

C O D E X

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# INHALTSVERZEICHNIS

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# FRAKTIONSREGELN

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## 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

\$text: 6"

name: M

typeld: e703-ecb6-5ce7-aec1



# UEBERSICHT

## Abhuman Auxiliaries

Sharp Eyes, Light Fingers, Exemplar of Duty

## Armoured Infantry

Omniastian Unguents (Aura), Grand Strategist, Exemplary Officer, Master Manoeuvrist

## Bridgehead Strike

Bombast-class Vox-array, Priority-drop Beacon

## Combined Arms

Death Mask of Ollanuis, Drill Commander, Reactive Command, Grand Strategist

## Designation Force

Recon Star, Long-range Scout

## Embarked Regiment

Rigged Blind Grenades, Shipboard Veteran

## Grizzled Company

Abhuman Detail, Aquilan Eye, Laud Hailer, Spec Ops Veteran

## Hammer of the Emperor

Indomitable Steed, Calm Under Fire, Veteran Crew, Regimental Banner

## Mechanised Assault

Bold Leadership, Sacred Unguents, Vanguard Honours, Smoke Grenades

## Siege Regiment

Eager Advance, Flash Grenades, Stalwart's Honours, Legacy Sidearm

## Steel Hammer

Battalion Commander, Titan Killer, Assault Hatches, Engine Speaker

## Tempestus Boarding Regiment

Covert Breach, Elimination Force



# ABHUMAN AUXILIARIES

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## ENHANCEMENTS

---

### 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-REGEL

---

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.



# ARMoured INFANTRY

---

## ENHANCEMENTS

---

### Omniastian 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-REGEL

---

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.



# BRIDGEHEAD STRIKE

---

## ENHANCEMENTS

---

### 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-REGEL

---

- 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.



# COMBINED ARMS

---

## ENHANCEMENTS

---

### 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-REGEL

---

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.



# DESIGNATION FORCE

---

## ENHANCEMENTS

---

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-REGEL

---

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.



# EMBARKED REGIMENT

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## ENHANCEMENTS

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### 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.

---

## DETACHMENT-REGEL

---

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 Engineer
- 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)

# GRIZZLED COMPANY

---

## ENHANCEMENTS

---

### 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-REGEL

---

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.



# HAMMER OF THE EMPEROR

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## ENHANCEMENTS

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### 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-REGEL

---

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.



# MECHANISED ASSAULT

---

## ENHANCEMENTS

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### 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-REGEL

---

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.



# SIEGE REGIMENT

---

## ENHANCEMENTS

---

### 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-REGEL

---

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



# STEEL HAMMER

---

## ENHANCEMENTS

---

### 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 Engineeer model only. Each time the bearer uses its Ommissiah's Blessing ability, until the start of your next Command phase, add 3" to the Move characteristic of the selected Vehicle model.

---

## DETACHMENT-REGEL

---

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).



# TEMPESTUS BOARDING REGIMENT

---

## ENHANCEMENTS

---

### 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-REGEL

---

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)



AEGIS DEFENCE LINE - IMPERIUM - ASTRA  
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145 PTS

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

|                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>AUFSTELLUNG</div><div>1x Aegis Defence Line</div></div> <div><div>KEYWORDS: Aegis Defence Line, Imperium, Fortification, Frame</div><div>FACTION KEYWORDS: Astra Militarum</div></div> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Defence Line</div><div>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</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <div><div>Deployment</div><div>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.</div></div> |
| <div><div>Emplacement Platform</div><div>Friendly Astra Militarum Infantry models can be set up or end any type of move on top of the platform section of this Fortification.</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <div><div>Fortification</div><div>While an enemy unit is only within Engagement Range of one or more Fortifications from your army:<ul style="list-style-type: none"><li>- 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.</li><li>- 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.</li></ul></div></div>                                                       |
| <div><div>Reinforced Cover</div><div>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.</div></div>                                                                                                                                                                                                                                                                                                                                              |



AQUILA LANDER [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

120 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 14" | 9 | 3+ | 12 | 7+ | 0  |

|                                                                                                                                                                                                                                        |                                                                                                                      |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Aquila Lander [Legends]<br><b>Equipped with:</b> Autocannon, Heavy bolter, Multi-laser, Armoured hull<br><b>Wargear Options:</b><br>■ This model can replace its Heavy bolter with Autocannon or Multi-laser. | <b>KEYWORDS:</b> Vehicle, Fly, Aquila Lander, Transport, Imperium, Frame<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|

 **RANGED WEAPONS**

| WEAPON                                          | RANGE | A | BS | S | AP | D |
|-------------------------------------------------|-------|---|----|---|----|---|
| Autocannon                                      | 48"   | 2 | 4+ | 9 | -1 | 3 |
| Heavy bolter<br><small>SUSTAINED HITS 1</small> | 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 |

**ABILITIES**

|                                                                                                                                                                                                                                |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Aerial Deployment</b><br>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. |
| <b>Damaged: 1-4 Wounds Remaining</b><br>While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.                                                                         |

**WEAPON ABILITIES**

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sustained Hits</b><br>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.<br><i>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).</i> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

**CORE RULES**

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Deadly Demise D3</b><br>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").<br><i>Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.</i> |
| <b>Hover</b><br>Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

**TRANSPORT**

AQUILA LANDER [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

120 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 14" | 9 | 3+ | 12 | 7+ | 0  |

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.

KEYWORDS: Vehicle, Fly, Aquila Lander, Transport, Imperium, Frame

FACTION KEYWORDS: Astra Militarum

Transport

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.

ARKURIAN STORMHAMMER [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

480 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Arkurian Stormhammer [Legends]  
**Equipped with:** Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, 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.

**KEYWORDS:** Vehicle, Titanic, Imperium, Arkurian Stormhammer, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

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

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 ABILITIES

**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).*

ARKURIAN STORMHAMMER [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

480 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 24 | 7+ | 8  |

AUFSTELLUNG

1x Arkurian Stormhammer [Legends]

**Equipped with:** Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, 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.

**KEYWORDS:** Vehicle, Titanic, Imperium, Arkurian Stormhammer, Frame

**FACTION KEYWORDS:** Astra Militarum

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

ARMAGEDDON-PATTERN MEDUSA

[LEGENDS] - IMPERIUM - ASTRA

MILITARUM - LIBRARY

105 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 3  |

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.

KEYWORDS: Armageddon-pattern Medusa, Vehicle, Artillery, Imperium, Squadron, Smoke, Frame

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

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

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 ABILITIES

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).

ARMAGEDDON-PATTERN MEDUSA  
[LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

105 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 3  |

**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.

**KEYWORDS:** Armageddon-pattern Medusa, Vehicle, Artillery, Imperium, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

ARMOURED SENTINELS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

65–120 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 8" | 8 | 2+ | 7 | 7+ | 2  |

**AUFSTELLUNG**  
1-2x Armoured Sentinel  
**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.

**KEYWORDS:** Armoured Sentinels, Imperium, Smoke, Vehicle, Walker, Regiment, Squadron  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                           | RANGE | A  | BS  | S  | AP | D    |
|------------------------------------------------------------------|-------|----|-----|----|----|------|
| Autocannon                                                       | 48"   | 2  | 4+  | 9  | -1 | 3    |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>            | 12"   | D6 | N/A | 5  | -1 | 1    |
| Hunter-killer missile<br><small>ONE SHOT</small>                 | 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<br><small>BLAST, HEAVY</small>         | 48"   | D6 | 4+  | 4  | 0  | 1    |
| ➤ Missile launcher - krak<br><small>HEAVY</small>                | 48"   | 1  | 4+  | 9  | -2 | D6   |
| ➤ Plasma cannon - standard<br><small>BLAST</small>               | 36"   | D3 | 4+  | 7  | -2 | 1    |
| ➤ Plasma cannon - supercharge<br><small>BLAST, HAZARDOUS</small> | 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 |

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 ABILITIES

**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).*

ARMOURED SENTINELS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

65–120 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 8" | 8 | 2+ | 7 | 7+ | 2  |

**AUFSTELLUNG**  
1-2x Armoured Sentinel  
**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.

**KEYWORDS:** Armoured Sentinels, Imperium, Smoke, Vehicle, Walker, Regiment, Squadron  
**FACTION KEYWORDS:** Astra Militarum

- 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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

ARTILLERY TEAM - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

95 PTS

|    |   |    |    |    |    |
|----|---|----|----|----|----|
| M  | T | Sv | W  | LD | OC |
| 3" | 7 | 3+ | 10 | 7+ | 3  |

**AUFSTELLUNG**  
1x Artillery Team  
**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.

**KEYWORDS:** Imperium, Infantry, Artillery, Grenades, Regiment, Artillery Team  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                                                   | RANGE | A    | BS | S  | AP | D |
|------------------------------------------------------------------------------------------|-------|------|----|----|----|---|
| Heavy mortar<br><small>BLAST, HEAVY, INDIRECT FIRE</small>                               | 48"   | D6+3 | 5+ | 8  | -1 | 2 |
| Heavy quad launcher<br><small>BLAST, HEAVY, INDIRECT FIRE, TWIN-LINKED</small>           | 48"   | 2D6  | 5+ | 5  | 0  | 1 |
| Lasgun<br><small>RAPID FIRE 1</small>                                                    | 24"   | 1    | 4+ | 3  | 0  | 1 |
| Multiple rocket launcher<br><small>ANTI-INFANTRY 3+, BLAST, HEAVY, INDIRECT FIRE</small> | 48"   | D6+3 | 5+ | 2  | -1 | 1 |
| Siege cannon<br><small>BLAST, HEAVY, INDIRECT FIRE</small>                               | 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 |

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 ABILITIES

**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.

ARTILLERY TEAM - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

95 PTS

|    |   |    |    |    |    |
|----|---|----|----|----|----|
| M  | T | Sv | W  | LD | OC |
| 3" | 7 | 3+ | 10 | 7+ | 3  |

**AUFSTELLUNG**  
1x Artillery Team  
**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.

**KEYWORDS:** Imperium, Infantry, Artillery, Grenades, Regiment, Artillery Team  
**FACTION KEYWORDS:** Astra Militarum

- 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.

ARVUS LIGHTER [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

95 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 14" | 8 | 3+ | 8 | 7+ | 0  |

|                                                                                  |                                                                                                                      |
|----------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Arvus Lighter [Legends]<br>Equipped with: Armoured Hull | <b>KEYWORDS:</b> Vehicle, Fly, Imperium, Transport, Arvus Lighter, Frame<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|----------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|

⌘ MELEE WEAPONS

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

ABILITIES

|                                                                                                                                                                                                                                |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Aerial Deployment</b><br>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. |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

CORE RULES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Deadly Demise 1</b><br>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").<br><i>Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.</i> |
| <b>Hover</b><br>Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |

TRANSPORT

|                                                                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Transport</b><br>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. |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



ATLAS RECOVERY VEHICLE [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

80 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 10 | 7+ | 3  |

**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.

**KEYWORDS:** Atlas Recovery Vehicle, Vehicle, Imperium, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

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 ABILITIES

**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

ATLAS RECOVERY VEHICLE [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

80 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 10 | 7+ | 3  |

**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.

**KEYWORDS:** Atlas Recovery Vehicle, Vehicle, Imperium, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

ATTILAN ROUGH RIDERS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

60–120 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 4 | 4+ | 2 | 7+ | 1  |

**AUFSTELLUNG**  
4-9x Rough Rider w/ Hunting lance oder Rough Rider w/ Goad lance  
1x Rough Rider Sergeant  
**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.

**KEYWORDS:** Mounted, Imperium, Grenades, Regiment, Attilan Rough Riders  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

ABILITIES

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

WEAPON ABILITIES

**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.

ATTILAN ROUGH RIDERS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

60–120 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 4 | 4+ | 2 | 7+ | 1  |

**AUFSTELLUNG**  
4-9x Rough Rider w/ Hunting lance oder Rough Rider w/ Goad lance  
1x Rough Rider Sergeant  
**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.

**KEYWORDS:** Mounted, Imperium, Grenades, Regiment, Attilan Rough Riders  
**FACTION KEYWORDS:** Astra Militarum

**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).*

AUGMENTED BONE 'EAD [CRUCIBLE] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 6+ | 1  |

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.

KEYWORDS:

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

FACTION KEYWORDS:

Astra Militarum

⚙

RANGED WEAPONS

| WEAPON                                        | RANGE | A  | BS  | S  | AP | D    |
|-----------------------------------------------|-------|----|-----|----|----|------|
| Autocannon                                    | 48"   | 2  | 3+  | 9  | -1 | 3    |
| Autogun                                       | 24"   | 2  | 3+  | 3  | 0  | 1    |
| Autopistol<br>PISTOL                          | 12"   | 1  | 3+  | 3  | 0  | 1    |
| Bolt pistol<br>PISTOL                         | 12"   | 1  | 3+  | 4  | 0  | 1    |
| Boltgun<br>RAPID FIRE 1                       | 24"   | 1  | 3+  | 4  | 0  | 1    |
| Combat shotgun<br>ASSAULT                     | 12"   | 2  | 3+  | 4  | 0  | 1    |
| Grenadier gauntlet<br>BLAST                   | 18"   | D6 | 3+  | 4  | 0  | 1    |
| Hand flamer<br>IGNORES COVER, PISTOL, TORRENT | 12"   | D6 | N/A | 3  | 0  | 1    |
| Heavy flamer<br>IGNORES COVER, TORRENT        | 12"   | D6 | N/A | 5  | -1 | 1    |
| Lascannon                                     | 48"   | 1  | 3+  | 12 | -3 | D6+1 |
| Lascarbine<br>ASSAULT                         | 18"   | 2  | 3+  | 3  | 0  | 1    |
| Lasgun<br>RAPID FIRE 1                        | 24"   | 1  | 3+  | 3  | 0  | 1    |
| Laspistol<br>PISTOL                           | 12"   | 1  | 3+  | 3  | 0  | 1    |
| Multi-laser                                   | 36"   | 4  | 3+  | 6  | 0  | 1    |
| Ripper gun<br>RAPID FIRE 3                    | 18"   | 3  | 3+  | 5  | -1 | 2    |

AUGMENTED BONE 'EAD [CRUCIBLE] -  
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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 6+ | 1  |

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.

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

**FACTION KEYWORDS:** Astra Militarum

|                                                    |     |    |     |   |    |    |
|----------------------------------------------------|-----|----|-----|---|----|----|
| Zealot's vindicator<br>IGNORES COVER, TORRENT      | 12" | D6 | N/A | 5 | 0  | 1  |
| ➤ Missile launcher - frag<br>BLAST, HEAVY          | 48" | D6 | 3+  | 4 | 0  | 1  |
| ➤ Missile launcher - krak<br>HEAVY                 | 48" | 1  | 3+  | 9 | -2 | D6 |
| ➤ Plasma cannon - standard<br>BLAST                | 36" | D3 | 3+  | 7 | -2 | 1  |
| ➤ Plasma cannon - supercharge<br>BLAST, HAZARDOUS  | 36" | D3 | 3+  | 8 | -3 | 2  |
| ➤ Plasma pistol - standard<br>PISTOL               | 12" | 1  | 3+  | 7 | -2 | 1  |
| ➤ Plasma pistol - supercharge<br>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<br>LANCE | Melee | D6 | 3+ | 4 | 0  | 1 |
| Goad lance<br>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 |

AUGMENTED BONE 'EAD [CRUCIBLE] -  
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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 6+ | 1  |

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.

KEYWORDS:

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

FACTION KEYWORDS:

Astra Militarum

|                                      |       |    |    |   |    |    |
|--------------------------------------|-------|----|----|---|----|----|
| Sentinel chainsaw                    | Melee | 3  | 3+ | 6 | -1 | 1  |
| Zealot's vindicator                  | Melee | 4  | 3+ | 5 | -1 | 2  |
| ➤ Hunting lance - frag tip<br>LANCE  | Melee | D6 | 3+ | 4 | 0  | 1  |
| ➤ Hunting lance - melta tip<br>LANCE | Melee | 1  | 3+ | 9 | -4 | D6 |

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.

AUGMENTED BONE 'EAD [CRUCIBLE] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 6+ | 1  |

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.

KEYWORDS:

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

FACTION KEYWORDS:

Astra Militarum

Leader

This model can be attached to the following units:

- Bullgryn Squad

- Ogryn Squad

WEAPON ABILITIES

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.

AUGMENTED BONE 'EAD [CRUCIBLE] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 6+ | 1  |

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.

KEYWORDS:

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

FACTION KEYWORDS:

Astra Militarum

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.

FACTION RULES

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.

CORE RULES

AUGMENTED BONE 'EAD [CRUCIBLE] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 6+ | 1  |

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.

KEYWORDS:

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

FACTION KEYWORDS:

Astra Militarum

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.

AVENGER STRIKE FIGHTER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

130 PTS

|   |   |    |    |    |    |
|---|---|----|----|----|----|
| M | T | Sv | W  | LD | OC |
| - | 9 | 3+ | 14 | 7+ | -  |

AUFSTELLUNG

1x Avenger Strike Fighter

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

KEYWORDS: Vehicle, Fly, Aircraft, Imperium, Avenger Strike Fighter, Frame

FACTION KEYWORDS: Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                  | RANGE | A  | BS | S  | AP | D    |
|-----------------------------------------|-------|----|----|----|----|------|
| Avenger bolt cannon<br>SUSTAINED HITS 1 | 36"   | 10 | 4+ | 6  | -1 | 2    |
| Heavy stubber<br>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 |

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 ABILITIES

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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



BANEBLADE - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

415 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Baneblade  
**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.

**KEYWORDS:** Baneblade, Imperium, Vehicle, Titanic, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                   | RANGE | A    | BS  | S  | AP | D    |
|----------------------------------------------------------|-------|------|-----|----|----|------|
| Baneblade cannon<br>BLAST                                | 72"   | 3D6  | 4+  | 12 | -2 | 3    |
| Coaxial autocannon                                       | 48"   | 2    | 4+  | 9  | -1 | 3    |
| Demolisher cannon<br>BLAST                               | 24"   | D6+3 | 4+  | 14 | -3 | D6   |
| Heavy stubber<br>RAPID FIRE 3                            | 36"   | 3    | 4+  | 4  | 0  | 1    |
| Lascannon                                                | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Twin heavy bolter<br>SUSTAINED HITS 1, TWIN-LINKED       | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Twin heavy flamer<br>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 |

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 ABILITIES

**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).

BANEBLADE - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

415 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Baneblade  
**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.

**KEYWORDS:** Baneblade, Imperium, Vehicle, Titanic, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

- 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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

BANEHAMMER - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

385 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Banehammer  
**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.

**KEYWORDS:** Banehammer, Imperium, Smoke, Vehicle, Titanic, Transport, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                   | RANGE | A     | BS  | S  | AP | D    |
|----------------------------------------------------------|-------|-------|-----|----|----|------|
| Lascannon                                                | 48"   | 1     | 4+  | 12 | -3 | D6+1 |
| Tremor cannon<br>BLAST                                   | 36"   | 2D6+3 | 4+  | 12 | -2 | 3    |
| Twin heavy bolter<br>SUSTAINED HITS 1, TWIN-LINKED       | 36"   | 3     | 4+  | 5  | -1 | 2    |
| Twin heavy flamer<br>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 |

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.

**Transport**  
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.

**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 ABILITIES

**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).*

BANEHAMMER - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

385 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Banehammer  
**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.

**KEYWORDS:** Banehammer, Imperium, Smoke, Vehicle, Titanic, Transport, Frame  
**FACTION KEYWORDS:** Astra Militarum

- 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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*
- 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.

