	D6	4	4	0	1
➤ Tauros grenade launcher - krak	24"	2	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured frame	Melee	2	4+	5	0	1

AUFSTELLUNG

1x Tauros Assault Vehicle [Legends]

Equipped with: Heavy flamer, Hunter-killer missile, ➤ Tauros grenade launcher - frag, ➤ Tauros grenade launcher - krak, Armoured frame

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy flamer with Tauros grenade launcher.

ABILITIES

Turbo-boost
Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

WEAPON RULES

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

IMPERIUM - ASTRA MILITARUM

TAUROS VENATOR [LEGENDS]

50 PTS

M	T	SV	W	LD	OC
12"	6	4+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Twin lascannon TWIN-LINKED	48"	1	4+	12	-3	D6+1
Twin multi-laser TWIN-LINKED	36"	4	4+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured frame	Melee	2	4+	5	0	1

AUFSTELLUNG

1x Tauros Venator [Legends]

Equipped with: Hunter-killer missile, Twin lascannon, Twin multi-laser, Armoured frame

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Twin multi-laser with Twin lascannon.

ABILITIES

Mobile Hunter-killer
Each time this model makes an attack that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

WEAPON RULES

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

TAUROX

65 PTS

M	T	SV	W	LD	OC
12"	8	3+	10	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Twin autocannon TWIN-LINKED	48"	2	4+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Taurox (Hull)

Equipped with: Storm bolter, Twin autocannon, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Storm bolter.

ABILITIES

Rapid Deployment

Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally.

Taurox (Transport)

Capacity: This model has a transport capacity of 12 Astra Militarum Infantry models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

WEAPON RULES

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

TAUROX PRIME

75 PTS

M	T	SV	W	LD	OC
12"	8	3+	10	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Taurox battle cannon [BLAST]	48"	D6	3+	8	-1	2
Taurox gatling cannon [DEVASTATING WOUNDS] [TWIN-LINKED]	24"	8	3+	4	0	1
Twin Taurox hot-shot volley gun [RAPID FIRE 3] [TWIN-LINKED]	30"	3	3+	4	-1	1
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
➤ Taurox missile launcher - frag [BLAST] [TWIN-LINKED]	48"	D6	3+	4	0	1
➤ Taurox missile launcher - krak [TWIN-LINKED]	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Taurox Prime (Hull)

Equipped with: Storm bolter, Taurox battle cannon, Taurox gatling cannon, Twin Taurox hot-shot volley gun, Twin autocannon, ➤ Taurox missile launcher - frag, ➤ Taurox missile launcher - krak, Armoured tracks

Wargear Options:

- This model can replace its Taurox battle cannon with Taurox gatling cannon or Taurox missile launcher.
- This model can replace its Twin Taurox hot-shot volley gun with Twin autocannon.

ABILITIES

Transport Support
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Hit roll.

Taurox Prime (Transport)
Capacity: This model has a transport capacity of 12 Militarum Tempestus Infantry or Astra Militarum Infantry Character models.

KEYWORDS: Taurox Prime, Imperium, Squadron, Vehicle, Dedicated Transport, Transport, Frame

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

TECH-PRIEST ENGINSEER

45 PTS

M	T	SV	W	LD	OC
6"	4	3+	3	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mechanicus pistol DEVASTATING WOUNDS PISTOL	12"	1	3+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Enginseer Axe	Melee	3	4+	6	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	4+	6	-2	2

AUFSTELLUNG

1x Tech-Priest Enginseer (32mm)

Equipped with: Mechanicus pistol, Enginseer Axe, Servo-arm

ABILITIES

CORE - Leader

Enginseer
While this model is within 3" of one or more friendly Astra Militarum Vehicle units, this model has the Lone Operative ability.

Omnissiah's Blessing
In your Command phase, select one friendly Astra Militarum Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, that Vehicle model has a 4+ invulnerable save. Each model can only be selected for this ability once per turn.

Vengeance for the Omnissiah
If a friendly Astra Militarum Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Enginseer axe has an Attacks characteristic of 6.