BANESWORD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

415 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Banesword  
**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.

**KEYWORDS:** Banesword, Imperium, Titanic, Vehicle, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

 RANGED WEAPONS

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

 MELEE WEAPONS

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

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 ABILITIES

**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.

BANESWORD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

415 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

AUFSTELLUNG

1x Banesword

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.

KEYWORDS: Banesword, Imperium, Titanic, Vehicle, Smoke, Frame

FACTION KEYWORDS: Astra Militarum

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

BASILISK - IMPERIUM - ASTRA MILITARUM -  
LIBRARY

115 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Basilisk  
**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.

**KEYWORDS:** Imperium, Artillery, Vehicle, Squadron, Smoke, Basilisk, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

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 ABILITIES

**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.

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Basilisk  
**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.

**KEYWORDS:** Imperium, Artillery, Vehicle, Squadron, Smoke, Basilisk, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

BULLGRYN SQUAD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

90–200 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 6 | 3+ | 3 | 7+ | 1  |

**AUFSTELLUNG**

2-5x Bullgryn  
1x Bullgryn Bone 'ead

**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.

**KEYWORDS:** Bullgryn Squad, Ogryn, Imperium, Infantry, Grenades

**FACTION KEYWORDS:** Astra Militarum

 **RANGED WEAPONS**

| WEAPON                      | RANGE | A  | BS | S | AP | D |
|-----------------------------|-------|----|----|---|----|---|
| Grenadier gauntlet<br>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 |

**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 ABILITIES**

**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.



CADIAN CASTELLAN - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

55 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 4 | 7+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Cadian Castellan

**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.

**KEYWORDS:** Cadian Castellan, Imperium, Infantry, Character, Officer, Grenades, Leader

**FACTION KEYWORDS:** Astra Militarum

RANGED WEAPONS

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

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

WEAPON ABILITIES

**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.

CADIAN CASTELLAN - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

55 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 4 | 7+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Cadian Castellan

**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.

**KEYWORDS:** Cadian Castellan, Imperium, Infantry, Character, Officer, Grenades, Leader

**FACTION KEYWORDS:** Astra Militarum

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).*

FACTION RULES

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.

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.

ORDERS

Orders

This Officer can issue 2 Orders to Regiment units.

CADIAN COMMAND SQUAD - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 7+ | 1  |

**AUFSTELLUNG**  
1x Cadian Commander  
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  
**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.

**KEYWORDS:** Imperium, Command Squad, Cadian, Grenades, Infantry, Character, Platoon, Leader  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

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

CADIAN COMMAND SQUAD - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 7+ | 1  |

**AUFSTELLUNG**  
1x Cadian Commander  
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  
**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.

**KEYWORDS:** Imperium, Command Squad, Cadian, Grenades, Infantry, Character, Platoon, Leader  
**FACTION KEYWORDS:** Astra Militarum

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

WEAPON ABILITIES

**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.*

CADIAN COMMAND SQUAD - IMPERIUM -  
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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 7+ | 1  |

**AUFSTELLUNG**  
1x Cadian Commander  
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  
**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.

**KEYWORDS:** Imperium, Command Squad, Cadian, Grenades, Infantry, Character, Platoon, Leader  
**FACTION KEYWORDS:** Astra Militarum

**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.

FACTION RULES

CADIAN COMMAND SQUAD - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 7+ | 1  |

**AUFSTELLUNG**  
1x Cadian Commander  
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  
**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.

**KEYWORDS:** Imperium, Command Squad, Cadian, Grenades, Infantry, Character, Platoon, Leader  
**FACTION KEYWORDS:** Astra Militarum

**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.

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.

ORDERS

**Orders**  
This unit's Officer can issue 1 Order to a Regiment unit.

CADIAN HEAVY WEAPONS SQUAD -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

65 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 2 | 7+ | 2  |

**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  
**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.

**KEYWORDS:** Cadian Heavy Weapons Squad, Imperium, Infantry, Grenades, Regiment  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

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 ABILITIES

**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).*

CADIAN HEAVY WEAPONS SQUAD -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

65 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 2 | 7+ | 2  |

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

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.

KEYWORDS: Cadian Heavy Weapons Squad, Imperium, Infantry, Grenades, Regiment

FACTION KEYWORDS: Astra Militarum

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).

CADIAN RECON SQUAD - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

80 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 1  |

**AUFSTELLUNG**

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

**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.

**KEYWORDS:** Imperium, Infantry, Grenades, Regiment, Smoke, Cadian Recon Squad

**FACTION KEYWORDS:** Astra Militarum

🔗 RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

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.

CADIAN RECON SQUAD - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

80 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 1  |

AUFSTELLUNG

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

**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.

**KEYWORDS:** Imperium, Infantry, Grenades, Regiment, Smoke, Cadian Recon Squad  
**FACTION KEYWORDS:** Astra Militarum

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 ABILITIES

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.

CADIAN RECON SQUAD - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

80 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 1  |

**AUFSTELLUNG**  
1x Recon Sergeant  
9x Recon Trooper w/ Lasgun oder Recon Trooper w/ Autostubber oder Recon Trooper w/ Vox-caster oder Recon Trooper w/ Long-las  
**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.

**KEYWORDS:** Imperium, Infantry, Grenades, Regiment, Smoke, Cadian Recon Squad  
**FACTION KEYWORDS:** Astra Militarum

**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).



CADIAN SHOCK TROOPS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

75–145 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

**AUFSTELLUNG**  
1x Cadian Shock Troops  
**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.

**KEYWORDS:** Cadian Shock Troops, Imperium, Infantry, Battleline, Grenades, Regiment, Platoon, Cadian  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

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

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.*

CADIAN SHOCK TROOPS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

75–145 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

AUFSTELLUNG

1x Cadian Shock Troops

**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.

**KEYWORDS:** Cadian Shock Troops, Imperium, Infantry, Battleline, Grenades, Regiment, Platoon, Cadian

**FACTION KEYWORDS:** Astra Militarum

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 ABILITIES

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.

CARNODON [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

160 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 10 | 2+ | 12 | 7+ | 3  |

**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, 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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Carnodon, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

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 ABILITIES

CARNODON [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

160 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 10 | 2+ | 12 | 7+ | 3  |

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, 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.

KEYWORDS: Vehicle, Imperium, Squadron, Smoke, Carnodon, Frame

FACTION KEYWORDS: Astra Militarum

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 1  |

**AUFSTELLUNG**  
4x Veteran Guardsman oder Veteran Guardsman w/ Master vox oder Veteran Guardsman w/ Regimental standard oder Veteran Guardsman w/ Medi-pack  
1x Catachan Commander  
**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.

**KEYWORDS:** Imperium, Command Squad, Grenades, Infantry, Character, Platoon, Catachan, Leader  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

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

⚔ MELEE WEAPONS

| WEAPON     | RANGE | A | WS | S | AP | D |
|------------|-------|---|----|---|----|---|
| Chainsword | Melee | 4 | 4+ | 3 | 0  | 1 |

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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 1  |

**AUFSTELLUNG**  
4x Veteran Guardsman oder Veteran Guardsman w/ Master vox oder Veteran Guardsman w/ Regimental standard oder Veteran Guardsman w/ Medi-pack  
1x Catachan Commander  
**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.

**KEYWORDS:** Imperium, Command Squad, Grenades, Infantry, Character, Platoon, Catachan, Leader  
**FACTION KEYWORDS:** Astra Militarum

|                     |       |   |    |   |    |   |
|---------------------|-------|---|----|---|----|---|
| 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 |

ABILITIES

CORE - Leader

**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

WEAPON ABILITIES

**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.

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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 1  |

**AUFSTELLUNG**

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

**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.

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

**FACTION KEYWORDS:** Astra Militarum

**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.

FACTION RULES

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60 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 3 | 5+ | 1 | 7+ | 1  |

## AUFSTELLUNG

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

**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.

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

**FACTION KEYWORDS:** Astra Militarum

## 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.

## 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.

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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 1  |

**AUFSTELLUNG**  
4x Veteran Guardsman oder Veteran Guardsman w/ Master vox oder Veteran Guardsman w/ Regimental standard oder Veteran Guardsman w/ Medi-pack  
1x Catachan Commander  
**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.

**KEYWORDS:** Imperium, Command Squad, Grenades, Infantry, Character, Platoon, Catachan, Leader  
**FACTION KEYWORDS:** Astra Militarum

ORDERS

**Orders**  
This unit's Officer can issue 1 Order to a Regiment unit.



CATACHAN HEAVY WEAPONS SQUAD -  
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65 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 2 | 7+ | 2  |

**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

**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.

**KEYWORDS:** Imperium, Infantry, Grenades, Regiment, Catachan Heavy Weapons Squad

**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

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

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 ABILITIES

**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).*

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65 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 2 | 7+ | 2  |

**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  
**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.

**KEYWORDS:** Imperium, Infantry, Grenades, Regiment, Catachan Heavy Weapons Squad  
**FACTION KEYWORDS:** Astra Militarum

**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.

CATACHAN JUNGLE FIGHTERS -  
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LIBRARY

75–145 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

**AUFSTELLUNG**  
1x Catachan Jungle Fighters  
**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.

**KEYWORDS:** Catachan Jungle Fighters, Imperium, Platoon, Infantry, Battleline, Regiment, Grenades  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                          | RANGE | A  | BS  | S | AP | D |
|-------------------------------------------------|-------|----|-----|---|----|---|
| Flamer<br><small>IGNORES COVER, TORRENT</small> | 12"   | D6 | N/A | 4 | 0  | 1 |
| Lasgun<br><small>RAPID FIRE 1</small>           | 24"   | 1  | 4+  | 3 | 0  | 1 |
| Laspistol<br><small>PISTOL</small>              | 12"   | 1  | 4+  | 3 | 0  | 1 |

✂ MELEE WEAPONS

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

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 ABILITIES

**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.

CATACHAN JUNGLE FIGHTERS -  
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75–145 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

**AUFSTELLUNG**  
1x Catachan Jungle Fighters  
**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.

**KEYWORDS:** Catachan Jungle Fighters, Imperium, Platoon, Infantry, Battleline, Regiment, Grenades  
**FACTION KEYWORDS:** Astra Militarum

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.

CENTAUR LIGHT CARRIER [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

40 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 7 | 3+ | 7 | 7+ | 1  |

|                                                                                                                                                                                                                                   |                                                                                                                                          |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Centaur Light Carrier [Legends]<br><b>Equipped with:</b> Heavy stubber, Hunter-killer missile, Armoured tracks<br><b>Wargear Options:</b><br>■ This model can be equipped with 1x Hunter-killer missile. | <b>KEYWORDS:</b> Vehicle, Transport, Imperium, Squadron, Centaur Light Carrier, Smoke, Frame<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|

⦿ RANGED WEAPONS

| WEAPON                            | RANGE | A | BS | S  | AP | D  |
|-----------------------------------|-------|---|----|----|----|----|
| Heavy stubber<br>RAPID FIRE 3     | 36"   | 3 | 4+ | 4  | 0  | 1  |
| Hunter-killer missile<br>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 |

ABILITIES

|                                                                                                                                                                                                                                                                       |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Blistering Advance</b><br>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 |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>One Shot</b><br>Each weapon with this ability can only be selected to make attacks with once per battle.<br>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.<br>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.                               |
| <b>Rapid Fire</b><br>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.<br><i>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).</i> |

CORE RULES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Deadly Demise 1</b><br>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").<br><i>Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.</i> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

TRANSPORT

CENTAUR LIGHT CARRIER [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

40 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 7 | 3+ | 7 | 7+ | 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.

**KEYWORDS:** Vehicle, Transport, Imperium, Squadron, Centaur Light Carrier, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

**Transport**  
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.

CENTAUR RSV - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

65 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 7 | 3+ | 10 | 7+ | 2  |

|                                                                                                              |                                                                                                                                                 |
|--------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Centaur RSV<br><b>Equipped with:</b> Pintle-mounted heavy stubber,<br>Armoured hull | <b>KEYWORDS:</b> Imperium, Smoke, Squadron, Vehicle, Centaur RSV, Dedicated Transport,<br>Transport<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|--------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|

⦿ RANGED WEAPONS

| WEAPON                                       | RANGE | A | BS | S | AP | D |
|----------------------------------------------|-------|---|----|---|----|---|
| Pintle-mounted heavy stubber<br>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 |

ABILITIES

|                                                                                                                                                                                                                                           |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Rapid Strike Vehicle</b><br>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. |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Rapid Fire</b><br>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.<br><i>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).</i> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

CORE RULES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Deadly Demise D3</b><br>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").<br><i>Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.</i> |
| <b>Firing Deck 12</b><br>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:<br><ol style="list-style-type: none"><li>Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).</li><li>For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).</li><li>Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.</li><li>Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.</li></ol>                                                                    |

TRANSPORT

CENTAUR RSV - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

65 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 7 | 3+ | 10 | 7+ | 2  |

**AUFSTELLUNG**  
1x Centaur RSV  
**Equipped with:** Pintle-mounted heavy stubber,  
Armoured hull

**KEYWORDS:** Imperium, Smoke, Squadron, Vehicle, Centaur RSV, Dedicated Transport, Transport  
**FACTION KEYWORDS:** Astra Militarum

**Transport**  
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.

CHIMERA - IMPERIUM - ASTRA MILITARUM -  
LIBRARY

75 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 2  |

**AUFSTELLUNG**  
1x Chimera  
**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.

**KEYWORDS:** Chimera, Imperium, Vehicle, Squadron, Transport, Dedicated Transport, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

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

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.

WEAPON ABILITIES

**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.

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 2  |

**AUFSTELLUNG**  
1x Chimera  
**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.

**KEYWORDS:** Chimera, Imperium, Vehicle, Squadron, Transport, Dedicated Transport, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**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.

TRANSPORT

**Transport**  
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.

CIAPHAS CAIN [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

70 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 5 | 6+ | 3  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Ciaphas Cain [Legends]

Equipped with: Laspistols, Meltagun, Chainsword and gun butt

KEYWORDS: Imperium, Infantry, Character, Epic Hero, Officer, Leader, Ciaphas Cain

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

| WEAPON                  | RANGE | A | BS | S | AP | D  |
|-------------------------|-------|---|----|---|----|----|
| Laspistols<br>PRECISION | 12"   | 2 | 2+ | 3 | -1 | 1  |
| Meltagun<br>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 |

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

WEAPON ABILITIES

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.

FACTION RULES

CIAPHAS CAIN [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

70 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 5 | 6+ | 3  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Ciaphas Cain [Legends]  
Equipped with: Laspistols, Meltagun, Chainsword and gun butt

KEYWORDS: Imperium, Infantry, Character, Epic Hero, Officer, Leader, Ciaphas Cain  
FACTION KEYWORDS: Astra Militarum

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.

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).

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.

COLOSSUS [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

160 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 10 | 2+ | 11 | 7+ | 3  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Colossus, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

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

⚔ MELEE WEAPONS

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

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 ABILITIES

**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.*

COLOSSUS [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

160 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 10 | 2+ | 11 | 7+ | 3  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Colossus, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

COMMISSAR - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

30 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE



**AUFSTELLUNG**

1x Commissar

**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.

**KEYWORDS:** Commissar, Imperium, Infantry, Character, Officer, Leader

**FACTION KEYWORDS:** Astra Militarum

**RANGED WEAPONS**

| WEAPON                                                            | RANGE | A | BS | S | AP | D |
|-------------------------------------------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br><small>PISTOL</small>                              | 12"   | 1 | 3+ | 4 | 0  | 1 |
| ➤ Plasma pistol - standard<br><small>PISTOL</small>               | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ➤ Plasma pistol - supercharge<br><small>HAZARDOUS, PISTOL</small> | 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 |

**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

**WEAPON ABILITIES**

**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.

COMMISSAR - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

30 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Commissar

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.

KEYWORDS: Commissar, Imperium, Infantry, Character, Officer, Leader

FACTION KEYWORDS: Astra Militarum

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.

FACTION RULES

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.

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.

ORDERS

COMMISSAR - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

30 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE

5+

AUFSTELLUNG

1x Commissar

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.

KEYWORDS: Commissar, Imperium, Infantry, Character, Officer, Leader

FACTION KEYWORDS: Astra Militarum

Orders

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



COMMISSAR GRAVES - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

125 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 8 | 3+ | 12 | 6+ | 5  |

INVULNERABLE  
SAVE



**AUFSTELLUNG**

1x Commissar Graves

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

**KEYWORDS:** Imperium, Epic Hero, Officer, Vehicle, Squadron, Commissar Graves, Character

**FACTION KEYWORDS:** Astra Militarum

RANGED WEAPONS

| WEAPON                                  | RANGE | A  | BS | S | AP | D |
|-----------------------------------------|-------|----|----|---|----|---|
| Chiron gatling cannon                   | 24"   | 12 | 3+ | 5 | 0  | 1 |
| Prefectus heavy stubber<br>RAPID FIRE 3 | 36"   | 3  | 3+ | 5 | 0  | 1 |

MELEE WEAPONS

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

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.

WEAPON ABILITIES

- 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).*

FACTION RULES

COMMISSAR GRAVES - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

125 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 8 | 3+ | 12 | 6+ | 5  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Commissar Graves  
**Equipped with:** Chiron gatling cannon, Prefectus heavy stubber, Armoured hull, Enforcer crew, Power sword and Manus Mortis

**KEYWORDS:** Imperium, Epic Hero, Officer, Vehicle, Squadron, Commissar Graves, Character  
**FACTION KEYWORDS:** Astra Militarum

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.

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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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.

COMMISSAR GRAVES ON FOOT - IMPERIUM  
- ASTRA MILITARUM - LIBRARY

65 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 4 | 6+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Commissar Graves on Foot

Equipped with: Bolt pistol, Power sword and Manus Mortis

KEYWORDS: Imperium, Epic Hero, Commissar Graves, Character, Infantry, Leader

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

| WEAPON                | RANGE | A | BS | S | AP | D |
|-----------------------|-------|---|----|---|----|---|
| Bolt pistol<br>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 |

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

WEAPON ABILITIES

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.

FACTION RULES

COMMISSAR GRAVES ON FOOT - IMPERIUM  
- ASTRA MILITARUM - LIBRARY

65 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 4 | 6+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Commissar Graves on Foot

Equipped with: Bolt pistol, Power sword and Manus Mortis

KEYWORDS: Imperium, Epic Hero, Commissar Graves, Character, Infantry, Leader

FACTION KEYWORDS: Astra Militarum

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.

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.

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.

COMMISSAR YARRICK - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

120 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 4 | 4+ | 5 | 6+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Commissar Yarrick  
**Equipped with:** Bale Eye, Laspistol, Storm bolter, Power klaw, Power sword

**KEYWORDS:** Imperium, Infantry, Character, Epic Hero, Officer, Commissar Yarrick, Leader  
**FACTION KEYWORDS:** Astra Militarum

RANGED WEAPONS

| WEAPON                       | RANGE | A | BS | S | AP | D    |
|------------------------------|-------|---|----|---|----|------|
| Bale Eye<br>PRECISION        | 12"   | 2 | 2+ | 6 | -2 | D3+1 |
| Laspistol<br>PISTOL          | 12"   | 1 | 2+ | 3 | 0  | 1    |
| Storm bolter<br>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 |

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

WEAPON ABILITIES

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.

COMMISSAR YARRICK - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

120 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 4 | 4+ | 5 | 6+ | 1  |

INVULNERABLE  
SAVE

4+

AUFSTELLUNG

1x Commissar Yarrick

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

KEYWORDS:

Imperium, Infantry, Character, Epic Hero, Officer, Commissar Yarrick, Leader

FACTION KEYWORDS:

Astra Militarum

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).