Leader
This model can be attached to the following units:
- Cadian Shock Troops
- Catachan Jungle Fighters
- Death Korps of Krieg
- Kasrkin
- Krieg Combat Engineers

KEYWORDS: Tech-Priest Enginseer, Imperium, Infantry, Character, Leader

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

IMPERIUM - ASTRA MILITARUM

TEMPESTUS AQUILONS

95 PTS

M	T	SV	W	LD	OC
6"	3	4+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Hot-shot lascarbine ASSAULT	18"	2	3+	3	-1	1
Hot-shot laspistol PISTOL	12"	1	3+	3	-1	1
Hot-shot long las HEAVY PRECISION	36"	1	3+	4	-2	3
Melta carbine ASSAULT MELTA 2	10"	1	3+	9	-4	D6
Sentry flamer IGNORES COVER TORRENT	12"	D6+3	N/A	4	0	1
Sentry hot-shot volley gun RAPID FIRE 4	30"	4	4+	4	-1	1
➤ Plasma carbine - standard ASSAULT	18"	2	3+	7	-2	1
➤ Plasma carbine - supercharge ASSAULT HAZARDOUS	18"	2	3+	8	-3	2
➤ Sentry grenade launcher - frag BLAST	24"	D3+3	4+	4	0	1
➤ Sentry grenade launcher - krak	24"	2	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power weapon	Melee	3	4+	4	-2	1

AUFSTELLUNG

9x Tempestus Aquilon oder Tempestus Aquilon w/ 2 Hot-shot laspistols oder Tempestus Aquilon w/ 1 Hot-shot laspistol oder Tempestus Aquilon w/ Hot-shot long-las oder Tempestus Aquilon w/ Special weapon (28.5mm)
1x Tempestor Aquilon (28.5mm)

Equipped with: Bolt pistol, Hot-shot lascarbine, Hot-shot laspistol, Hot-shot long las, Melta carbine, Sentry flamer, Sentry hot-shot volley gun, ➤ Plasma carbine - standard, ➤ Plasma carbine - supercharge, ➤ Sentry grenade launcher - frag, ➤ Sentry grenade launcher - krak, Chainsword, Close combat weapon, Power weapon

Wargear Options:

- Each Tempestus Aquilon w/ Special weapon can replace its Plasma carbine with Melta carbine.
- Each Tempestor Aquilon can replace its Hot-shot lascarbine with Chainsword, Power weapon or Hot-shot laspistol.
- Each Tempestor Aquilon can be equipped with one of: Hot-shot laspistol, Bolt pistol.
- Each Tempestor Aquilon can replace its Sentry flamer with Sentry hot-shot volley gun or Sentry grenade launcher.

ABILITIES

Precision Drop
In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can perform a **precision** drop. If it does, this unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

Servo-sentry
When this unit is set up on the battlefield using the Deep Strike ability, the Tempestor Aquilon can shoot with its sentry weapon (its sentry flamer, sentry grenade launcher or sentry hot-shot volley gun).

Signal Flares
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is designated:

▪ While a unit is designated, that unit has +3" detection range.

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

IMPERIUM - ASTRA MILITARUM

TEMPESTUS SCIONS

75–150 PTS

M	T	SV	W	LD	OC
6"	3	4+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hot-shot lasgun RAPID FIRE 1	24"	1	3+	3	-1	1
Hot-shot laspistol PISTOL	12"	1	3+	3	-1	1
Hot-shot volley gun RAPID FIRE 2	30"	2	3+	4	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power fist	Melee	3	4+	6	-2	2
Power weapon	Melee	3	4+	4	-2	1

AUFSTELLUNG

4-9x Tempestus Scion w/ Vox-caster oder Tempestus Scion (25mm)
1x Tempestor (25mm)

Equipped with: Bolt pistol, Flamer, Hot-shot lasgun, Hot-shot laspistol, Hot-shot volley gun, Meltagun, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon

Wargear Options:

- This model's Hot-shot lasgun can be replaced with 1x Vox-caster and 1x Hot-shot laspistol.
- Up to 2 models can have their Hot-shot lasgun replaced with 1x Flamer, 1x Grenade launcher, 1x Hot-shot volley gun, 1x Meltagun or 1x Plasma gun.
- Each Tempestor can replace its Hot-shot laspistol with Bolt pistol or Plasma pistol.
- Each Tempestor can replace its Chainsword with Power fist or Power weapon.

ABILITIES

Storm Troopers
Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

KEYWORDS: Tempestus Scions, Infantry, Grenades, Regiment, Militarum Tempestus, Imperium

Unit Composition

This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

Vox-caster

Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6": on a 5+, you gain 1CP

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

MELTA

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

IMPERIUM - ASTRA MILITARUM

TROJAN SUPPORT VEHICLE [LEGENDS]

80 PTS

M	T	SV	W	LD	OC
10"	9	3+	11	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Trojan Support Vehicle [Legends]

Equipped with: Heavy bolter, Heavy flamer, Hunter-killer missile, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.

ABILITIES

Support Vehicle

In your Command phase, select one friendly ASTRA MILITARUM VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE model makes an attack, re-roll a Hit roll of 1. The same VEHICLE model cannot be selected for both this ability and the REGIMENTAL ENGINSEER's Omnissiah's Blessing ability in the same turn, and each model can only be selected for this ability once per Command phase.

WEAPON RULES

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

URSULA CREED

85 PTS

M	T	SV	W	LD	OC
6"	3	4+	4	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Duty and Vengeance PISTOL	12"	4	3+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	4	3+	4	-2	1

AUFSTELLUNG

1x Ursula Creed (32mm)

Equipped with: Duty and Vengeance, Power weapon

ABILITIES

CORE - Leader

Lord Castellan
While this model is leading a unit, that unit can be affected by up to two different Orders at the same time.

Tactical Genius
Once per battle round, one unit from your army with this ability can use it when a friendly Regiment unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that Stratagem by 1 CP.

Leader
This model can be attached to the following units:
- Cadian Shock Troops
- Kasrkin

Orders (Orders)
Orders: This Officer can issue up to 3 Orders to Regiment units.

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

KEYWORDS: Ursula Creed, Officer, Epic Hero, Infantry, Character, Imperium, Leader

CORE RULES

◈ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

IMPERIUM - ASTRA MILITARUM

VALDOR [LEGENDS]

285 PTS

M	T	SV	W	LD	OC
9"	13	2+	20	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Valdor neutron laser HEAVY	48"	2	4+	16	-4	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Valdor [Legends]

Equipped with: Autocannon, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Storm bolter, Valdor neutron laser, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Heavy stubber, Storm bolter.
- This model can replace its Autocannon with Heavy bolter, Heavy flamer or Lascannon.

ABILITIES

Damaged: 1-7 Wounds Remaining
While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Power Overload
Each time this model makes an attack that targets a MONSTER or VEHICLE unit, you can re-roll the Damage roll.

WEAPON RULES

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

VALKYRIE

170 PTS

M	T	SV	W	LD	OC
14"	10	2+	14	7+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter **SUSTAINED HITS 1**	36"	3	4+	5	-1	2
Hellstrike missiles **ANTI-FLY 2**	48"	1	4+	10	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-laser	36"	4	4+	6	0	1
Multiple rocket pod **BLAST**	36"	D6	4+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Valkyrie (120x92mm Oval Base)

Equipped with: Heavy bolter, Hellstrike missiles, Lascannon, Multi-laser, Multiple rocket pod, Armoured hull

Wargear Options:

- This model can replace its Hellstrike missiles with 2 Multiple Rocket Pods.
- This model can replace its Multi-laser with Lascannon.

ABILITIES

Airborne Insertion
At the end of your opponent's Movement phase, one or more units embarked within this Transport can disembark from it.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Valkyrie (Transport)
Capacity: This model has a transport capacity of 12 Astra Militarum Infantry models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

IMPERIUM - ASTRA MILITARUM

VALKYRIE SKY TALON [LEGENDS]

185 PTS

M	T	SV	W	LD	OC
14"	10	2+	14	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Hellstrike missiles ANTI-FLY 2	48"	1	4+	10	-3	D6
Multiple rocket pod BLAST	36"	D6	4+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Valkyrie Sky Talon [Legends]

Equipped with: Heavy bolter, Hellstrike missiles, Multiple rocket pod, Armoured hull

Wargear Options:

■ This model can replace its 2 Hellstrike Missiles with 2 Multiple Rocket Pods.

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Fire Support
In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

Valkyrie Sky Talon (Transport)
Capacity: This model has a transport capacity of 1 TAUROS model or 2 ASTRA MILITARUM WALKER models.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

IMPERIUM - ASTRA MILITARUM

VENDETTA GUNSHIP [LEGENDS]

255 PTS

M	T	SV	W	LD	OC
14"	10	2+	14	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Vendetta hellstrike rack ANTI-FLY 2+	48"	2	4+	10	-3	D6
Vendetta twin lascannon TWIN-LINKED	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Vendetta Gunship [Legends]

Equipped with: Heavy bolter, Vendetta hellstrike rack, Vendetta twin lascannon, Armoured hull

Wargear Options:

- This model can replace its 2 Vendetta Twin Lascannons with Vendetta hellstrike rack.