FACTION RULES

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.

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.

ORDERS

COMMISSAR YARRICK - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

120 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 4 | 4+ | 5 | 6+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Commissar Yarrick  
**Equipped with:** Bale Eye, Laspistol, Storm bolter, Power klaw, Power sword

**KEYWORDS:** Imperium, Infantry, Character, Epic Hero, Officer, Commissar Yarrick, Leader  
**FACTION KEYWORDS:** Astra Militarum

Orders

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

HERO OF HADES HIVE

Inspiring Hero (Aura)

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

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

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.



CRASSUS [LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

180 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Transport, Smoke, Crassus, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

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

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.

WEAPON ABILITIES

**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

CRASSUS [LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

180 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Transport, Smoke, Crassus, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

TRANSPORT

**Crassus**  
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.

CYCLOPS DEMOLITION VEHICLE -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

40 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 8" | 4 | 3+ | 4 | 8+ | 0  |

|                                                     |                                                                                                                   |
|-----------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Cyclops Demolition Vehicle | <b>KEYWORDS:</b> Vehicle, Cyclops Demolition Vehicle, Imperium, Frame<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|-----------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|

ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                           |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Compact</b><br>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.                                                                                                                                                                                                         |
| <b>Demolition Charges</b><br>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. |
| <b>Unstable Payload</b><br>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

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Deadly Demise 1</b><br>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").<br><i>Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.</i> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



# DEATH KORPS GRENADIER SQUAD

## [LEGENDS] - IMPERIUM - ASTRA

### MILITARUM - LIBRARY

110 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 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

**KEYWORDS:** Infantry, Imperium, Grenades, Regiment, Platoon, Death Korps Grenadier Squad, Krieg

**FACTION KEYWORDS:** Astra Militarum

#### 🎯 RANGED WEAPONS

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

#### ⚔ MELEE WEAPONS

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

#### 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 OCP.

#### WEAPON ABILITIES

DEATH KORPS GRENADIER SQUAD

[LEGENDS] - IMPERIUM - ASTRA

MILITARUM - LIBRARY

110 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 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

KEYWORDS: Infantry, Imperium, Grenades, Regiment, Platoon, Death Korps Grenadier Squad, Krieg

FACTION KEYWORDS: Astra Militarum

- 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.

DEATH KORPS OF KRIEG - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

75–145 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

AUFSTELLUNG

1x Death Korps of Krieg

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.

KEYWORDS: Death Korps of Krieg, Imperium, Infantry, Battleline, Grenades, Regiment, Platoon

FACTION KEYWORDS: Astra Militarum

⦿ RANGED WEAPONS

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

DEATH KORPS OF KRIEG - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

75–145 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

**AUFSTELLUNG**  
1x Death Korps of Krieg  
**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.

**KEYWORDS:** Death Korps of Krieg, Imperium, Infantry, Battleline, Grenades, Regiment, Platoon  
**FACTION KEYWORDS:** Astra Militarum

|              |       |   |    |   |    |   |
|--------------|-------|---|----|---|----|---|
| Power weapon | Melee | 2 | 4+ | 4 | -2 | 1 |
|--------------|-------|---|----|---|----|---|

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 ABILITIES

**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).

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

**AUFSTELLUNG**  
1x Death Korps of Krieg  
**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.

**KEYWORDS:** Death Korps of Krieg, Imperium, Infantry, Battleline, Grenades, Regiment, Platoon  
**FACTION KEYWORDS:** Astra Militarum

**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.



DEATH RIDER COMMISSAR [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

35 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 4 | 4+ | 4 | 6+ | 1  |

INVULNERABLE  
SAVE



**AUFSTELLUNG**

1x Death Rider Commissar [Legends]

**Equipped with:** Commissar's pistol, Commissar's close combat weapon, Savage claws

**KEYWORDS:** Mounted, Character, Imperium, Grenades, Officer, Death Rider Commissar, Leader

**FACTION KEYWORDS:** Astra Militarum

RANGED WEAPONS

| WEAPON                                      | RANGE | A | BS | S | AP | D |
|---------------------------------------------|-------|---|----|---|----|---|
| Commissar's pistol<br><small>PISTOL</small> | 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<br><small>EXTRA ATTACKS</small> | Melee | 2 | 4+ | 4 | -1 | 1 |

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 ABILITIES

**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.

FACTION RULES

DEATH RIDER COMMISSAR [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

35 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 4 | 4+ | 4 | 6+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Death Rider Commissar [Legends]  
**Equipped with:** Commisar's pistol, Commisar's close combat weapon, Savage claws

**KEYWORDS:** Mounted, Character, Imperium, Grenades, Officer, Death Rider Commissar, Leader  
**FACTION KEYWORDS:** Astra Militarum

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.

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.

DEATH RIDERS - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

60–110 PTS

RIDEMASTER

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 4 | 4+ | 2 | 7+ | 1  |

AUFSTELLUNG

1x Ridemaster - Equipped with: Steed's savage claws, Power sabre, Death Rider lascarbine, Frag lance  
4-9x Death Rider

KEYWORDS: Mounted, Imperium, Grenades, Regiment, Death Riders

FACTION KEYWORDS: Astra Militarum

⚔ RANGED WEAPONS

| WEAPON                            | RANGE | A | BS | S | AP | D |
|-----------------------------------|-------|---|----|---|----|---|
| Death Rider lascarbine<br>ASSAULT | 18"   | 2 | 4+ | 3 | 0  | 1 |

⚔ MELEE WEAPONS

| WEAPON                                | RANGE | A  | WS | S | AP | D |
|---------------------------------------|-------|----|----|---|----|---|
| Frag lance<br>LANCE                   | Melee | D6 | 3+ | 4 | 0  | 1 |
| Power sabre                           | Melee | 3  | 3+ | 4 | -2 | 1 |
| Steed's savage claws<br>EXTRA ATTACKS | Melee | 2  | 4+ | 4 | -1 | 1 |

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 ABILITIES

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.



DEATHSTRIKE - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

125 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 10 | 3+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Deathstrike  
**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.

**KEYWORDS:** Deathstrike, Imperium, Smoke, Squadron, Vehicle, Artillery, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                                | RANGE | A   | BS  | S  | AP | D  |
|-----------------------------------------------------------------------|-------|-----|-----|----|----|----|
| Deathstrike Missile<br><small>BLAST, ONE SHOT, PLASMA WARHEAD</small> | N/A   | 2D6 | 2+  | 16 | -4 | 1  |
| Heavy bolter<br><small>SUSTAINED HITS 1</small>                       | 36"   | 3   | 4+  | 5  | -1 | 2  |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>                 | 12"   | D6  | N/A | 5  | -1 | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>                      | 48"   | 1   | 4+  | 14 | -3 | D6 |

⚔ MELEE WEAPONS

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

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.

WEAPON ABILITIES

**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.

DEATHSTRIKE - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

125 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 10 | 3+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Deathstrike  
**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.

**KEYWORDS:** Deathstrike, Imperium, Smoke, Squadron, Vehicle, Artillery, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

DOMINUS ARMoured SIEGE BOMBARD  
[LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

325 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

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.

KEYWORDS:

Vehicle, Titanic, Smoke, Dominus Armoured Siege Bombard, Frame

FACTION KEYWORDS:

Astra Militarum

RANGED WEAPONS

| WEAPON                                         | RANGE | A   | BS  | S  | AP | D    |
|------------------------------------------------|-------|-----|-----|----|----|------|
| Autocannon                                     | 48"   | 2   | 4+  | 9  | -1 | 3    |
| Dominus triple bombard<br>BLAST, INDIRECT FIRE | 48"   | 2D6 | 4+  | 12 | -2 | 3    |
| Heavy bolter<br>SUSTAINED HITS 1               | 36"   | 3   | 4+  | 5  | -1 | 2    |
| Heavy flamer<br>IGNORES COVER, TORRENT         | 12"   | D6  | N/A | 5  | -1 | 1    |
| Heavy stubber<br>RAPID FIRE 3                  | 36"   | 3   | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT              | 48"   | 1   | 4+  | 14 | -3 | D6   |
| Lascannon                                      | 48"   | 1   | 4+  | 12 | -3 | D6+1 |
| Storm bolter<br>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 |

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 ABILITIES

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).

DOMINUS ARMoured SIEGE BOMBARD  
[LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

325 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

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.

KEYWORDS: Vehicle, Titanic, Smoke, Dominus Armoured Siege Bombard, Frame

FACTION KEYWORDS: Astra Militarum

- 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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

DOOMHAMMER - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

380 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Doomhammer  
**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.

**KEYWORDS:** Doomhammer, Imperium, Smoke, Vehicle, Titanic, Transport, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                                  | RANGE | A    | BS  | S  | AP | D    |
|-------------------------------------------------------------------------|-------|------|-----|----|----|------|
| Lascannon                                                               | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Magma cannon<br><small>BLAST, MELTA 6</small>                           | 24"   | D6+3 | 4+  | 12 | -4 | D6   |
| Twin heavy bolter<br><small>SUSTAINED HITS 1, TWIN-LINKED</small>       | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Twin heavy flamer<br><small>IGNORES COVER, TORRENT, TWIN-LINKED</small> | 12"   | D6   | N/A | 5  | -1 | 1    |

✂ MELEE WEAPONS

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

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.

WEAPON ABILITIES

**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.*

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Doomhammer  
**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.

**KEYWORDS:** Doomhammer, Imperium, Smoke, Vehicle, Titanic, Transport, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**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.

TRANSPORT

**Transport**  
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.

EARTHSHAKER CARRIAGE BATTERY  
[LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

120 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 4" | 7 | 4+ | 6 | 7+ | 2  |

AUFSTELLUNG

1x Earthshaker Carriage Battery [Legends]

Equipped with: Earthshaker cannon, Battery close combat weapons

KEYWORDS:

Infantry, Artillery, Imperium, Grenades, Regiment, Earthshaker Carriage Battery, Frame

FACTION KEYWORDS:

Astra Militarum

RANGED WEAPONS

| WEAPON                                            | RANGE | A    | BS | S | AP | D |
|---------------------------------------------------|-------|------|----|---|----|---|
| Earthshaker cannon<br>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 |

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 ABILITIES

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).



EARTHSHAKER PLATFORM [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

110 PTS

|   |   |    |   |    |    |
|---|---|----|---|----|----|
| M | T | Sv | W | LD | OC |
| - | 8 | 3+ | 8 | 7+ | 2  |

|                                                                                                                           |                                                                                                                              |
|---------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Earthshaker Platform [Legends]<br><b>Equipped with:</b> Earthshaker Cannon, Close combat weapons | <b>KEYWORDS:</b> Fortification, Imperium, Artillery, Earthshaker Platform, Frame<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|---------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|

⚙ RANGED WEAPONS

| WEAPON                                                    | RANGE | A    | BS | S | AP | D |
|-----------------------------------------------------------|-------|------|----|---|----|---|
| Earthshaker Cannon<br><small>BLAST, INDIRECT FIRE</small> | 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 |

ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Earthshaker Rounds</b><br>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.                                                                                                                                         |
| <b>Fortification</b><br>While an enemy unit is only within Engagement Range of one or more Fortifications from your army: <ul style="list-style-type: none"><li>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.</li><li>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.</li></ul> |
| <b>Reinforced Cover</b><br>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 ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Blast</b><br>Each time you gather attack dice for a <b>[BLAST]</b> 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 <b>[BLAST X]</b> , 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.<br><i>Example: If a <b>[BLAST 2]</b> 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).</i> |
| <b>Indirect Fire</b><br>Units containing one or more models with an <b>[INDIRECT FIRE]</b> weapon can shoot using indirect shooting (10.07).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

CORE RULES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Deadly Demise 1</b><br>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").<br><i>Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.</i> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



ELYSIAN DROP SENTINEL [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

85 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 6 | 3+ | 6 | 7+ | 2  |

**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.

**KEYWORDS:** Elysian Drop Sentinel, Vehicle, Walker, Imperium, Squadron, Smoke, Regiment  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                | RANGE | A  | BS  | S  | AP | D  |
|-------------------------------------------------------|-------|----|-----|----|----|----|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>       | 36"   | 3  | 4+  | 5  | -1 | 2  |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small> | 12"   | D6 | N/A | 5  | -1 | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>      | 48"   | 1  | 4+  | 14 | -3 | D6 |
| Multi-melta<br><small>MELTA 2</small>                 | 18"   | 2  | 4+  | 9  | -4 | D6 |

⚔ MELEE WEAPONS

| WEAPON               | RANGE | A | WS | S | AP | D |
|----------------------|-------|---|----|---|----|---|
| Close Combat Weapons | Melee | 2 | 4+ | 6 | 0  | 1 |

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 ABILITIES

**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).*

ELYSIAN DROP SENTINEL [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

85 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 6 | 3+ | 6 | 7+ | 2  |

**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.

**KEYWORDS:** Elysian Drop Sentinel, Vehicle, Walker, Imperium, Squadron, Smoke, Regiment  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**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.

ELYSIAN SNIPER SQUAD [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

65 PTS

ELYSIAN SNIPER TEAM

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 2 | 7+ | 2  |

|                                                                                                             |                                                                                                                        |
|-------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|
| <p>AUFSTELLUNG</p> <p>3x Elysian Sniper Team - Equipped with: Lasgun, Sniper rifle, Close combat weapon</p> | <p>KEYWORDS: Infantry, Imperium, Grenades, Regiment, Elysian Sniper Squad</p> <p>FACTION KEYWORDS: Astra Militarum</p> |
|-------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|

RANGED WEAPONS

| WEAPON                           | RANGE | A | BS | S | AP | D |
|----------------------------------|-------|---|----|---|----|---|
| Lasgun<br>RAPID FIRE 1           | 24"   | 1 | 4+ | 3 | 0  | 1 |
| Sniper rifle<br>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 |

ABILITIES

|                                                                                                                                                                                                          |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Mark the Target</p> <p>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.</p> |
| <p>Sniper Teams</p> <p>For the purposes of embarking within Transports, each Elysian Sniper Team model counts as one Heavy Weapons Team model.</p>                                                       |

WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Heavy</p> <p>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:</p> <ul style="list-style-type: none"><li>- That unit is unengaged.</li><li>- That unit was not set up on the battlefield this turn.</li><li>- No model in that unit has moved more than 3" this turn.</li></ul>                                                                                                                                                  |
| <p>Precision</p> <p>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.</p> |
| <p>Rapid Fire</p> <p>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.</p> <p>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).</p>                                                           |

CORE RULES

|                                                                                                                                                                                                                                                                                         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Deep Strike</p> <p>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.</p> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



FIELD ORDNANCE BATTERY - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

90 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 3" | 5 | 4+ | 6 | 7+ | 2  |

AUFSTELLUNG

2x Ordnance Team w/ Malleus rocket launcher oder Ordnance Team w/ Bombast field gun oder Ordnance Team w/ Heavy lascannon

Equipped with: Bombast field gun, Heavy lascannon, Lasgun, Laspistol, Malleus rocket launcher, Battery close combat weapons

KEYWORDS: Imperium, Infantry, Artillery, Grenades, Regiment, Field Ordnance Battery

FACTION KEYWORDS: Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                          | RANGE | A    | BS | S  | AP | D    |
|-----------------------------------------------------------------|-------|------|----|----|----|------|
| Bombast field gun<br><small>BLAST, HEAVY, INDIRECT FIRE</small> | 48"   | D6   | 5+ | 7  | -1 | 2    |
| Heavy lascannon<br><small>HEAVY</small>                         | 48"   | 2    | 5+ | 14 | -3 | D6+1 |
| Lasgun<br><small>RAPID FIRE 1</small>                           | 24"   | 1    | 4+ | 3  | 0  | 1    |
| Laspistol<br><small>PISTOL</small>                              | 12"   | 1    | 4+ | 3  | 0  | 1    |
| Malleus rocket launcher<br><small>BLAST, HEAVY</small>          | 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 |

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 ABILITIES

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.

FIELD ORDNANCE BATTERY - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

90 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 3" | 5 | 4+ | 6 | 7+ | 2  |

AUFSTELLUNG

2x Ordnance Team w/ Malleus rocket launcher oder Ordnance Team w/ Bombast field gun oder Ordnance Team w/ Heavy lascannon

Equipped with: Bombast field gun, Heavy lascannon, Lasgun, Laspistol, Malleus rocket launcher, Battery close combat weapons

KEYWORDS: Imperium, Infantry, Artillery, Grenades, Regiment, Field Ordnance Battery

FACTION KEYWORDS: Astra Militarum

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).

FRONT-LINE COMMANDER [CRUCIBLE] -  
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55 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 4 | 7+ | 1  |

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.

KEYWORDS:

Character, Infantry, Crucible, Imperium, Grenades, Officer, Front-line Commander

FACTION KEYWORDS:

Astra Militarum

⚔ RANGED WEAPONS

| WEAPON                                        | RANGE | A  | BS  | S  | AP | D    |
|-----------------------------------------------|-------|----|-----|----|----|------|
| Autocannon                                    | 48"   | 2  | 3+  | 9  | -1 | 3    |
| Autogun                                       | 24"   | 2  | 3+  | 3  | 0  | 1    |
| Autopistol<br>PISTOL                          | 12"   | 1  | 3+  | 3  | 0  | 1    |
| Bolt pistol<br>PISTOL                         | 12"   | 1  | 3+  | 4  | 0  | 1    |
| Boltgun<br>RAPID FIRE 1                       | 24"   | 1  | 3+  | 4  | 0  | 1    |
| Combat shotgun<br>ASSAULT                     | 12"   | 2  | 3+  | 4  | 0  | 1    |
| Grenadier gauntlet<br>BLAST                   | 18"   | D6 | 3+  | 4  | 0  | 1    |
| Hand flamer<br>IGNORES COVER, PISTOL, TORRENT | 12"   | D6 | N/A | 3  | 0  | 1    |
| Heavy flamer<br>IGNORES COVER, TORRENT        | 12"   | D6 | N/A | 5  | -1 | 1    |
| Lascannon                                     | 48"   | 1  | 3+  | 12 | -3 | D6+1 |
| Lascarbine<br>ASSAULT                         | 18"   | 2  | 3+  | 3  | 0  | 1    |
| Lasgun<br>RAPID FIRE 1                        | 24"   | 1  | 3+  | 3  | 0  | 1    |
| Laspistol<br>PISTOL                           | 12"   | 1  | 3+  | 3  | 0  | 1    |
| Multi-laser                                   | 36"   | 4  | 3+  | 6  | 0  | 1    |
| Ripper gun<br>RAPID FIRE 3                    | 18"   | 3  | 3+  | 5  | -1 | 2    |

FRONT-LINE COMMANDER [CRUCIBLE] -  
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55 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 4 | 7+ | 1  |

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.