ABILITIES

Anti-armour Gunship
Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, re-roll a Damage roll of 1

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

IMPERIUM - ASTRA MILITARUM

VOSS-PATTERN LIGHTNING [LEGENDS]

130 PTS

M	T	SV	W	LD	OC
-	9	3+	14	7+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Lightning hellstrike rack ANTI-FLY 2+	48"	2	4+	10	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Voss-pattern Lightning [Legends]

Equipped with: Lascannon, Lightning hellstrike rack, Armoured hull

ABILITIES

Agile Dogfighter
Each time an attack targets this model, subtract 1 from the Hit roll.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

VULTURE GUNSHIP [LEGENDS]

225 PTS

M	T	SV	W	LD	OC
14"	10	2+	14	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
2x Multiple rocket pods BLAST	36"	D6	4+	6	0	1
2x Vulture gatling cannon SUSTAINED HITS 1	24"	18	4+	5	0	1
Vulture hellstrike rack ANTI-FLY 2+	48"	2	4+	10	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	4	0	1

AUFSTELLUNG

1x Vulture Gunship [Legends]

Equipped with: Heavy bolter, 2x Multiple rocket pods, 2x Vulture gatling cannon, Vulture hellstrike rack, Armoured hull

Wargear Options:

- This model can replace its Two rocket pods and hellstrike rack with Two Vulture gatling cannons.

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Gunship Barrage
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

IMPERIUM - ASTRA MILITARUM

WYVERN

95 PTS

M	T	SV	W	LD	OC
10"	9	3+	11	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Wyvern quad stormshard mortar BLAST INDIRECT FIRE TWIN-LINKED	48"	2D6	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Wyvern (Hull)

Equipped with: Heavy bolter, Heavy flamer, Hunter-killer missile, Wyvern quad stormshard mortar, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.

ABILITIES

Suppression Bombardment
In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) that was hit by one or more attacks made with this model's Wyvern quad stormshard mortar. Unit the start of your next Shooting phase, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

IMPERIUM - ASTRA MILITARUM

‘IRON HAND’ STRAKEN [LEGENDS]

55 PTS

M	T	SV	W	LD	OC
6"	3	3+	4	7+	1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Auto Shotgun ASSAULT	12"	3	3+	4	0	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bionic Arm with Devil's Claw ANTI-MONSTER 4+	Melee	6	2+	6	-2	2

AUFSTELLUNG

1x ‘Iron Hand’ Straken [Legends]

Equipped with: Auto Shotgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Bionic Arm with Devil's Claw

ABILITIES

CORE - Leader

Been There, Seen it, Killed it
Each time this model makes a melee attack, if it made a Charge move this turn, you can re-roll the Hit roll and you can re-roll the Wound roll.

Cold Steel and Courage
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Leader
This model can be attached to the following unit:
- Catachan Jungle Fighters

Orders (Orders)
Orders: This Officer can issue up to 2 Orders to Regiment units.

KEYWORDS: ‘Iron Hand’ Straken, Imperium, Infantry, Character, Epic Hero, Grenades, Officer, Leader

FACTION: Astra Militarum 55 PTS

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

LETHAL HITS

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

PUNKTELISTE

EINHEIT	PUNKTE
Aegis Defence Line	145 pts
Aquila Lander [Legends]	120 pts
Arkurian Stormhammer [Legends]	480 pts
Armageddon-pattern Medusa [Legends]	105 pts
Armoured Sentinels	65 pts (bis 1 Modell) · 120 pts (ab 2 Modellen)
Artillery Team	95 pts
Arvus Lighter [Legends]	95 pts
Atlas Recovery Vehicle [Legends]	80 pts
Attilan Rough Riders	60 pts (bis 5 Modelle) · 120 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +5 pts
Augmented Bone 'Ead [Crucible]	60 pts · +5 pts (Sonderbedingung)
Avenger Strike Fighter	130 pts
Baneblade	415 pts · ab der 2. gleichnamigen Einheit im Heer: +35 pts
Banehammer	385 pts · ab der 2. gleichnamigen Einheit im Heer: +35 pts

EINHEIT	PUNKTE
Banesword	415 pts · ab der 2. gleichnamigen Einheit im Heer: +35 pts
Basilisk	115 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Bullgryn Squad	90 pts (bis 3 Modelle) · 200 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Cadian Castellan	55 pts
Cadian Command Squad	60 pts
Cadian Heavy Weapons Squad	65 pts
Cadian Recon Squad	80 pts
Cadian Shock Troops	70 pts (bis 10 Modelle) · 145 pts (ab 11 Modellen)
Carnodon [Legends]	160 pts
Catachan Command Squad	60 pts
Catachan Heavy Weapons Squad	70 pts
Catachan Jungle Fighters	70 pts (bis 10 Modelle) · 135 pts (ab 11 Modellen)
Centaur Light Carrier [Legends]	40 pts
Centaur RSV	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Chimera	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Ciaphas Cain [Legends]	70 pts

EINHEIT	PUNKTE
Colossus [Legends]	160 pts
Commissar	30 pts
Commissar Graves	125 pts
Commissar Graves on Foot	65 pts
Commissar Yarrick	110 pts
Crassus [Legends]	180 pts
Cyclops Demolition Vehicle	40 pts · ab der 3. gleichnamigen Einheit im Heer: +5 pts
Death Korps Grenadier Squad [Legends]	110 pts
Death Korps of Krieg	70 pts (bis 10 Modelle) · 135 pts (ab 11 Modellen)
Death Rider Commissar [Legends]	35 pts
Death Riders	60 pts (bis 5 Modelle) · 110 pts (ab 6 Modellen)
Deathstrike	125 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Dominus Armoured Siege Bombard [Legends]	325 pts
Doomhammer	380 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Earthshaker Carriage Battery [Legends]	120 pts
Earthshaker Platform [Legends]	110 pts
Elysian Drop Sentinel [Legends]	85 pts

EINHEIT	PUNKTE
Elysian Sniper Squad [Legends]	65 pts
Field Ordnance Battery	90 pts
Front-line Commander [Crucible]	55 pts · +5 pts (Sonderbedingung)
Gaunt’s Ghosts	95 pts
Gorgon Heavy Transport [Legends]	275 pts
Griffon Mortar Carrier [Legends]	115 pts
Hades Breaching Drill [Legends]	110 pts
Heavy Mortar Team [Legends]	50 pts
Heavy Quad Launcher Team [Legends]	50 pts
Hell's Last [Legends]	80 pts
Hellhammer	385 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Hellhound	115 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Hydra	90 pts
Hydra Platform [Legends]	95 pts
Kasrkin	105 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Krieg Combat Engineers	65 pts (bis 5 Modelle) · 95 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts

EINHEIT	PUNKTE
Krieg Command Squad	60 pts
Krieg Heavy Weapons Squad	70 pts
Leman Russ Battle Tank	160 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Leman Russ Commander	195 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Leman Russ Demolisher	160 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Leman Russ Eradicator	145 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Leman Russ Executioner	145 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Leman Russ Exterminator	160 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Leman Russ Punisher	130 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Leman Russ Vanquisher	130 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Lord Marshal Dreir	70 pts
Lord Solar Leontus	120 pts
Macharius Omega [Legends]	310 pts
Macharius Vanquisher [Legends]	285 pts
Macharius Vulcan [Legends]	310 pts
Macharius [Legends]	310 pts
Malcador Annihilator [Legends]	270 pts

EINHEIT	PUNKTE
Malcador Defender [Legends]	310 pts
Malcador Infernus [Legends]	235 pts
Malcador [Legends]	250 pts
Manticore	150 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Manticore Platform [Legends]	95 pts
Marauder Bomber [Legends]	345 pts
Marauder Destroyer [Legends]	375 pts
Medusa Carriage Battery [Legends]	125 pts
Militarum Tempestus Command Squad	85 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Ministorum Priest	35 pts
Minotaur [Legends]	225 pts
Mukaali Riders [Legends]	110 pts
Munitorum Servitors [Legends]	35 pts
Nork Deddog	60 pts
Ogryn Bodyguard	40 pts
Ogryn Squad	60 pts (bis 3 Modelle) · 120 pts (ab 4 Modellen)
Praetor [Legends]	275 pts

EINHEIT	PUNKTE
Primaris Psyker	60 pts
Provisionally Prepared [Legends]	40 pts
Quartermaster Cadre Squad [Legends]	45 pts
Ratlings	60 pts (bis 5 Modelle) · 100 pts (ab 6 Modellen)
Regimental Attachés [Legends]	40 pts
Rein and Raus [Legends]	50 pts
Rogal Dorn Battle Tank	260 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Rogal Dorn Commander	290 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Salamander Command Vehicle [Legends]	80 pts
Salamander Scout Vehicle [Legends]	95 pts
Scout Sentinels	55 pts (bis 1 Modell) · 100 pts (ab 2 Modellen)
Sentinel Commander [Crucible]	75 pts · +5 pts (Sonderbedingung)
Sentinel Powerlifter [Legends]	55 pts
Sergeant Harker [Legends]	40 pts
Shadowsword	375 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Sly Marbo	55 pts
Storm Chimera [Legends]	90 pts