KEYWORDS:

Character, Infantry, Crucible, Imperium, Grenades, Officer, Front-line Commander

FACTION KEYWORDS:

Astra Militarum

|                                                    |     |    |     |   |    |    |
|----------------------------------------------------|-----|----|-----|---|----|----|
| Zealot's vindicator<br>IGNORES COVER, TORRENT      | 12" | D6 | N/A | 5 | 0  | 1  |
| ➤ Missile launcher - frag<br>BLAST, HEAVY          | 48" | D6 | 3+  | 4 | 0  | 1  |
| ➤ Missile launcher - krak<br>HEAVY                 | 48" | 1  | 3+  | 9 | -2 | D6 |
| ➤ Plasma cannon - standard<br>BLAST                | 36" | D3 | 3+  | 7 | -2 | 1  |
| ➤ Plasma cannon - supercharge<br>BLAST, HAZARDOUS  | 36" | D3 | 3+  | 8 | -3 | 2  |
| ➤ Plasma pistol - standard<br>PISTOL               | 12" | 1  | 3+  | 7 | -2 | 1  |
| ➤ Plasma pistol - supercharge<br>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<br>LANCE | Melee | D6 | 3+ | 4 | 0  | 1 |
| Goad lance<br>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 |

FRONT-LINE COMMANDER [CRUCIBLE] -  
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55 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 4 | 7+ | 1  |

**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.

**KEYWORDS:** Character, Infantry, Crucible, Imperium, Grenades, Officer, Front-line Commander  
**FACTION KEYWORDS:** Astra Militarum

|                                      |       |    |    |   |    |    |
|--------------------------------------|-------|----|----|---|----|----|
| Sentinel chainsaw                    | Melee | 3  | 3+ | 6 | -1 | 1  |
| Zealot's vindicator                  | Melee | 4  | 3+ | 5 | -1 | 2  |
| ➤ Hunting lance - frag tip<br>LANCE  | Melee | D6 | 3+ | 4 | 0  | 1  |
| ➤ Hunting lance - melta tip<br>LANCE | Melee | 1  | 3+ | 9 | -4 | D6 |

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.

FRONT-LINE COMMANDER [CRUCIBLE] -  
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55 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 4 | 7+ | 1  |

**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.

**KEYWORDS:** Character, Infantry, Crucible, Imperium, Grenades, Officer, Front-line Commander  
**FACTION KEYWORDS:** Astra Militarum

**Leader**  
This model can be attached to the following units:

- Astra Militarum Battleline
- Kasrkin
- Krieg Combat Engineers
- Tempestus Scions

WEAPON ABILITIES

**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.

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|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 4 | 7+ | 1  |

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.

KEYWORDS:

Character, Infantry, Crucible, Imperium, Grenades, Officer, Front-line Commander

FACTION KEYWORDS:

Astra Militarum

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.

FACTION RULES

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 4 | 7+ | 1  |

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.

KEYWORDS:

Character, Infantry, Crucible, Imperium, Grenades, Officer, Front-line Commander

FACTION KEYWORDS:

Astra Militarum

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.

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.

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|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 4 | 7+ | 1  |

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.

KEYWORDS:

Character, Infantry, Crucible, Imperium, Grenades, Officer, Front-line Commander

FACTION KEYWORDS:

Astra Militarum

ORDERS

Orders

This Officer can issue up to 2 Orders to Regiment units.



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IBRAM GAUNT

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE

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  |

AUFSTELLUNG

- 1x Ibram Gaunt - Equipped with: Gaunt's chainsword, Bolt pistol
- 1x Tanith Ghost w/ Corbec's hot-shot lascarbine - Equipped with: Straight silver knife, Corbec's hot-shot lascarbine
- 1x Tanith Ghost w/ Larkin's long-las - Equipped with: Straight silver knife, Larkin's long-las
- 1x Tanith Ghost w/ Mkoll's Straight Silver Knife - Equipped with: Lascarbine, Mkoll's straight silver knife
- 1x Tanith Ghost w/ Rawne's lascarbine - Equipped with: Straight silver knife, Rawne's lascarbine
- 1x Tanith Ghost w/ Bragg's autocannon - Equipped with: Straight silver knife, Bragg's autocannon

**Ibram Gaunt KEYWORDS:** Epic Hero, Character, Officer

**KEYWORDS:** Gaunt's Ghosts, Imperium, Epic Hero, Infantry, Grenades

**FACTION KEYWORDS:** Astra Militarum

RANGED WEAPONS

| WEAPON                                  | RANGE | A | BS | S | AP | D |
|-----------------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br>PISTOL                   | 12"   | 1 | 2+ | 4 | 0  | 1 |
| Bragg's autocannon<br>HEAVY             | 48"   | 4 | 5+ | 9 | -1 | 3 |
| Corbec's hot-shot lascarbine<br>ASSAULT | 24"   | 3 | 3+ | 3 | -1 | 1 |
| Larkin's long-las<br>HEAVY, PRECISION   | 36"   | 1 | 2+ | 5 | -2 | 4 |

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IBRAM GAUNT

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE

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  |

AUFSTELLUNG

- 1x Ibram Gaunt - Equipped with: Gaunt's chainsword, Bolt pistol
- 1x Tanith Ghost w/ Corbec's hot-shot lascarbine - Equipped with: Straight silver knife, Corbec's hot-shot lascarbine
- 1x Tanith Ghost w/ Larkin's long-las - Equipped with: Straight silver knife, Larkin's long-las
- 1x Tanith Ghost w/ Mkoll's Straight Silver Knife - Equipped with: Lascarbine, Mkoll's straight silver knife
- 1x Tanith Ghost w/ Rawne's lascarbine - Equipped with: Straight silver knife, Rawne's lascarbine
- 1x Tanith Ghost w/ Bragg's autocannon - Equipped with: Straight silver knife, Bragg's autocannon

Ibram Gaunt **KEYWORDS:** Epic Hero, Character, Officer

**KEYWORDS:** Gaunt's Ghosts, Imperium, Epic Hero, Infantry, Grenades

**FACTION KEYWORDS:** Astra Militarum

|                                                 |     |   |    |   |   |   |
|-------------------------------------------------|-----|---|----|---|---|---|
| Lascarbine<br>ASSAULT                           | 24" | 3 | 3+ | 3 | 0 | 1 |
| Rawne's lascarbine<br>ASSAULT, SUSTAINED HITS 1 | 24" | 3 | 3+ | 3 | 0 | 1 |

✂ MELEE WEAPONS

| WEAPON                                                         | RANGE | A | WS | S | AP | D |
|----------------------------------------------------------------|-------|---|----|---|----|---|
| Gaunt's chainsword                                             | Melee | 5 | 2+ | 3 | -1 | 1 |
| Mkoll's straight silver knife<br>DEVASTATING WOUNDS, PRECISION | Melee | 5 | 2+ | 3 | -1 | 1 |
| Straight silver knife                                          | Melee | 3 | 3+ | 3 | 0  | 1 |

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IBRAM GAUNT

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE

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  |

AUFSTELLUNG

- 1x Ibram Gaunt - Equipped with: Gaunt's chainsword, Bolt pistol
- 1x Tanith Ghost w/ Corbec's hot-shot lascarbine - Equipped with: Straight silver knife, Corbec's hot-shot lascarbine
- 1x Tanith Ghost w/ Larkin's long-las - Equipped with: Straight silver knife, Larkin's long-las
- 1x Tanith Ghost w/ Mkoll's Straight Silver Knife - Equipped with: Lascarbine, Mkoll's straight silver knife
- 1x Tanith Ghost w/ Rawne's lascarbine - Equipped with: Straight silver knife, Rawne's lascarbine
- 1x Tanith Ghost w/ Bragg's autocannon - Equipped with: Straight silver knife, Bragg's autocannon

Ibram Gaunt **KEYWORDS:** Epic Hero, Character, Officer

**KEYWORDS:** Gaunt's Ghosts, Imperium, Epic Hero, Infantry, Grenades

**FACTION KEYWORDS:** Astra Militarum

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.

WEAPON ABILITIES

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IBRAM GAUNT

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE

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  |

AUFSTELLUNG

- 1x Ibram Gaunt - Equipped with: Gaunt's chainsword, Bolt pistol
- 1x Tanith Ghost w/ Corbec's hot-shot lascarbine - Equipped with: Straight silver knife, Corbec's hot-shot lascarbine
- 1x Tanith Ghost w/ Larkin's long-las - Equipped with: Straight silver knife, Larkin's long-las
- 1x Tanith Ghost w/ Mkoll's Straight Silver Knife - Equipped with: Lascarbine, Mkoll's straight silver knife
- 1x Tanith Ghost w/ Rawne's lascarbine - Equipped with: Straight silver knife, Rawne's lascarbine
- 1x Tanith Ghost w/ Bragg's autocannon - Equipped with: Straight silver knife, Bragg's autocannon

Ibram Gaunt **KEYWORDS:** Epic Hero, Character, Officer

**KEYWORDS:** Gaunt's Ghosts, Imperium, Epic Hero, Infantry, Grenades

**FACTION KEYWORDS:** Astra Militarum

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.*

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IBRAM GAUNT

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 3 | 4+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE

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  |

AUFSTELLUNG

- 1x Ibram Gaunt - Equipped with: Gaunt's chainsword, Bolt pistol
- 1x Tanith Ghost w/ Corbec's hot-shot lascarbine - Equipped with: Straight silver knife, Corbec's hot-shot lascarbine
- 1x Tanith Ghost w/ Larkin's long-las - Equipped with: Straight silver knife, Larkin's long-las
- 1x Tanith Ghost w/ Mkoll's Straight Silver Knife - Equipped with: Lascarbine, Mkoll's straight silver knife
- 1x Tanith Ghost w/ Rawne's lascarbine - Equipped with: Straight silver knife, Rawne's lascarbine
- 1x Tanith Ghost w/ Bragg's autocannon - Equipped with: Straight silver knife, Bragg's autocannon

**Ibram Gaunt KEYWORDS:** Epic Hero, Character, Officer

**KEYWORDS:** Gaunt's Ghosts, Imperium, Epic Hero, Infantry, Grenades

**FACTION KEYWORDS:** Astra Militarum

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.

GAUNT'S GHOSTS - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

95 PTS

IBRAM GAUNT

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE

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  |

AUFSTELLUNG

- 1x Ibram Gaunt - Equipped with: Gaunt's chainsword, Bolt pistol
- 1x Tanith Ghost w/ Corbec's hot-shot lascarbine - Equipped with: Straight silver knife, Corbec's hot-shot lascarbine
- 1x Tanith Ghost w/ Larkin's long-las - Equipped with: Straight silver knife, Larkin's long-las
- 1x Tanith Ghost w/ Mkoll's Straight Silver Knife - Equipped with: Lascarbine, Mkoll's straight silver knife
- 1x Tanith Ghost w/ Rawne's lascarbine - Equipped with: Straight silver knife, Rawne's lascarbine
- 1x Tanith Ghost w/ Bragg's autocannon - Equipped with: Straight silver knife, Bragg's autocannon

Ibram Gaunt **KEYWORDS:** Epic Hero, Character, Officer

**KEYWORDS:** Gaunt's Ghosts, Imperium, Epic Hero, Infantry, Grenades

**FACTION KEYWORDS:** Astra Militarum

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).

FACTION RULES

### **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.

---

## **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).

---

## **ORDERS**

### **Orders**

This unit's Officer can issue up to 2 Orders to Regiment or Gaunt's Ghosts units.



GORGON HEAVY TRANSPORT [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

275 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Gorgon Heavy Transport [Legends]

**Equipped with:** 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.

**KEYWORDS:** Gorgon Heavy Transport, Vehicle, Smoke, Transport, Imperium, Titanic, Frame

**FACTION KEYWORDS:** Astra Militarum

RANGED WEAPONS

| WEAPON                                                         | RANGE | A  | BS  | S  | AP | D  |
|----------------------------------------------------------------|-------|----|-----|----|----|----|
| Gorgon mortar<br><small>BLAST, INDIRECT FIRE</small>           | 48"   | D6 | 4+  | 5  | 0  | 1  |
| Heavy bolter<br><small>SUSTAINED HITS 1</small>                | 36"   | 3  | 4+  | 5  | -1 | 2  |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>          | 12"   | D6 | N/A | 5  | -1 | 1  |
| Heavy stubber<br><small>RAPID FIRE 3</small>                   | 36"   | 3  | 4+  | 4  | 0  | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>               | 48"   | 1  | 4+  | 14 | -3 | D6 |
| Twin heavy stubber<br><small>RAPID FIRE 3, TWIN-LINKED</small> | 36"   | 3  | 4+  | 4  | 0  | 1  |

MELEE WEAPONS

| WEAPON       | RANGE | A | WS | S | AP | D |
|--------------|-------|---|----|---|----|---|
| Landing ramp | Melee | 6 | 4+ | 8 | 0  | 1 |

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.

WEAPON ABILITIES

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).

GORGON HEAVY TRANSPORT [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

275 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Gorgon Heavy Transport [Legends]

**Equipped with:** 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.

**KEYWORDS:** Gorgon Heavy Transport, Vehicle, Smoke, Transport, Imperium, Titanic, Frame

**FACTION KEYWORDS:** Astra Militarum

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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

TRANSPORT

Transport

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.

# GRIFFON MORTAR CARRIER [LEGENDS] - IMPERIUM - ASTRA MILITARUM - LIBRARY

115 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 3  |

**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.

**KEYWORDS:** Griffon Mortar Carrier, Vehicle, Artillery, Imperium, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

RANGED WEAPONS

| WEAPON                                                      | RANGE | A  | BS  | S | AP | D |
|-------------------------------------------------------------|-------|----|-----|---|----|---|
| Griffon heavy mortar<br><small>BLAST, INDIRECT FIRE</small> | 48"   | D6 | 4+  | 7 | -1 | 2 |
| Heavy bolter<br><small>SUSTAINED HITS 1</small>             | 36"   | 3  | 4+  | 5 | -1 | 2 |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>       | 12"   | D6 | N/A | 5 | -1 | 1 |
| Heavy stubber<br><small>RAPID FIRE 3</small>                | 36"   | 3  | 4+  | 4 | 0  | 1 |
| Storm bolter<br><small>RAPID FIRE 2</small>                 | 24"   | 2  | 4+  | 4 | 0  | 1 |

MELEE WEAPONS

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

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 ABILITIES

**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).*

GRIFFON MORTAR CARRIER [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

115 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 3  |

**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.

**KEYWORDS:** Griffon Mortar Carrier, Vehicle, Artillery, Imperium, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

HADES BREACHING DRILL [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

110 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 9 | 3+ | 8 | 7+ | 2  |

|                                                                                               |                                                                                                              |
|-----------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Hades Breaching Drill [Legends]<br>Equipped with: Melta-cutter drill | <b>KEYWORDS:</b> Vehicle, Imperium, Hades Breaching Drill, Frame<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|-----------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|

⌘ MELEE WEAPONS

| WEAPON             | RANGE | A | WS | S | AP | D    |
|--------------------|-------|---|----|---|----|------|
| Melta-cutter drill | Melee | 6 | 4+ | 9 | -4 | D6+2 |

ABILITIES

|                                                                                                                                                                                                                                                                                                                                              |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Subterranean Assault</b><br>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

|                                                                                                                                                                                                                                                                                     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Deep Strike</b><br>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. |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



HEAVY MORTAR TEAM [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

50 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 4" | 5 | 3+ | 4 | 7+ | 2  |

|                                                                                                                  |                                                                                                                                   |
|------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Heavy Mortar Team [Legends]<br><b>Equipped with:</b> Heavy mortar, Close combat weapons | <b>KEYWORDS:</b> Heavy Mortar Team, Artillery, Grenades, Imperium, Regiment, Infantry<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|

 RANGED WEAPONS

| WEAPON                                                     | RANGE | A  | BS | S | AP | D |
|------------------------------------------------------------|-------|----|----|---|----|---|
| Heavy mortar<br><small>HEAVY, BLAST, INDIRECT FIRE</small> | 48"   | D6 | 5+ | 6 | -1 | 2 |

 MELEE WEAPONS

| WEAPON               | RANGE | A | WS | S | AP | D |
|----------------------|-------|---|----|---|----|---|
| Close combat weapons | Melee | 3 | 4+ | 3 | 0  | 1 |

ABILITIES

|                                                                                                                                                                                                    |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Rearm, Reload, Fire</b><br>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 ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Blast</b><br>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.<br><i>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).</i> |
| <b>Heavy</b><br>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:<br>- That unit is unengaged.<br>- That unit was not set up on the battlefield this turn.<br>- No model in that unit has moved more than 3" this turn.                                                                                                                                                                                                                                                                                                                             |
| <b>Indirect Fire</b><br>Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |



HEAVY QUAD LAUNCHER TEAM [LEGENDS]  
- IMPERIUM - ASTRA MILITARUM - LIBRARY

50 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 4" | 5 | 3+ | 4 | 7+ | 2  |

**AUFSTELLUNG**  
1x Heavy Quad Launcher Team [Legends]  
**Equipped with:** Heavy quad launcher, Close combat weapons

**KEYWORDS:** Heavy Quad Launcher Team, Infantry, Artillery, Grenades, Imperium, Regiment  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                     | RANGE | A   | BS | S | AP | D |
|------------------------------------------------------------|-------|-----|----|---|----|---|
| Heavy quad launcher<br><small>BLAST, INDIRECT FIRE</small> | 48"   | 2D6 | 4+ | 5 | 0  | 1 |

✂ MELEE WEAPONS

| WEAPON               | RANGE | A | WS | S | AP | D |
|----------------------|-------|---|----|---|----|---|
| Close combat weapons | Melee | 3 | 4+ | 3 | 0  | 1 |

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 ABILITIES

**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).



HELL'S LAST [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

80 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 7+ | 1  |

INVULNERABLE  
SAVE



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 Iaspistol, Meltagun, Close combat weapon, Dirk, Power weapon

**KEYWORDS:** Imperium, Infantry, Grenades, Platoon, Command Squad, Hell's Last, Epic Hero, Leader  
**FACTION KEYWORDS:** Astra Militarum

RANGED WEAPONS

| WEAPON                         | RANGE | A  | BS | S | AP | D  |
|--------------------------------|-------|----|----|---|----|----|
| Bolt pistol<br>PISTOL          | 12"   | 1  | 3+ | 4 | 0  | 1  |
| Demolitions<br>BLAST, ONE SHOT | 6"    | D6 | 4+ | 9 | -2 | 2  |
| Hot-shot Iaspistol<br>PISTOL   | 12"   | 1  | 3+ | 3 | -1 | 1  |
| Meltagun<br>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<br>PRECISION   | Melee | 3 | 3+ | 3 | -1 | 1 |
| Power weapon        | Melee | 4 | 3+ | 4 | -2 | 1 |

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

WEAPON ABILITIES

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.*

HELL'S LAST [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

80 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 7+ | 1  |

INVULNERABLE  
SAVE



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 Iaspistol, Meltagun, Close combat weapon, Dirk, Power weapon

**KEYWORDS:** Imperium, Infantry, Grenades, Platoon, Command Squad, Hell's Last, Epic Hero, Leader  
**FACTION KEYWORDS:** Astra Militarum

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.

FACTION RULES

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.

CORE RULES

HELL'S LAST [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

80 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 7+ | 1  |

INVULNERABLE  
SAVE



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 Iaspistol, Meltagun, Close combat weapon, Dirk, Power weapon

**KEYWORDS:** Imperium, Infantry, Grenades, Platoon, Command Squad, Hell's Last, Epic Hero, Leader  
**FACTION KEYWORDS:** Astra Militarum

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.

ORDERS

Orders

This unit's Officer can issue 2 Orders to Regiment units.



HELLHAMMER - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

385 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Hellhammer  
**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.

**KEYWORDS:** Hellhammer, Imperium, Vehicle, Titanic, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

 RANGED WEAPONS

| WEAPON                                                   | RANGE | A    | BS  | S  | AP | D    |
|----------------------------------------------------------|-------|------|-----|----|----|------|
| Coaxial autocannon                                       | 48"   | 2    | 4+  | 9  | -1 | 3    |
| Demolisher cannon<br>BLAST                               | 24"   | D6+3 | 4+  | 14 | -3 | D6   |
| Heavy stubber<br>RAPID FIRE 3                            | 36"   | 3    | 4+  | 4  | 0  | 1    |
| Hellhammer cannon<br>BLAST, IGNORES COVER                | 30"   | 4D6  | 4+  | 7  | -1 | 2    |
| Lascannon                                                | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Twin heavy bolter<br>SUSTAINED HITS 1, TWIN-LINKED       | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Twin heavy flamer<br>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 |

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 ABILITIES

**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).

HELLHAMMER - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

385 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Hellhammer  
**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.

**KEYWORDS:** Hellhammer, Imperium, Vehicle, Titanic, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

- 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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

HELLHOUND - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

125 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 10 | 2+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Hellhound  
**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.

**KEYWORDS:** Hellhound, Imperium, Vehicle, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

 RANGED WEAPONS

| WEAPON                                                  | RANGE | A    | BS  | S  | AP | D  |
|---------------------------------------------------------|-------|------|-----|----|----|----|
| Chem cannon<br><small>ANTI-INFANTRY 2+, TORRENT</small> | 12"   | D6+1 | N/A | 2  | -2 | 2  |
| Heavy bolter<br><small>SUSTAINED HITS 1</small>         | 36"   | 3    | 4+  | 5  | -1 | 2  |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>   | 12"   | D6   | N/A | 5  | -1 | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>        | 48"   | 1    | 4+  | 14 | -3 | D6 |
| Inferno cannon<br><small>IGNORES COVER, TORRENT</small> | 18"   | 2D6  | N/A | 6  | -2 | 1  |
| Melta cannon<br><small>BLAST, MELTA 4</small>           | 18"   | D3   | 4+  | 9  | -4 | D6 |
| Multi-melta<br><small>MELTA 2</small>                   | 18"   | 2    | 4+  | 9  | -4 | D6 |

 MELEE WEAPONS

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

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 ABILITIES

**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).*

HELLHOUND - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

125 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 10 | 2+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Hellhound  
**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.

**KEYWORDS:** Hellhound, Imperium, Vehicle, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

# HIPPOGRIFF AFV - IMPERIUM - ASTRA MILITARUM - LIBRARY

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 8 | 3+ | 7 | 7+ | 2  |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1-2x Hippogriff AFV<br><b>Equipped with:</b> Chiron gatling cannon, Heavy stubber, Lascannon, Melta cannon, Meltagun, Vigilator cannon, Armoured hull<br><b>Wargear Options:</b> <ul style="list-style-type: none"><li>■ Each Hippogriff AFV can replace its Heavy stubber with Meltagun.</li><li>■ Each Hippogriff AFV can replace its Vigilator cannon with Melta cannon, Chiron gatling cannon or Lascannon.</li></ul> | <b>KEYWORDS:</b> Imperium, Vehicle, Squadron, Smoke, Hippogriff AFV<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|

## RANGED WEAPONS

| WEAPON                                 | RANGE | A  | BS | S  | AP | D    |
|----------------------------------------|-------|----|----|----|----|------|
| Chiron gatling cannon<br>ASSAULT       | 24"   | 12 | 4+ | 5  | 0  | 1    |
| Heavy stubber<br>ASSAULT, RAPID FIRE 3 | 36"   | 3  | 4+ | 4  | 0  | 1    |
| Lascannon<br>ASSAULT                   | 48"   | 1  | 4+ | 12 | -3 | D6+1 |
| Melta cannon<br>ASSAULT, MELTA 2       | 18"   | 2  | 4+ | 9  | -4 | D6   |
| Meltagun<br>ASSAULT, MELTA 2           | 12"   | 1  | 4+ | 9  | -4 | D6   |
| Vigilator cannon<br>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 |

## ABILITIES

|                                                                                                                                                                                                                 |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Convoy Escort Vehicle</b><br>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 ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Assault</b><br>Units containing one or more models with an [ASSAULT] weapon can shoot using <b>assault</b> shooting (10.05).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Blast</b><br>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.<br><i>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).</i> |
| <b>Melta</b><br>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.<br><i>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.</i>                                                                                                                                          |

# HIPPOGRIFF AFV - IMPERIUM - ASTRA MILITARUM - LIBRARY

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 8 | 3+ | 7 | 7+ | 2  |

**AUFSTELLUNG**

1-2x Hippogriff AFV

**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.

**KEYWORDS:** Imperium, Vehicle, Squadron, Smoke, Hippogriff AFV

**FACTION KEYWORDS:** Astra Militarum

**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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

HYDRA - IMPERIUM - ASTRA MILITARUM -  
LIBRARY

90 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Hydra  
**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.

**KEYWORDS:** Hydra, Imperium, Squadron, Smoke, Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

⚙️ RANGED WEAPONS

| WEAPON                                                      | RANGE | A  | BS  | S  | AP | D  |
|-------------------------------------------------------------|-------|----|-----|----|----|----|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>             | 36"   | 3  | 4+  | 5  | -1 | 2  |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>       | 12"   | D6 | N/A | 5  | -1 | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>            | 48"   | 1  | 4+  | 14 | -3 | D6 |
| Hydra autocannon<br><small>ANTI-FLY 2+, TWIN-LINKED</small> | 72"   | 4  | 4+  | 9  | -1 | 3  |

⚔️ MELEE WEAPONS

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

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.

WEAPON ABILITIES

**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).*

HYDRA - IMPERIUM - ASTRA MILITARUM -  
LIBRARY

90 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Hydra  
**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.

**KEYWORDS:** Hydra, Imperium, Squadron, Smoke, Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

- 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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

HYDRA PLATFORM [LEGENDS] - IMPERIUM -  
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95 PTS

|   |   |    |   |    |    |
|---|---|----|---|----|----|
| M | T | Sv | W | LD | OC |
| - | 8 | 3+ | 8 | 7+ | 2  |

AUFSTELLUNG

1x Hydra Platform [Legends]

Equipped with: Hydra Quad Autocannon, Close combat weapons

KEYWORDS: Hydra Platform, Fortification, Imperium, Artillery, Frame

FACTION KEYWORDS: Astra Militarum

⚙ RANGED WEAPONS

| WEAPON                                                           | RANGE | A | BS | S | AP | D |
|------------------------------------------------------------------|-------|---|----|---|----|---|
| Hydra Quad Autocannon<br><small>ANTI-FLY 2+, TWIN-LINKED</small> | 72"   | 4 | 4+ | 9 | -1 | 3 |

⚔ MELEE WEAPONS

| WEAPON               | RANGE | A | WS | S | AP | D |
|----------------------|-------|---|----|---|----|---|
| Close combat weapons | Melee | 3 | 4+ | 3 | 0  | 1 |

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 ABILITIES

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").  
  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



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|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

|                                                                                       |                                                  |
|---------------------------------------------------------------------------------------|--------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Jungle Fighter<br>Equipped with: Lasgun, Close combat weapon | <b>KEYWORDS:</b> -<br><b>FACTION KEYWORDS:</b> - |
|---------------------------------------------------------------------------------------|--------------------------------------------------|

## ⦿ RANGED WEAPONS

| WEAPON                 | RANGE | A | BS | S | AP | D |
|------------------------|-------|---|----|---|----|---|
| Lasgun<br>RAPID FIRE 1 | 24"   | 1 | 4+ | 3 | 0  | 1 |

## ⌘ MELEE WEAPONS

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

## WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Rapid Fire</b><br>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.<br><i>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).</i> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



KASRKIN - IMPERIUM - ASTRA MILITARUM -  
LIBRARY

105 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 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  
1x Kasrkin Sergeant  
**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.

**KEYWORDS:** Kasrkin, Imperium, Regiment, Grenades, Infantry  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                | RANGE | A  | BS  | S | AP | D  |
|-------------------------------------------------------|-------|----|-----|---|----|----|
| Bolt pistol<br>PISTOL                                 | 12"   | 1  | 3+  | 4 | 0  | 1  |
| Flamer<br>IGNORES COVER, TORRENT                      | 12"   | D6 | N/A | 4 | 0  | 1  |
| Hot-shot lasgun<br>RAPID FIRE 1                       | 24"   | 1  | 3+  | 3 | -1 | 1  |
| Hot-shot lasgun<br>RAPID FIRE 1                       | 24"   | 1  | 3+  | 3 | -1 | 1  |
| Hot-shot laspistol<br>PISTOL                          | 12"   | 1  | 3+  | 3 | -1 | 1  |
| Hot-shot marksman rifle<br>HEAVY, PRECISION           | 36"   | 1  | 3+  | 4 | -2 | 3  |
| Hot-shot volley gun<br>RAPID FIRE 2                   | 30"   | 2  | 3+  | 4 | -1 | 1  |
| Meltagun<br>MELTA 2                                   | 12"   | 1  | 3+  | 9 | -4 | D6 |
| ➤ Grenade launcher - frag<br>BLAST                    | 24"   | D3 | 3+  | 4 | 0  | 1  |
| ➤ Grenade launcher - krak                             | 24"   | 1  | 3+  | 9 | -2 | D3 |
| ➤ Plasma gun - standard<br>RAPID FIRE 1               | 24"   | 1  | 3+  | 7 | -2 | 1  |
| ➤ Plasma gun - supercharge<br>RAPID FIRE 1, HAZARDOUS | 24"   | 1  | 3+  | 8 | -3 | 2  |
| ➤ Plasma pistol - standard<br>PISTOL                  | 12"   | 1  | 3+  | 7 | -2 | 1  |
| ➤ Plasma pistol - supercharge<br>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 |

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 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  
1x Kasrkin Sergeant

**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.

**KEYWORDS:** Kasrkin, Imperium, Regiment, Grenades, Infantry

**FACTION KEYWORDS:** Astra Militarum

|              |       |   |    |   |    |   |
|--------------|-------|---|----|---|----|---|
| Power weapon | Melee | 3 | 4+ | 4 | -2 | 1 |
|--------------|-------|---|----|---|----|---|

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 ABILITIES

**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.*

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 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  
1x Kasrkin Sergeant

**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.

**KEYWORDS:** Kasrkin, Imperium, Regiment, Grenades, Infantry

**FACTION KEYWORDS:** Astra Militarum

**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.



KRIEG COMBAT ENGINEERS - IMPERIUM -  
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65–95 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 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  
1x Krieg Engineer Watchmaster  
**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.

**KEYWORDS:** Imperium, Regiment, Grenades, Infantry, Smoke, Krieg Combat Engineers  
**FACTION KEYWORDS:** Astra Militarum

⚙️ RANGED WEAPONS

| WEAPON                                                            | RANGE | A  | BS  | S | AP | D |
|-------------------------------------------------------------------|-------|----|-----|---|----|---|
| Autopistol<br><small>PISTOL</small>                               | 12"   | 1  | 4+  | 3 | 0  | 1 |
| Bolt pistol<br><small>PISTOL</small>                              | 12"   | 1  | 4+  | 4 | 0  | 1 |
| Combat shotgun<br><small>ASSAULT</small>                          | 12"   | 2  | 4+  | 4 | 0  | 1 |
| Flamer<br><small>IGNORES COVER, TORRENT</small>                   | 12"   | D6 | N/A | 4 | 0  | 1 |
| Hand flamer<br><small>IGNORES COVER, PISTOL, TORRENT</small>      | 12"   | D6 | N/A | 3 | 0  | 1 |
| ► Plasma pistol - standard<br><small>PISTOL</small>               | 12"   | 1  | 4+  | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br><small>HAZARDOUS, PISTOL</small> | 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 |

ABILITIES

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

**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.\*

KRIEG COMBAT ENGINEERS - IMPERIUM -  
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65–95 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 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  
1x Krieg Engineer Watchmaster

**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.

**KEYWORDS:** Imperium, Regiment, Grenades, Infantry, Smoke, Krieg Combat Engineers

**FACTION KEYWORDS:** Astra Militarum

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 ABILITIES

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.

KRIEG COMMAND SQUAD - IMPERIUM -  
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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 6+ | 1  |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>AUFSTELLUNG</b></p> <p>1x Lord Commissar<br/>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</p> <p><b>Equipped with:</b> 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</p> <p><b>Wargear Options:</b></p> <ul style="list-style-type: none"><li>■ Each Lord Commissar can replace its Power weapon with Power fist.</li><li>■ Each Veteran Guardsman w/ Boltgun can replace its Boltgun with Plasma gun, Meltagun, Grenade launcher or Flamer.</li><li>■ Each Veteran Guardsman w/ Chainsword can replace its Chainsword with Trench club or Power weapon.</li><li>■ Each Veteran Guardsman w/ Chainsword can replace its Laspistol with Bolt pistol or Plasma pistol.</li></ul> | <p><b>KEYWORDS:</b> Imperium, Command Squad, Grenades, Infantry, Character, Platoon, Krieg, Leader</p> <p><b>FACTION KEYWORDS:</b> Astra Militarum</p> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|

⦿ RANGED WEAPONS

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

⌘ MELEE WEAPONS

| WEAPON     | RANGE | A | WS | S | AP | D |
|------------|-------|---|----|---|----|---|
| Chainsword | Melee | 3 | 4+ | 3 | 0  | 1 |

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|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 6+ | 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  
**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.

**KEYWORDS:** Imperium, Command Squad, Grenades, Infantry, Character, Platoon, Krieg, Leader  
**FACTION KEYWORDS:** Astra Militarum

|                     |       |   |    |   |    |   |
|---------------------|-------|---|----|---|----|---|
| 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 |

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

WEAPON ABILITIES

**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.

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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 6+ | 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

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.

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

FACTION KEYWORDS: Astra Militarum

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.

FACTION RULES

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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 6+ | 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  
**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.

**KEYWORDS:** Imperium, Command Squad, Grenades, Infantry, Character, Platoon, Krieg, Leader  
**FACTION KEYWORDS:** Astra Militarum

**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.

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.

ORDERS

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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 6+ | 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

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.

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

FACTION KEYWORDS: Astra Militarum

Orders

This unit's Officer can issue 1 Order to a Regiment unit.



KRIEG HEAVY WEAPONS SQUAD -  
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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 4" | 3 | 4+ | 2 | 7+ | 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

**Equipped with:** Krieg heavy flamer, Lascannon, Laspistol, Twin Krieg heavy stubber, Close combat weapon

**KEYWORDS:** Imperium, Infantry, Grenades, Regiment, Krieg Heavy Weapons Squad

**FACTION KEYWORDS:** Astra Militarum

 **RANGED WEAPONS**

| WEAPON                                                                      | RANGE | A  | BS  | S  | AP | D    |
|-----------------------------------------------------------------------------|-------|----|-----|----|----|------|
| Krieg heavy flamer<br><small>IGNORES COVER, TORRENT</small>                 | 18"   | D6 | N/A | 5  | -1 | 2    |
| Lascannon<br><small>HEAVY</small>                                           | 48"   | 1  | 5+  | 12 | -3 | D6+1 |
| Laspistol<br><small>PISTOL</small>                                          | 12"   | 1  | 4+  | 3  | 0  | 1    |
| Twin Krieg heavy stubber<br><small>HEAVY, RAPID FIRE 3, TWIN-LINKED</small> | 48"   | 3  | 5+  | 6  | -1 | 1    |

 **MELEE WEAPONS**

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

**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 ABILITIES**

**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.

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60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 4" | 3 | 4+ | 2 | 7+ | 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  
**Equipped with:** Krieg heavy flamer, Lascannon, Laspistol, Twin Krieg heavy stubber, Close combat weapon

**KEYWORDS:** Imperium, Infantry, Grenades, Regiment, Krieg Heavy Weapons Squad  
**FACTION KEYWORDS:** Astra Militarum

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.

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185 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Battle Tank  
**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.

**KEYWORDS:** Leman Russ Battle Tank, Imperium, Vehicle, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                           | RANGE | A    | BS  | S  | AP | D    |
|------------------------------------------------------------------|-------|------|-----|----|----|------|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>                  | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>            | 12"   | D6   | N/A | 5  | -1 | 1    |
| Heavy stubber<br><small>RAPID FIRE 3</small>                     | 36"   | 3    | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br><small>ONE SHOT</small>                 | 48"   | 1    | 4+  | 14 | -3 | D6   |
| Lascannon                                                        | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Leman Russ battle cannon<br><small>BLAST</small>                 | 48"   | D6+3 | 4+  | 10 | -1 | 3    |
| Multi-melta<br><small>MELTA 2</small>                            | 18"   | 2    | 4+  | 9  | -4 | D6   |
| Storm bolter<br><small>RAPID FIRE 2</small>                      | 24"   | 2    | 4+  | 4  | 0  | 1    |
| ➤ Plasma cannon - standard<br><small>BLAST</small>               | 36"   | D3   | 4+  | 7  | -2 | 1    |
| ➤ Plasma cannon - supercharge<br><small>BLAST, HAZARDOUS</small> | 36"   | D3   | 4+  | 8  | -3 | 2    |

⚔ MELEE WEAPONS

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

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.

WEAPON ABILITIES

LEMAN RUSS BATTLE TANK - IMPERIUM -  
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185 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Battle Tank  
**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.

**KEYWORDS:** Leman Russ Battle Tank, Imperium, Vehicle, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

- 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

LEMAN RUSS BATTLE TANK - IMPERIUM -  
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185 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

AUFSTELLUNG

1x Leman Russ Battle Tank

**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.

**KEYWORDS:** Leman Russ Battle Tank, Imperium, Vehicle, Squadron, Smoke, Frame

**FACTION KEYWORDS:** Astra Militarum

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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



LEMAN RUSS COMMANDER - IMPERIUM -  
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215 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

AUFSTELLUNG

1x Leman Russ Commander

**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.

KEYWORDS:

Leman Russ Commander, Imperium, Officer, Vehicle, Smoke, Character, Squadron, Frame

FACTION KEYWORDS:

Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                        | RANGE | A    | BS  | S  | AP | D    |
|---------------------------------------------------------------|-------|------|-----|----|----|------|
| Demolisher battle cannon<br>BLAST                             | 24"   | D6+1 | 4+  | 14 | -3 | D6   |
| Eradicator nova cannon<br>BLAST, IGNORES COVER                | 36"   | D3+6 | 4+  | 7  | -1 | 2    |
| Exterminator autocannon<br>RAPID FIRE 4, TWIN-LINKED          | 48"   | 4    | 4+  | 9  | -1 | 3    |
| Heavy bolter<br>SUSTAINED HITS 1                              | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Heavy flamer<br>IGNORES COVER, TORRENT                        | 12"   | D6   | N/A | 5  | -1 | 1    |
| Heavy stubber<br>RAPID FIRE 3                                 | 36"   | 3    | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT                             | 48"   | 1    | 4+  | 14 | -3 | D6   |
| Lascannon                                                     | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Leman Russ battle cannon<br>BLAST                             | 48"   | D6+3 | 4+  | 10 | -1 | 3    |
| Multi-melta<br>MELTA 2                                        | 18"   | 2    | 4+  | 9  | -4 | D6   |
| Punisher gatling cannon                                       | 24"   | 20   | 4+  | 6  | 0  | 1    |
| Storm bolter<br>RAPID FIRE 2                                  | 24"   | 2    | 4+  | 4  | 0  | 1    |
| Vanquisher battle cannon<br>HEAVY                             | 72"   | 1    | 4+  | 18 | -4 | D6+6 |
| ➤ Executioner plasma cannon - standard<br>BLAST               | 36"   | D6+3 | 4+  | 7  | -2 | 2    |
| ➤ Executioner plasma cannon - supercharge<br>BLAST, HAZARDOUS | 36"   | D6+3 | 4+  | 8  | -3 | 3    |
| ➤ Plasma cannon - standard<br>BLAST                           | 36"   | D3   | 4+  | 7  | -2 | 1    |

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|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Commander  
**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.