EINHEIT	PUNKTE
Stormblade [Legends]	415 pts
Stormlord	395 pts · ab der 2. gleichnamigen Einheit im Heer: +35 pts
Stormsword	430 pts · ab der 2. gleichnamigen Einheit im Heer: +35 pts
Stygies Destroyer Tank Hunter [Legends]	180 pts
Tauros Assault Vehicle [Legends]	50 pts
Tauros Venator [Legends]	50 pts
Taurox	65 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Taurox Prime	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Tech-Priest Enginseer	45 pts
Tempestus Aquilons	95 pts
Tempestus Scions	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Trojan Support Vehicle [Legends]	80 pts
Ursula Creed	85 pts
Valdor [Legends]	285 pts
Valkyrie	170 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Valkyrie Sky Talon [Legends]	185 pts

EINHEIT	PUNKTE
Vendetta Gunship [Legends]	255 pts
Voss-pattern Lightning [Legends]	130 pts
Vulture Gunship [Legends]	225 pts
Wyvern	95 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
‘Iron Hand’ Straken [Legends]	55 pts

ENHANCEMENTS — ABHUMAN AUXILIARIES

ENHANCEMENT	PUNKTE
Sharp Eyes, Light Fingers	10 pts
Exemplar of Duty	10 pts

ENHANCEMENTS — ARMOURED INFANTRY

ENHANCEMENT	PUNKTE
Omnissian Unguents (Aura)	35 pts
Grand Strategist	25 pts
Exemplary Officer	20 pts
Master Manoeuvrist	15 pts

ENHANCEMENTS — BRIDGEHEAD STRIKE

ENHANCEMENT	PUNKTE
Bombast-class Vox-array	15 pts
Priority-drop Beacon	25 pts

ENHANCEMENTS — COMBINED ARMS

ENHANCEMENT	PUNKTE
Death Mask of Ollanius	10 pts
Drill Commander	20 pts
Reactive Command	15 pts
Grand Strategist	15 pts

ENHANCEMENTS — DESIGNATION FORCE

ENHANCEMENT	PUNKTE
Recon Star	10 pts
Long-range Scout	10 pts

ENHANCEMENTS — EMBARKED REGIMENT

ENHANCEMENT	PUNKTE
Rigged Blind Grenades	—
Shipboard Veteran	—
Covert Breach	—
Elimination Force	—

ENHANCEMENTS — GRIZZLED COMPANY

ENHANCEMENT	PUNKTE
Abhuman Detail	20 pts
Aquilan Eye	20 pts
Laud Hailer	10 pts
Spec Ops Veteran	15 pts

ENHANCEMENTS — HAMMER OF THE EMPEROR

ENHANCEMENT	PUNKTE
Indomitable Steed	15 pts
Calm Under Fire	15 pts

ENHANCEMENT	PUNKTE
Veteran Crew	20 pts
Regimental Banner	20 pts

ENHANCEMENTS — MECHANISED ASSAULT

ENHANCEMENT	PUNKTE
Bold Leadership	25 pts
Sacred Unguents	10 pts
Vanguard Honours	15 pts
Smoke Grenades	10 pts

ENHANCEMENTS — RECON ELEMENT

ENHANCEMENT	PUNKTE
Guerrilla Honours	25 pts
Scare Gas Grenades	5 pts
Tripwires	20 pts
Survival Gear	5 pts

ENHANCEMENTS — SIEGE REGIMENT

ENHANCEMENT	PUNKTE
Eager Advance	20 pts
Flash Grenades	20 pts
Stalwart's Honours	15 pts
Legacy Sidearm	10 pts

ENHANCEMENTS — STEEL HAMMER

ENHANCEMENT	PUNKTE
Battalion Commander	30 pts
Titan Killer	20 pts
Assault Hatches	25 pts
Engine Speaker	15 pts

ENHANCEMENTS — TEMPESTUS BOARDING REGIMENT

ENHANCEMENT	PUNKTE
Covert Breach	—
Elimination Force	—