**KEYWORDS:** Leman Russ Commander, Imperium, Officer, Vehicle, Smoke, Character, Squadron, Frame  
**FACTION KEYWORDS:** Astra Militarum

|                                                   |     |    |    |   |    |   |
|---------------------------------------------------|-----|----|----|---|----|---|
| ➤ Plasma cannon - supercharge<br>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 |

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

WEAPON ABILITIES

**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.

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|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

AUFSTELLUNG

1x Leman Russ Commander

**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.

**KEYWORDS:** Leman Russ Commander, Imperium, Officer, Vehicle, Smoke, Character, Squadron, Frame

**FACTION KEYWORDS:** Astra Militarum

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.

FACTION RULES

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|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

AUFSTELLUNG

1x Leman Russ Commander

**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.

**KEYWORDS:** Leman Russ Commander, Imperium, Officer, Vehicle, Smoke, Character, Squadron, Frame

**FACTION KEYWORDS:** Astra Militarum

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.

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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

ORDERS

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|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

AUFSTELLUNG

1x Leman Russ Commander

**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.

**KEYWORDS:** Leman Russ Commander, Imperium, Officer, Vehicle, Smoke, Character, Squadron, Frame

**FACTION KEYWORDS:** Astra Militarum

Orders

This Officer can issue 2 Orders to Squadron units.



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|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

AUFSTELLUNG

1x Leman Russ Demolisher

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.

KEYWORDS: Leman Russ Demolisher, Imperium, Smoke, Vehicle, Squadron, Frame

FACTION KEYWORDS: Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                            | RANGE | A    | BS  | S  | AP | D    |
|---------------------------------------------------|-------|------|-----|----|----|------|
| Demolisher battle cannon<br>BLAST                 | 24"   | D6+1 | 4+  | 14 | -3 | D6   |
| Heavy bolter<br>SUSTAINED HITS 1                  | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Heavy flamer<br>IGNORES COVER, TORRENT            | 12"   | D6   | N/A | 5  | -1 | 1    |
| Heavy stubber<br>RAPID FIRE 3                     | 36"   | 3    | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT                 | 48"   | 1    | 4+  | 14 | -3 | D6   |
| Lascannon                                         | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Multi-melta<br>MELTA 2                            | 18"   | 2    | 4+  | 9  | -4 | D6   |
| Storm bolter<br>RAPID FIRE 2                      | 24"   | 2    | 4+  | 4  | 0  | 1    |
| ➤ Plasma cannon - standard<br>BLAST               | 36"   | D3   | 4+  | 7  | -2 | 1    |
| ➤ Plasma cannon - supercharge<br>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 |

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 ABILITIES

LEMAN RUSS DEMOLISHER - IMPERIUM -  
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|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Demolisher  
**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.

**KEYWORDS:** Leman Russ Demolisher, Imperium, Smoke, Vehicle, Squadron, Frame  
**FACTION KEYWORDS:** Astra Militarum

- 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

LEMAN RUSS DEMOLISHER - IMPERIUM -  
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|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**

1x Leman Russ Demolisher

**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.

**KEYWORDS:** Leman Russ Demolisher, Imperium, Smoke, Vehicle, Squadron, Frame

**FACTION KEYWORDS:** Astra Militarum

**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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



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|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Eradicator  
**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.

**KEYWORDS:** Leman Russ Eradicator, Imperium, Vehicle, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                           | RANGE | A    | BS  | S  | AP | D    |
|------------------------------------------------------------------|-------|------|-----|----|----|------|
| Eradicator nova cannon<br><small>BLAST, IGNORES COVER</small>    | 36"   | D3+6 | 4+  | 7  | -1 | 2    |
| Heavy bolter<br><small>SUSTAINED HITS 1</small>                  | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>            | 12"   | D6   | N/A | 5  | -1 | 1    |
| Heavy stubber<br><small>RAPID FIRE 3</small>                     | 36"   | 3    | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br><small>ONE SHOT</small>                 | 48"   | 1    | 4+  | 14 | -3 | D6   |
| Lascannon                                                        | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Multi-melta<br><small>MELTA 2</small>                            | 18"   | 2    | 4+  | 9  | -4 | D6   |
| Storm bolter<br><small>RAPID FIRE 2</small>                      | 24"   | 2    | 4+  | 4  | 0  | 1    |
| ➤ Plasma cannon - standard<br><small>BLAST</small>               | 36"   | D3   | 4+  | 7  | -2 | 1    |
| ➤ Plasma cannon - supercharge<br><small>BLAST, HAZARDOUS</small> | 36"   | D3   | 4+  | 8  | -3 | 2    |

⚔ MELEE WEAPONS

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

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 ABILITIES

LEMAN RUSS ERADICATOR - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

170 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

AUFSTELLUNG

1x Leman Russ Eradicator

**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.

**KEYWORDS:** Leman Russ Eradicator, Imperium, Vehicle, Squadron, Smoke, Frame

**FACTION KEYWORDS:** Astra Militarum

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

LEMAN RUSS ERADICATOR - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

170 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

AUFSTELLUNG

1x Leman Russ Eradicator

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.

KEYWORDS: Leman Russ Eradicator, Imperium, Vehicle, Squadron, Smoke, Frame

FACTION KEYWORDS: Astra Militarum

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



LEMAN RUSS EXECUTIONER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

170 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Executioner  
**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.

**KEYWORDS:** Leman Russ Executioner, Imperium, Squadron, Smoke, Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                        | RANGE | A    | BS  | S  | AP | D    |
|---------------------------------------------------------------|-------|------|-----|----|----|------|
| Heavy bolter<br>SUSTAINED HITS 1                              | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Heavy flamer<br>IGNORES COVER, TORRENT                        | 12"   | D6   | N/A | 5  | -1 | 1    |
| Heavy stubber<br>RAPID FIRE 3                                 | 36"   | 3    | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT                             | 48"   | 1    | 4+  | 14 | -3 | D6   |
| Lascannon                                                     | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Multi-melta<br>MELTA 2                                        | 18"   | 2    | 4+  | 9  | -4 | D6   |
| Storm bolter<br>RAPID FIRE 2                                  | 24"   | 2    | 4+  | 4  | 0  | 1    |
| ➤ Executioner plasma cannon - standard<br>BLAST               | 36"   | D6+3 | 4+  | 7  | -2 | 2    |
| ➤ Executioner plasma cannon - supercharge<br>BLAST, HAZARDOUS | 36"   | D6+3 | 4+  | 8  | -3 | 3    |
| ➤ Plasma cannon - standard<br>BLAST                           | 36"   | D3   | 4+  | 7  | -2 | 1    |
| ➤ Plasma cannon - supercharge<br>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 |

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.

WEAPON ABILITIES

LEMAN RUSS EXECUTIONER - IMPERIUM -  
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|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Executioner  
**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.

**KEYWORDS:** Leman Russ Executioner, Imperium, Squadron, Smoke, Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

- 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

LEMAN RUSS EXECUTIONER - IMPERIUM -  
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170 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

AUFSTELLUNG

1x Leman Russ Executioner

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.

KEYWORDS: Leman Russ Executioner, Imperium, Squadron, Smoke, Vehicle, Frame

FACTION KEYWORDS: Astra Militarum

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



LEMAN RUSS EXTERMINATOR - IMPERIUM  
- ASTRA MILITARUM - LIBRARY

180 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Exterminator  
**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.

**KEYWORDS:** Leman Russ Exterminator, Imperium, Smoke, Squadron, Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

⚙ RANGED WEAPONS

| WEAPON                                               | RANGE | A  | BS  | S  | AP | D    |
|------------------------------------------------------|-------|----|-----|----|----|------|
| Exterminator autocannon<br>RAPID FIRE 4, TWIN-LINKED | 48"   | 4  | 4+  | 9  | -1 | 3    |
| Heavy bolter<br>SUSTAINED HITS 1                     | 36"   | 3  | 4+  | 5  | -1 | 2    |
| Heavy flamer<br>IGNORES COVER, TORRENT               | 12"   | D6 | N/A | 5  | -1 | 1    |
| Heavy stubber<br>RAPID FIRE 3                        | 36"   | 3  | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT                    | 48"   | 1  | 4+  | 14 | -3 | D6   |
| Lascannon                                            | 48"   | 1  | 4+  | 12 | -3 | D6+1 |
| Multi-melta<br>MELTA 2                               | 18"   | 2  | 4+  | 9  | -4 | D6   |
| Storm bolter<br>RAPID FIRE 2                         | 24"   | 2  | 4+  | 4  | 0  | 1    |
| ➤ Plasma cannon - standard<br>BLAST                  | 36"   | D3 | 4+  | 7  | -2 | 1    |
| ➤ Plasma cannon - supercharge<br>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 |

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 ABILITIES

LEMAN RUSS EXTERMINATOR - IMPERIUM  
- ASTRA MILITARUM - LIBRARY

180 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Exterminator  
**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.

**KEYWORDS:** Leman Russ Exterminator, Imperium, Smoke, Squadron, Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

- 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

LEMAN RUSS EXTERMINATOR - IMPERIUM  
- ASTRA MILITARUM - LIBRARY

180 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Exterminator  
**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.

**KEYWORDS:** Leman Russ Exterminator, Imperium, Smoke, Squadron, Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



LEMAN RUSS PUNISHER - IMPERIUM -  
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150 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Punisher  
**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.

**KEYWORDS:** Leman Russ Punisher, Imperium, Vehicle, Smoke, Squadron, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                           | RANGE | A  | BS  | S  | AP | D    |
|------------------------------------------------------------------|-------|----|-----|----|----|------|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>                  | 36"   | 3  | 4+  | 5  | -1 | 2    |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>            | 12"   | D6 | N/A | 5  | -1 | 1    |
| Heavy stubber<br><small>RAPID FIRE 3</small>                     | 36"   | 3  | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br><small>ONE SHOT</small>                 | 48"   | 1  | 4+  | 14 | -3 | D6   |
| Lascannon                                                        | 48"   | 1  | 4+  | 12 | -3 | D6+1 |
| Multi-melta<br><small>MELTA 2</small>                            | 18"   | 2  | 4+  | 9  | -4 | D6   |
| Punisher gatling cannon                                          | 24"   | 20 | 4+  | 6  | 0  | 1    |
| Storm bolter<br><small>RAPID FIRE 2</small>                      | 24"   | 2  | 4+  | 4  | 0  | 1    |
| ➤ Plasma cannon - standard<br><small>BLAST</small>               | 36"   | D3 | 4+  | 7  | -2 | 1    |
| ➤ Plasma cannon - supercharge<br><small>BLAST, HAZARDOUS</small> | 36"   | D3 | 4+  | 8  | -3 | 2    |

⚔ MELEE WEAPONS

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

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 ABILITIES

LEMAN RUSS PUNISHER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

150 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Punisher  
**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.

**KEYWORDS:** Leman Russ Punisher, Imperium, Vehicle, Smoke, Squadron, Frame  
**FACTION KEYWORDS:** Astra Militarum

- 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

LEMAN RUSS PUNISHER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

150 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Punisher  
**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.

**KEYWORDS:** Leman Russ Punisher, Imperium, Vehicle, Smoke, Squadron, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



LEMAN RUSS VANQUISHER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

150 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**AUFSTELLUNG**  
1x Leman Russ Vanquisher  
**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.

**KEYWORDS:** Leman Russ Vanquisher, Imperium, Squadron, Smoke, Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                           | RANGE | A  | BS  | S  | AP | D    |
|------------------------------------------------------------------|-------|----|-----|----|----|------|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>                  | 36"   | 3  | 4+  | 5  | -1 | 2    |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>            | 12"   | D6 | N/A | 5  | -1 | 1    |
| Heavy stubber<br><small>RAPID FIRE 3</small>                     | 36"   | 3  | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br><small>ONE SHOT</small>                 | 48"   | 1  | 4+  | 14 | -3 | D6   |
| Lascannon                                                        | 48"   | 1  | 4+  | 12 | -3 | D6+1 |
| Multi-melta<br><small>MELTA 2</small>                            | 18"   | 2  | 4+  | 9  | -4 | D6   |
| Storm bolter<br><small>RAPID FIRE 2</small>                      | 24"   | 2  | 4+  | 4  | 0  | 1    |
| Vanquisher battle cannon<br><small>HEAVY</small>                 | 72"   | 1  | 4+  | 18 | -4 | D6+6 |
| ➤ Plasma cannon - standard<br><small>BLAST</small>               | 36"   | D3 | 4+  | 7  | -2 | 1    |
| ➤ Plasma cannon - supercharge<br><small>BLAST, HAZARDOUS</small> | 36"   | D3 | 4+  | 8  | -3 | 2    |

⚔ MELEE WEAPONS

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

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 ABILITIES

LEMAN RUSS VANQUISHER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

150 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

AUFSTELLUNG

1x Leman Russ Vanquisher

**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.

**KEYWORDS:** Leman Russ Vanquisher, Imperium, Squadron, Smoke, Vehicle, Frame

**FACTION KEYWORDS:** Astra Militarum

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

LEMAN RUSS VANQUISHER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

150 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

AUFSTELLUNG

1x Leman Russ Vanquisher

**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.

**KEYWORDS:** Leman Russ Vanquisher, Imperium, Squadron, Smoke, Vehicle, Frame

**FACTION KEYWORDS:** Astra Militarum

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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



LORD MARSHAL DREIR - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

75 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 4 | 4+ | 6 | 7+ | 2  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Lord Marshal Dreir  
Equipped with: Laspistol, Sabre of Sacrifice, Savage claws

KEYWORDS: Mounted, Epic Hero, Imperium, Character, Officer, Grenades, Lord Marshal Dreir, Leader  
FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

| WEAPON              | RANGE | A | BS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Laspistol<br>PISTOL | 12"   | 1 | 3+ | 3 | 0  | 1 |

MELEE WEAPONS

| WEAPON                                 | RANGE | A | WS | S | AP | D |
|----------------------------------------|-------|---|----|---|----|---|
| Sabre of Sacrifice<br>ANTI-INFANTRY 4+ | Melee | 6 | 2+ | 6 | -2 | 1 |
| Savage claws<br>EXTRA ATTACKS          | Melee | 2 | 4+ | 4 | -1 | 1 |

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

WEAPON ABILITIES

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.

LORD MARSHAL DREIR - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

75 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 4 | 4+ | 6 | 7+ | 2  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Lord Marshal Dreir  
**Equipped with:** Laspistol, Sabre of Sacrifice, Savage claws

**KEYWORDS:** Mounted, Epic Hero, Imperium, Character, Officer, Grenades, Lord Marshal Dreir, Leader  
**FACTION KEYWORDS:** Astra Militarum

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.

FACTION RULES

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.

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.

ORDERS

Orders

This Officer can issue up to 3 Orders to Regiment units

LORD SOLAR LEONTUS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

130 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 4 | 3+ | 8 | 6+ | 2  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Lord Solar Leontus

Equipped with: Sol's Righteous Gaze, Conquest, Konstantin's  
hooves

KEYWORDS: Lord Solar Leontus, Mounted, Epic Hero, Imperium, Character,  
Officer, Leader

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

| WEAPON                         | RANGE | A | BS | S | AP | D |
|--------------------------------|-------|---|----|---|----|---|
| Sol's Righteous Gaze<br>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<br>EXTRA ATTACKS | Melee | 2 | 4+ | 4 | 0  | 1 |

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

WEAPON ABILITIES

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.

LORD SOLAR LEONTUS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

130 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 4 | 3+ | 8 | 6+ | 2  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Lord Solar Leontus  
**Equipped with:** Sol's Righteous Gaze, Conquest, Konstantin's  
hooves

**KEYWORDS:** Lord Solar Leontus, Mounted, Epic Hero, Imperium, Character,  
Officer, Leader  
**FACTION KEYWORDS:** Astra Militarum

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.

FACTION RULES

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.

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.

ORDERS

LORD SOLAR LEONTUS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

130 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 4 | 3+ | 8 | 6+ | 2  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Lord Solar Leontus

Equipped with: Sol's Righteous Gaze, Conquest, Konstantin's  
hooves

KEYWORDS: Lord Solar Leontus, Mounted, Epic Hero, Imperium, Character,  
Officer, Leader

FACTION KEYWORDS: Astra Militarum

Orders

This OFFICER can issue up to 3 Orders to:

- REGIMENT units
- SQUADRON units
- TITANIC units



MACHARIUS OMEGA [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

310 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

**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.

**KEYWORDS:** Vehicle, Titanic, Imperium, Smoke, Macharius Omega, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                             | RANGE | A   | BS  | S | AP | D |
|--------------------------------------------------------------------|-------|-----|-----|---|----|---|
| Autocannon                                                         | 48"   | 2   | 4+  | 9 | -1 | 3 |
| Heavy bolter<br>SUSTAINED HITS 1                                   | 36"   | 3   | 4+  | 5 | -1 | 2 |
| Heavy flamer<br>IGNORES COVER, TORRENT                             | 12"   | D6  | N/A | 5 | -1 | 1 |
| Heavy stubber<br>RAPID FIRE 3                                      | 36"   | 3   | 4+  | 4 | 0  | 1 |
| Storm bolter<br>RAPID FIRE 2                                       | 24"   | 2   | 4+  | 4 | 0  | 1 |
| ➤ Omega-pattern plasma blastgun - standard<br>BLAST                | 60"   | 2D6 | 4   | 8 | -2 | 2 |
| ➤ Omega-pattern plasma blastgun - supercharged<br>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 |

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 ABILITIES

**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).

MACHARIUS OMEGA [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

310 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

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.

**KEYWORDS:** Vehicle, Titanic, Imperium, Smoke, Macharius Omega, Frame  
**FACTION KEYWORDS:** Astra Militarum

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

MACHARIUS VANQUISHER [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

285 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

**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.

**KEYWORDS:** Vehicle, Titanic, Imperium, Smoke, Macharius Vanquisher, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                                | RANGE | A  | BS  | S  | AP | D    |
|-----------------------------------------------------------------------|-------|----|-----|----|----|------|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>                       | 36"   | 3  | 4+  | 5  | -1 | 2    |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>                 | 12"   | D6 | N/A | 5  | -1 | 1    |
| Heavy stubber<br><small>RAPID FIRE 3</small>                          | 36"   | 3  | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br><small>ONE SHOT</small>                      | 48"   | 1  | 4+  | 14 | -3 | D6   |
| Macharius twin vanquisher cannon<br><small>HEAVY, TWIN-LINKED</small> | 72"   | 1  | 4+  | 18 | -4 | D6+6 |
| Storm bolter<br><small>RAPID FIRE 2</small>                           | 24"   | 2  | 4+  | 4  | 0  | 1    |
| Twin heavy stubber<br><small>RAPID FIRE 3, TWIN-LINKED</small>        | 36"   | 3  | 4+  | 4  | 0  | 1    |

⌘ MELEE WEAPONS

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

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.

WEAPON ABILITIES

**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).

MACHARIUS VANQUISHER [LEGENDS] -  
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285 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

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.

KEYWORDS: Vehicle, Titanic, Imperium, Smoke, Macharius Vanquisher, Frame

FACTION KEYWORDS: Astra Militarum

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

MACHARIUS VULCAN [LEGENDS] -  
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310 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

**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.

**KEYWORDS:** Vehicle, Titanic, Imperium, Smoke, Macharius Vulcan, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                           | RANGE | A  | BS  | S  | AP | D  |
|--------------------------------------------------|-------|----|-----|----|----|----|
| Heavy bolter<br>SUSTAINED HITS 1                 | 36"   | 3  | 4+  | 5  | -1 | 2  |
| Heavy flamer<br>IGNORES COVER, TORRENT           | 12"   | D6 | N/A | 5  | -1 | 1  |
| Heavy stubber<br>RAPID FIRE 3                    | 36"   | 3  | 4+  | 4  | 0  | 1  |
| Hunter-killer missile<br>ONE SHOT                | 48"   | 1  | 4+  | 14 | -3 | D6 |
| Macharius vulcan mega-bolter<br>SUSTAINED HITS 1 | 48"   | 16 | 4+  | 6  | -1 | 2  |
| Storm bolter<br>RAPID FIRE 2                     | 24"   | 2  | 4+  | 4  | 0  | 1  |
| Twin heavy stubber<br>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 |

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 ABILITIES

**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.

MACHARIUS VULCAN [LEGENDS] -  
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310 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

**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.

**KEYWORDS:** Vehicle, Titanic, Imperium, Smoke, Macharius Vulcan, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

MACHARIUS [LEGENDS] - IMPERIUM -  
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310 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

**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.

**KEYWORDS:** Vehicle, Titanic, Imperium, Smoke, Macharius, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                           | RANGE | A    | BS  | S  | AP | D  |
|------------------------------------------------------------------|-------|------|-----|----|----|----|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>                  | 36"   | 3    | 4+  | 5  | -1 | 2  |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>            | 12"   | D6   | N/A | 5  | -1 | 1  |
| Heavy stubber<br><small>RAPID FIRE 3</small>                     | 36"   | 3    | 4+  | 4  | 0  | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>                 | 48"   | 1    | 4+  | 14 | -3 | D6 |
| Macharius twin battlecannon<br><small>BLAST, TWIN-LINKED</small> | 48"   | D6+3 | 4+  | 10 | -1 | 3  |
| Storm bolter<br><small>RAPID FIRE 2</small>                      | 24"   | 2    | 4+  | 4  | 0  | 1  |
| Twin heavy stubber<br><small>RAPID FIRE 3, TWIN-LINKED</small>   | 36"   | 3    | 4+  | 4  | 0  | 1  |

✂ MELEE WEAPONS

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

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 ABILITIES

**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).

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310 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

**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.

**KEYWORDS:** Vehicle, Titanic, Imperium, Smoke, Macharius, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

MALCADOR ANNIHILATOR [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

270 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Malcador Annihilator, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                 | RANGE | A    | BS | S  | AP | D    |
|----------------------------------------|-------|------|----|----|----|------|
| Autocannon                             | 48"   | 2    | 4+ | 9  | -1 | 3    |
| Demolisher cannon<br>BLAST             | 24"   | D6+3 | 4+ | 14 | -3 | D6   |
| Heavy bolter<br>SUSTAINED HITS 1       | 36"   | 3    | 4+ | 5  | -1 | 2    |
| Heavy stubber<br>RAPID FIRE 3          | 36"   | 3    | 4+ | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT      | 48"   | 1    | 4+ | 14 | -3 | D6   |
| Lascannon                              | 48"   | 1    | 4+ | 12 | -3 | D6+1 |
| Malcador twin lascannon<br>TWIN-LINKED | 48"   | 1    | 4+ | 12 | -3 | D6+1 |
| Storm bolter<br>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 |

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 ABILITIES

**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.

MALCADOR ANNIHILATOR [LEGENDS] -  
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270 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Malcador Annihilator, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

MALCADOR DEFENDER [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

310 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Malcador Defender, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                            | RANGE | A    | BS | S  | AP | D    |
|-----------------------------------|-------|------|----|----|----|------|
| Autocannon                        | 48"   | 2    | 4+ | 9  | -1 | 3    |
| Demolisher cannon<br>BLAST        | 24"   | D6+3 | 4+ | 14 | -3 | D6   |
| Heavy bolter<br>SUSTAINED HITS 1  | 36"   | 3    | 4+ | 5  | -1 | 2    |
| Heavy stubber<br>RAPID FIRE 3     | 36"   | 3    | 4+ | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT | 48"   | 1    | 4+ | 14 | -3 | D6   |
| Lascannon                         | 48"   | 1    | 4+ | 12 | -3 | D6+1 |
| Storm bolter<br>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 |

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 ABILITIES

**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.

MALCADOR DEFENDER [LEGENDS] -  
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310 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Malcador Defender, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

MALCADOR INFERNUS [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

235 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Malcador, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                 | RANGE | A    | BS  | S  | AP | D    |
|----------------------------------------|-------|------|-----|----|----|------|
| Autocannon                             | 48"   | 2    | 4+  | 9  | -1 | 3    |
| Heavy bolter<br>SUSTAINED HITS 1       | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Heavy flamer<br>IGNORES COVER, TORRENT | 12"   | D6   | N/A | 5  | -1 | 1    |
| Heavy stubber<br>RAPID FIRE 3          | 36"   | 3    | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT      | 48"   | 1    | 4+  | 14 | -3 | D6   |
| Inferno gun<br>IGNORES COVER, TORRENT  | 18"   | D6+3 | N/A | 5  | -2 | 2    |
| Lascannon                              | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Storm bolter<br>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 |

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 ABILITIES

**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.

MALCADOR INFERNUS [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

235 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Malcador, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

MALCADOR [LEGENDS] - IMPERIUM -  
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250 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Malcador, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                           | RANGE | A    | BS | S  | AP | D    |
|--------------------------------------------------|-------|------|----|----|----|------|
| Autocannon                                       | 48"   | 2    | 4+ | 9  | -1 | 3    |
| Heavy bolter<br><small>SUSTAINED HITS 1</small>  | 36"   | 3    | 4+ | 5  | -1 | 2    |
| Heavy stubber<br><small>RAPID FIRE 3</small>     | 36"   | 3    | 4+ | 4  | 0  | 1    |
| Hunter-killer missile<br><small>ONE SHOT</small> | 48"   | 1    | 4+ | 14 | -3 | D6   |
| Lascannon                                        | 48"   | 1    | 4+ | 12 | -3 | D6+1 |
| Malcador battle cannon<br><small>BLAST</small>   | 48"   | D6+3 | 4+ | 9  | -1 | 3    |
| Storm bolter<br><small>RAPID FIRE 2</small>      | 24"   | 2    | 4+ | 4  | 0  | 1    |

⌘ MELEE WEAPONS

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

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 ABILITIES

**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.

MALCADOR [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

250 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

**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.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Malcador, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

MANTICORE - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

150 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 10 | 3+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Manticore  
**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.

**KEYWORDS:** Manticore, Imperium, Vehicle, Artillery, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                                       | RANGE | A  | BS  | S  | AP | D  |
|------------------------------------------------------------------------------|-------|----|-----|----|----|----|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>                              | 36"   | 3  | 4+  | 5  | -1 | 2  |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>                        | 12"   | D6 | N/A | 5  | -1 | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>                             | 48"   | 1  | 4+  | 14 | -3 | D6 |
| Storm eagle rockets<br><small>ANTI-INFANTRY 2+, BLAST, INDIRECT FIRE</small> | 120"  | D6 | 4+  | 7  | -2 | 3  |

⚔ MELEE WEAPONS

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

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 ABILITIES

**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).

MANTICORE - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

150 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 10 | 3+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Manticore  
**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.

**KEYWORDS:** Manticore, Imperium, Vehicle, Artillery, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

MANTICORE PLATFORM [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

95 PTS

|   |   |    |   |    |    |
|---|---|----|---|----|----|
| M | T | Sv | W | LD | OC |
| - | 8 | 3+ | 8 | 7+ | 2  |

|                                                                                                                          |                                                                                                                            |
|--------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Manticore Platform [Legends]<br><b>Equipped with:</b> Storm Eagle Rockets, Close combat weapons | <b>KEYWORDS:</b> Manticore Platform, Fortification, Imperium, Artillery, Frame<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|--------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|

 **RANGED WEAPONS**

| WEAPON                                                     | RANGE | A    | BS | S  | AP | D |
|------------------------------------------------------------|-------|------|----|----|----|---|
| Storm Eagle Rockets<br><small>BLAST, INDIRECT FIRE</small> | 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 |

**ABILITIES**

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Fortification</b><br>While an enemy unit is only within Engagement Range of one or more Fortifications from your army:<br><ul style="list-style-type: none"><li>- 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.</li><li>- 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.</li></ul> |
| <b>Furious Barrage</b><br>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.                                                                                                                                                                                                                                                                                                                                                  |
| <b>Reinforced Cover</b><br>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 ABILITIES**

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Blast</b><br>Each time you gather attack dice for a <b>[BLAST]</b> 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 <b>[BLAST X]</b> , 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.<br><i>Example: If a <b>[BLAST 2]</b> 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).</i> |
| <b>Indirect Fire</b><br>Units containing one or more models with an <b>[INDIRECT FIRE]</b> weapon can shoot using indirect shooting (10.07).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

**CORE RULES**

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Deadly Demise 1</b><br>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").<br><i>Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.</i> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



MARAUDER BOMBER [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

345 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 10 | 2+ | 20 | 7+ | -  |

**AUFSTELLUNG**  
1x Marauder Bomber [Legends]  
**Equipped with:** Heavy bolter, Lascannon, Armoured hull  
**Wargear Options:**  
■ This model can replace its Heavy bombs with Inferno bombs.

**KEYWORDS:** Vehicle, Titanic, Fly, Aircraft, Imperium, Marauder Bomber, Frame  
**FACTION KEYWORDS:** Astra Militarum

 **RANGED WEAPONS**

| WEAPON                           | RANGE | A | BS | S  | AP | D    |
|----------------------------------|-------|---|----|----|----|------|
| Heavy bolter<br>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 |

**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 ABILITIES**

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



MARAUDER DESTROYER [LEGENDS] -  
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375 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 10 | 2+ | 20 | 7+ | -  |

AUFSTELLUNG

1x Marauder Destroyer [Legends]

Equipped with: Assault cannon, Heavy bolter, Hellstrike missile rack, Marauder nose autocannons, Armoured hull

KEYWORDS: Vehicle, Titanic, Fly, Aircraft, Imperium, Marauder Destroyer, Frame

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

| WEAPON                                   | RANGE | A | BS | S  | AP | D  |
|------------------------------------------|-------|---|----|----|----|----|
| Assault cannon<br>DEVASTATING WOUNDS     | 24"   | 6 | 4+ | 6  | 0  | 1  |
| Heavy bolter<br>SUSTAINED HITS 1         | 36"   | 3 | 4+ | 5  | -1 | 2  |
| Hellstrike missile rack<br>ANTI-FLY 2+   | 48"   | 2 | 4+ | 10 | -3 | D6 |
| Marauder nose autocannons<br>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 |

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 ABILITIES

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.

MARAUDER DESTROYER [LEGENDS] -  
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375 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 10 | 2+ | 20 | 7+ | -  |

**AUFSTELLUNG**  
1x Marauder Destroyer [Legends]  
**Equipped with:** Assault cannon, Heavy bolter, Hellstrike missile rack, Marauder nose autocannons, Armoured hull

**KEYWORDS:** Vehicle, Titanic, Fly, Aircraft, Imperium, Marauder Destroyer, Frame  
**FACTION KEYWORDS:** Astra Militarum

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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

MEDUSA CARRIAGE BATTERY [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

125 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 4" | 7 | 4+ | 6 | 7+ | 2  |

AUFSTELLUNG

1x Medusa Carriage Battery [Legends]

Equipped with: Medusa siege cannon, Battery close combat weapons

KEYWORDS:

Vehicle, Infantry, Artillery, Imperium, Grenades, Regiment, Medusa Carriage Battery

FACTION KEYWORDS:

Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                             | RANGE | A  | BS | S  | AP | D |
|----------------------------------------------------|-------|----|----|----|----|---|
| Medusa siege cannon<br>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 |

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 ABILITIES

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).



MILITARUM TEMPESTUS COMMAND SQUAD

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85 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 1  |

**AUFSTELLUNG**  
4x Tempestus Scion oder Tempestus Scion w/ Regimental Standard oder Tempestus Scion w/ Master Vox oder Tempestus Scion w/ Medi-pack  
1x Tempestor Prime  
**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.

**KEYWORDS:** Militarum Tempestus, Imperium, Infantry, Character, Grenades, Command Squad, Leader  
**FACTION KEYWORDS:** Astra Militarum

⦿

RANGED WEAPONS

| WEAPON                                                | RANGE | A  | BS  | S | AP | D  |
|-------------------------------------------------------|-------|----|-----|---|----|----|
| Bolt pistol<br>PISTOL                                 | 12"   | 1  | 3+  | 4 | 0  | 1  |
| Flamer<br>IGNORES COVER, TORRENT                      | 12"   | D6 | N/A | 4 | 0  | 1  |
| Hot-shot lasgun<br>RAPID FIRE 1                       | 24"   | 1  | 3+  | 3 | -1 | 1  |
| Hot-shot laspistol<br>PISTOL                          | 12"   | 1  | 3+  | 3 | -1 | 1  |
| Hot-shot volley gun<br>RAPID FIRE 2                   | 30"   | 2  | 3+  | 4 | -1 | 1  |
| Meltagun<br>MELTA 2                                   | 12"   | 1  | 3+  | 9 | -4 | D6 |
| ➤ Grenade launcher - frag<br>BLAST                    | 24"   | D3 | 3+  | 4 | 0  | 1  |
| ➤ Grenade launcher - krak                             | 24"   | 1  | 3+  | 9 | -2 | D3 |
| ➤ Plasma gun - standard<br>RAPID FIRE 1               | 24"   | 1  | 3+  | 7 | -2 | 1  |
| ➤ Plasma gun - supercharge<br>RAPID FIRE 1, HAZARDOUS | 24"   | 1  | 3+  | 8 | -3 | 2  |
| ➤ Plasma pistol - standard<br>PISTOL                  | 12"   | 1  | 3+  | 7 | -2 | 1  |
| ➤ Plasma pistol - supercharge<br>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 |

ABILITIES

CORE - Leader

MILITARUM TEMPESTUS COMMAND SQUAD

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85 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 1  |

AUFSTELLUNG

4x Tempestus Scion oder Tempestus Scion w/ Regimental Standard oder Tempestus Scion w/ Master Vox oder Tempestus Scion w/ Medi-pack  
1x Tempestor Prime

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.

KEYWORDS: Militarum Tempestus, Imperium, Infantry, Character, Grenades, Command Squad, Leader

FACTION KEYWORDS: Astra Militarum

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.

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

WEAPON ABILITIES

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.

MILITARUM TEMPESTUS COMMAND SQUAD

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85 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 1  |

**AUFSTELLUNG**  
4x Tempestus Scion oder Tempestus Scion w/ Regimental Standard oder Tempestus Scion w/ Master Vox oder Tempestus Scion w/ Medi-pack  
1x Tempestor Prime  
**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.

**KEYWORDS:** Militarum Tempestus, Imperium, Infantry, Character, Grenades, Command Squad, Leader  
**FACTION KEYWORDS:** Astra Militarum

**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.

FACTION RULES

MILITARUM TEMPESTUS COMMAND SQUAD

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85 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 1  |

**AUFSTELLUNG**

4x Tempestus Scion oder Tempestus Scion w/ Regimental Standard oder Tempestus Scion w/ Master Vox oder Tempestus Scion w/ Medi-pack  
1x Tempestor Prime

**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.

**KEYWORDS:** Militarum Tempestus, Imperium, Infantry, Character, Grenades, Command Squad, Leader

**FACTION KEYWORDS:** Astra Militarum

**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.

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.

**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.

ORDERS

MILITARUM TEMPESTUS COMMAND SQUAD

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85 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 1  |

**AUFSTELLUNG**  
4x Tempestus Scion oder Tempestus Scion w/ Regimental Standard oder Tempestus Scion w/ Master Vox oder Tempestus Scion w/ Medi-pack  
1x Tempestor Prime  
**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.

**KEYWORDS:** Militarum Tempestus, Imperium, Infantry, Character, Grenades, Command Squad, Leader  
**FACTION KEYWORDS:** Astra Militarum

**Orders**  
This unit's Officer can issue 1 Order to a Regiment unit.



MINISTORUM PRIEST - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

35 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 6+ | 3 | 7+ | 1  |

INVULNERABLE  
SAVE



**AUFSTELLUNG**

1x Ministorum Priest

**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.

**KEYWORDS:** Imperium, Infantry, Character, Grenades, Ministorum Priest, Leader

**FACTION KEYWORDS:** Astra Militarum

**RANGED WEAPONS**

| WEAPON                                                       | RANGE | A  | BS  | S | AP | D |
|--------------------------------------------------------------|-------|----|-----|---|----|---|
| Holy pistol<br><small>PISTOL</small>                         | 12"   | 3  | 4+  | 4 | 0  | 1 |
| Zealot's vindicator<br><small>IGNORES COVER, TORRENT</small> | 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 |

**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 ABILITIES**

**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.

MINISTORUM PRIEST - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

35 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 6+ | 3 | 7+ | 1  |

INVULNERABLE  
SAVE



**AUFSTELLUNG**  
1x Ministorum Priest  
**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.

**KEYWORDS:** Imperium, Infantry, Character, Grenades, Ministorum Priest, Leader  
**FACTION KEYWORDS:** Astra Militarum

**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.

MINOTAUR [LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

225 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

**AUFSTELLUNG**  
1x Minotaur [Legends]  
**Equipped with:** Minotaur twin earthshaker cannon, Armoured tracks

**KEYWORDS:** Minotaur, Vehicle, Imperium, Squadron, Transport, Smoke, Artillery, Frame  
**FACTION KEYWORDS:** Astra Militarum

 **RANGED WEAPONS**

| WEAPON                                                                | RANGE | A    | BS | S | AP | D |
|-----------------------------------------------------------------------|-------|------|----|---|----|---|
| Minotaur twin earthshaker cannon<br>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 |

**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 ABILITIES**

- 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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



MUKAALI RIDERS [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

110 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 8" | 6 | 4+ | 5 | 7+ | 2  |

**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.

**KEYWORDS:** Mounted, Mukaali Riders, Imperium, Grenades, Regiment  
**FACTION KEYWORDS:** Astra Militarum

🔗 RANGED WEAPONS

| WEAPON                                                    | RANGE | A  | BS  | S | AP | D  |
|-----------------------------------------------------------|-------|----|-----|---|----|----|
| Flamer<br>IGNORES COVER, TORRENT                          | 12"   | D6 | N/A | 4 | 0  | 1  |
| Laspistol<br>PISTOL                                       | 12"   | 1  | 4+  | 3 | 0  | 1  |
| Meltagun<br>MELTA 2                                       | 12"   | 1  | 4+  | 9 | -4 | D6 |
| ➤ Grenade launcher - frag<br>BLAST                        | 24"   | D3 | 4+  | 4 | 0  | 1  |
| ➤ Grenade launcher - krak                                 | 24"   | 1  | 4+  | 9 | -2 | D3 |
| ➤ Plasma gun - standard<br>RAPID FIRE 1                   | 24"   | 1  | 4+  | 7 | -2 | 1  |
| ➤ Plasma gun - supercharge<br>HAZARDOUS, RAPID FIRE 1     | 24"   | 1  | 4+  | 8 | -3 | 2  |
| ➤ Plasma pistol - standard<br>RAPID FIRE 1                | 24"   | 1  | 4+  | 7 | -2 | 1  |
| ➤ Plasma pistol - supercharged<br>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<br>LANCE         | Melee | 3 | 4+ | 4 | 0  | 1 |
| Power weapon                   | Melee | 3 | 4+ | 4 | -2 | 1 |
| Stomping Feet<br>EXTRA ATTACKS | Melee | 2 | 4+ | 4 | 0  | 1 |

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 ABILITIES

MUKAALI RIDERS [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

110 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 8" | 6 | 4+ | 5 | 7+ | 2  |

**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.

**KEYWORDS:** Mounted, Mukaali Riders, Imperium, Grenades, Regiment  
**FACTION KEYWORDS:** Astra Militarum

- 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

MUKAALI RIDERS [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

110 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 8" | 6 | 4+ | 5 | 7+ | 2  |

**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.

**KEYWORDS:** Mounted, Mukaali Riders, Imperium, Grenades, Regiment

**FACTION KEYWORDS:** Astra Militarum

**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.



MUNITORUM SERVITORS [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

35 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 8+ | 0  |

INVULNERABLE  
SAVE



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.

**KEYWORDS:** Munitorum Servitors, Imperium, Infantry

**FACTION KEYWORDS:** Astra Militarum

RANGED WEAPONS

| WEAPON                                                                  | RANGE | A  | BS | S | AP | D  |
|-------------------------------------------------------------------------|-------|----|----|---|----|----|
| Heavy bolter<br><small>HEAVY, SUSTAINED HITS 1</small>                  | 36"   | 3  | 6+ | 5 | -1 | 2  |
| Multi-melta<br><small>HEAVY, MELTA 2</small>                            | 18"   | 2  | 6+ | 9 | -4 | D6 |
| ► Plasma cannon - standard<br><small>BLAST, HEAVY</small>               | 36"   | D3 | 6+ | 7 | -2 | 1  |
| ► Plasma cannon - supercharge<br><small>BLAST, HAZARDOUS, HEAVY</small> | 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 |

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 ABILITIES

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.

MUNITORUM SERVITORS [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

35 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 8+ | 0  |

INVULNERABLE  
SAVE



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.

**KEYWORDS:** Munitorum Servitors, Imperium, Infantry

**FACTION KEYWORDS:** Astra Militarum

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).*

NORK DEDDOG - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 6 | 4+ | 6 | 7+ | 1  |

|                                                                               |                                                                                                                                                      |
|-------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Nork Deddog<br>Equipped with: Ripper gun, Huge knife | <b>KEYWORDS:</b> Nork Deddog, Imperium, Epic Hero, Infantry, Ogryn, Loyal Protector, Character, Grenades<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|-------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|

RANGED WEAPONS

| WEAPON                     | RANGE | A | BS | S | AP | D |
|----------------------------|-------|---|----|---|----|---|
| Ripper gun<br>RAPID FIRE 3 | 18"   | 3 | 3+ | 5 | -1 | 2 |

MELEE WEAPONS

| WEAPON                           | RANGE | A | WS | S | AP | D |
|----------------------------------|-------|---|----|---|----|---|
| Huge knife<br>DEVASTATING WOUNDS | Melee | 6 | 2+ | 8 | -1 | 2 |

ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Loyal Protector</b><br>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.<br><br>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.<br><br>This model cannot be selected as your Warlord. |
| <b>Ogryn Bodyguard</b><br>While one or more Officer models are in the same unit as this model, those Officer models have the Feel No Pain 4+ ability                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Thunderous Head-butt</b><br>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 ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Devastating Wounds</b><br>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.<br><br>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.<br><br><i>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.</i> |
| <b>Rapid Fire</b><br>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.<br><br><i>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).</i>                                                                                                                                                                                                                                                                                                                                                                           |

CORE RULES

NORK DEDDOG - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 6 | 4+ | 6 | 7+ | 1  |

**AUFSTELLUNG**  
1x Nork Deddog  
**Equipped with:** Ripper gun, Huge knife

**KEYWORDS:** Nork Deddog, Imperium, Epic Hero, Infantry, Ogryn, Loyal Protector, Character, Grenades  
**FACTION KEYWORDS:** Astra Militarum

**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.

OGRYN BODYGUARD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

40 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 6 | 5+ | 6 | 7+ | 1  |

**AUFSTELLUNG**  
1x Ogryn Bodyguard  
**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.

**KEYWORDS:** Bodyguard, Imperium, Infantry, Grenades, Loyal Protector, Ogryn, Character  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                     | RANGE | A  | BS | S | AP | D |
|--------------------------------------------|-------|----|----|---|----|---|
| Grenadier gauntlet<br><small>BLAST</small> | 18"   | D6 | 4+ | 4 | 0  | 1 |
| Ripper gun<br><small>RAPID FIRE 3</small>  | 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 |

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 ABILITIES

**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).*

OGRYN BODYGUARD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

40 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 6 | 5+ | 6 | 7+ | 1  |

**AUFSTELLUNG**  
1x Ogryn Bodyguard  
**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.

**KEYWORDS:** Bodyguard, Imperium, Infantry, Grenades, Loyal Protector, Ogryn, Character  
**FACTION KEYWORDS:** Astra Militarum

**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.

OGRYN SQUAD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

60–120 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 6 | 5+ | 3 | 7+ | 1  |

|                                                                                                                                                                                                                                                                          |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>AUFSTELLUNG</div><div>2-5x Ogryn<br/>1x Ogryn Bone 'ead<br/>Equipped with: Ripper gun</div></div> <div><div>KEYWORDS:</div><div>Ogryn Squad, Imperium, Infantry, Grenades, Ogryn</div></div> <div><div>FACTION KEYWORDS:</div><div>Astra Militarum</div></div> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

⦿ RANGED WEAPONS

| WEAPON                     | RANGE | A | BS | S | AP | D |
|----------------------------|-------|---|----|---|----|---|
| Ripper gun<br>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 |

ABILITIES

|                                                                                                                                                                                                                       |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Point-blank Barrage</div><div>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.</div></div> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Rapid Fire</div><div>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.<br/><i>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).</i></div></div> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

CORE RULES

|                                                                                                                                                                                                            |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Feel No Pain 6+</div><div>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.</div></div> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



PRAETOR [LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

275 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

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.

KEYWORDS: Vehicle, Imperium, Squadron, Smoke, Praetor, Frame

FACTION KEYWORDS: Astra Militarum

◉ RANGED WEAPONS

| WEAPON                                                                                          | RANGE | A    | BS | S | AP | D |
|-------------------------------------------------------------------------------------------------|-------|------|----|---|----|---|
| Heavy bolter<br>SUSTAINED HITS 1                                                                | 36"   | 3    | 4+ | 5 | -1 | 2 |
| Heavy stubber<br>RAPID FIRE 3                                                                   | 36"   | 3    | 4+ | 4 | 0  | 1 |
| Storm bolter<br>RAPID FIRE 2                                                                    | 24"   | 2    | 4+ | 4 | 0  | 1 |
| ► Praetor launcher - firestorm<br>BLAST, HEAVY, IGNORES COVER, INDIRECT FIRE                    | 120"  | 2D6  | 4+ | 6 | -1 | 2 |
| ► Praetor launcher - foehammer<br>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 |

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 ABILITIES

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.

PRAETOR [LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

275 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 18 | 7+ | 5  |

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.

KEYWORDS: Vehicle, Imperium, Squadron, Smoke, Praetor, Frame

FACTION KEYWORDS: Astra Militarum

- 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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

PRIMARIS PSYKER - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 7+ | 1  |

**AUFSTELLUNG**  
1x Primaris Psyker  
**Equipped with:** Laspistol, ► Psychic maelstrom - focused witchfire, ► Psychic maelstrom - witchfire, Force weapon

**KEYWORDS:** Primaris Psyker, Imperium, Character, Infantry, Psyker, Leader  
**FACTION KEYWORDS:** Astra Militarum

⚙ RANGED WEAPONS

| WEAPON                                                                                   | RANGE | A    | BS | S | AP | D |
|------------------------------------------------------------------------------------------|-------|------|----|---|----|---|
| Laspistol<br>PISTOL                                                                      | 12"   | 1    | 3+ | 3 | 0  | 1 |
| ► Psychic maelstrom - focused witchfire<br>BLAST, DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC | 18"   | D6+1 | 3+ | 6 | -2 | 2 |
| ► Psychic maelstrom - witchfire<br>BLAST, DEVASTATING WOUNDS, PSYCHIC                    | 18"   | D6   | 3+ | 5 | -2 | 1 |

⚔ MELEE WEAPONS

| WEAPON                  | RANGE | A | WS | S | AP | D  |
|-------------------------|-------|---|----|---|----|----|
| Force weapon<br>PSYCHIC | Melee | 3 | 4+ | 6 | -1 | D3 |

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 ABILITIES

**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).*

PRIMARIS PSYKER - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

60 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 3 | 7+ | 1  |

AUFSTELLUNG

1x Primaris Psyker

Equipped with: Laspistol, ➤ Psychic maelstrom - focused witchfire, ➤ Psychic maelstrom - witchfire, Force weapon

KEYWORDS: Primaris Psyker, Imperium, Character, Infantry, Psyker, Leader

FACTION KEYWORDS: Astra Militarum

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.

PROVISIONALLY PREPARED [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

40 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 2 | 6+ | 2 | 8+ | 2  |

**AUFSTELLUNG**  
1x Provisionally Prepared [Legends]  
**Equipped with:** Sniper rifle, Close combat weapons

**KEYWORDS:** Imperium, Infantry, Character, Epic Hero, Grenades, Provisionally Prepared, Leader  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                          | RANGE | A | BS | S | AP | D |
|-------------------------------------------------|-------|---|----|---|----|---|
| Sniper rifle<br><small>HEAVY, PRECISION</small> | 36"   | 1 | 3+ | 4 | -2 | 2 |

✂ MELEE WEAPONS

| WEAPON               | RANGE | A | WS | S | AP | D |
|----------------------|-------|---|----|---|----|---|
| Close combat weapons | Melee | 2 | 5+ | 2 | 0  | 1 |

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 ABILITIES

**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).



QUARTERMASTER CADRE SQUAD

[LEGENDS] - IMPERIUM - ASTRA MILITARUM

- LIBRARY

45 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 3 | 7+ | 1  |

AUFSTELLUNG

1x Quartermaster Revenant  
4x Medicae Servitors

Equipped with: Quartermaster's pistol, Medical scalpels,  
Quartermaster's close combat weapon

KEYWORDS:

Character, Infantry, Imperium, Grenades, Regiment,  
Quartermaster Cadre Squad, Krieg, Leader

FACTION KEYWORDS:

Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                           | RANGE | A | BS | S | AP | D |
|----------------------------------|-------|---|----|---|----|---|
| Quartermaster's pistol<br>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 |

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 ABILITIES

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.



# RAPIER LASER DESTROYER BATTERY

## [LEGENDS] - IMPERIUM - ASTRA MILITARUM - LIBRARY

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 4 | 4+ | 3 | 7+ | 1  |

|                                                                                                                 |                                                                                                                                                |
|-----------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1-3x Rapier Laser Destroyer<br><b>Equipped with:</b> Laser destroyer, Close combat weapon | <b>KEYWORDS:</b> Infantry, Artillery, Grenades, Regiment, Imperium, Rapier Laser Destroyer Battery<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|-----------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|

### ⦿ RANGED WEAPONS

| WEAPON                                               | RANGE | A | BS | S  | AP | D    |
|------------------------------------------------------|-------|---|----|----|----|------|
| Laser destroyer<br><small>HEAVY, TWIN-LINKED</small> | 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 |

### ABILITIES

|                                                                                                                                                                                                          |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Powerful Volley</b><br>While this unit is being affected by an Order, provided it Remained Stationary this turn, <b>Heavy</b> weapons equipped by models in this unit have the [LETHAL HITS] ability. |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

### WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Heavy</b><br>In your Shooting phase, each time an attack is made with a <b>[HEAVY]</b> weapon, add 1 to the hit roll if all of the following apply to the attacking unit:<br>- That unit is unengaged.<br>- That unit was not set up on the battlefield this turn.<br>- No model in that unit has moved more than 3" this turn. |
| <b>Twin-linked</b><br>Each time an attack is made with a <b>[TWIN-LINKED]</b> weapon, you can re-roll the wound roll.                                                                                                                                                                                                              |



RATLINGS - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

60–100 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 2 | 6+ | 1 | 8+ | 1  |

|                                                                                                                                                      |                                                                                           |
|------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>5-10x Ratlings oder Ratling w/ tankstopper rifle<br><b>Equipped with:</b> Sniper rifle, Tankstopper rifle, Close combat weapon | <b>KEYWORDS:</b> Imperium, Infantry, Ratlings<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|

 **RANGED WEAPONS**

| WEAPON                                          | RANGE | A | BS | S | AP | D  |
|-------------------------------------------------|-------|---|----|---|----|----|
| Sniper rifle<br><small>HEAVY, PRECISION</small> | 36"   | 1 | 3+ | 4 | -2 | 2  |
| Tankstopper rifle<br><small>HEAVY</small>       | 36"   | 1 | 3+ | 9 | -3 | D6 |

 **MELEE WEAPONS**

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Close combat weapon | Melee | 1 | 5+ | 2 | 0  | 1 |
| Close combat weapon | Melee | 1 | 5+ | 2 | 0  | 1 |

**ABILITIES**

|                                                                                                                                                                                                                                                                                                                                                                     |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Demolition Gear</b><br>The bearer's unit has the Grenades keyword.                                                                                                                                                                                                                                                                                               |
| <b>Ratling Battlemutt</b><br>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 <b>[LETHAL HITS]</b> ability.<br><br>Designer's Note: *Place a Ratling Battlemutt token next to the unit, removing it once this ability has been used.* |
| <b>Shoot Sharp and Scarper</b><br>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 ABILITIES**

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Heavy</b><br>In your Shooting phase, each time an attack is made with a <b>[HEAVY]</b> weapon, add 1 to the hit roll if all of the following apply to the attacking unit:<br>- That unit is unengaged.<br>- That unit was not set up on the battlefield this turn.<br>- No model in that unit has moved more than 3" this turn.                                                                                                                                                                                                         |
| <b>Lethal Hits</b><br>Each time an attack made with a <b>[LETHAL HITS]</b> weapon results in a critical hit, you can choose for that attack to automatically wound the target.<br><i>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].</i>                                                                          |
| <b>Precision</b><br>While resolving attacks made with one or more <b>[PRECISION]</b> 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**

|                                                                                                                                                                                                                               |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Infiltrators</b><br>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. |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

RATLINGS - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

60–100 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 2 | 6+ | 1 | 8+ | 1  |

AUFSTELLUNG

5-10x Ratlings oder Ratling w/ tankstopper rifle

Equipped with: Sniper rifle, Tankstopper rifle, Close combat weapon

KEYWORDS: Imperium, Infantry, Ratlings

FACTION KEYWORDS: Astra Militarum

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).

REGIMENTAL ATTACHÉS [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

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  |

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

Astropath **KEYWORDS:** Psyker  
**KEYWORDS:** Regimental Attachés, Imperium, Infantry  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON              | RANGE | A | BS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Laspistol<br>PISTOL | 12"   | 1 | 4+ | 3 | 0  | 1 |

✂ MELEE WEAPONS

| WEAPON                       | RANGE | A | WS | S | AP | D  |
|------------------------------|-------|---|----|---|----|----|
| Astropath's stave<br>PSYCHIC | Melee | 1 | 4+ | 6 | -1 | D3 |
| Close combat weapon          | Melee | 1 | 4+ | 3 | 0  | 1  |

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.

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 ABILITIES

REGIMENTAL ATTACHÉS [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

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  |

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

Astropath **KEYWORDS:** Psyker  
**KEYWORDS:** Regimental Attachés, Imperium, Infantry  
**FACTION KEYWORDS:** Astra Militarum

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).*

REIN AND RAUS [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

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  |

AUFSTELLUNG

1x Rein - Equipped with: Stub Pistol, Sniper rifle, Close Combat Weapon  
1x Raus - Equipped with: Stub Pistol, Close Combat Weapon, Demolition Charge

**KEYWORDS:** Epic Hero, Infantry, Imperium, Character, Rein and Raus  
**FACTION KEYWORDS:** Astra Militarum

 RANGED WEAPONS

| WEAPON                                                         | RANGE | A    | BS | S  | AP | D |
|----------------------------------------------------------------|-------|------|----|----|----|---|
| Demolition Charge<br><small>BLAST, HAZARDOUS, ONE SHOT</small> | 6"    | D6+3 | 4+ | 12 | -2 | 2 |
| Sniper rifle<br><small>HEAVY, PRECISION</small>                | 36"   | 1    | 3+ | 4  | -2 | 2 |
| Stub Pistol<br><small>PISTOL</small>                           | 12"   | 1    | 3+ | 4  | 0  | 1 |

 MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Close Combat Weapon | Melee | 1 | 5+ | 2 | 0  | 1 |
| Close Combat Weapon | Melee | 1 | 5+ | 2 | 0  | 1 |

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 ABILITIES

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.

REIN AND RAUS [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

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  |

AUFSTELLUNG

1x Rein - Equipped with: Stub Pistol, Sniper rifle, Close Combat Weapon  
1x Raus - Equipped with: Stub Pistol, Close Combat Weapon, Demolition Charge

**KEYWORDS:** Epic Hero, Infantry, Imperium, Character, Rein and Raus  
**FACTION KEYWORDS:** Astra Militarum

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).

ROGAL DORN BATTLE TANK - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

260 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 12 | 2+ | 18 | 7+ | 5  |

**AUFSTELLUNG**  
1x Rogal Dorn Battle Tank  
**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.

**KEYWORDS:** Rogal Dorn Battle Tank, Imperium, Vehicle, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ 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<br><small>SUSTAINED HITS 1</small>         | 36"   | 3    | 4+ | 5  | -1 | 2  |
| Heavy stubber<br><small>RAPID FIRE 3</small>            | 36"   | 3    | 4+ | 4  | 0  | 1  |
| Meltagun<br><small>MELTA 2</small>                      | 12"   | 1    | 4+ | 9  | -4 | D6 |
| Multi-melta<br><small>MELTA 2</small>                   | 18"   | 2    | 4+ | 9  | -4 | D6 |
| Oppressor cannon<br><small>BLAST</small>                | 72"   | D6+3 | 4+ | 12 | -2 | 3  |
| Pulveriser cannon<br><small>BLAST</small>               | 24"   | D6   | 4+ | 9  | -3 | 3  |
| Twin battle cannon<br><small>BLAST, TWIN-LINKED</small> | 48"   | D6+3 | 4+ | 10 | -1 | 3  |

✂ MELEE WEAPONS

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

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.

WEAPON ABILITIES

**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).*

ROGAL DORN BATTLE TANK - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

260 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 12 | 2+ | 18 | 7+ | 5  |

**AUFSTELLUNG**  
1x Rogal Dorn Battle Tank  
**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.

**KEYWORDS:** Rogal Dorn Battle Tank, Imperium, Vehicle, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

ROGAL DORN COMMANDER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

290 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 12 | 2+ | 18 | 7+ | 5  |

**AUFSTELLUNG**  
1x Rogal Dorn Commander  
**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.

**KEYWORDS:** Imperium, Vehicle, Squadron, Smoke, Rogal Dorn Commander, Character, Officer, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ 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<br><small>SUSTAINED HITS 1</small>         | 36"   | 3    | 4+ | 5  | -1 | 2  |
| Heavy stubber<br><small>RAPID FIRE 3</small>            | 36"   | 3    | 4+ | 4  | 0  | 1  |
| Meltagun<br><small>MELTA 2</small>                      | 12"   | 1    | 4+ | 9  | -4 | D6 |
| Multi-melta<br><small>MELTA 2</small>                   | 18"   | 2    | 4+ | 9  | -4 | D6 |
| Oppressor cannon<br><small>BLAST</small>                | 72"   | D6+3 | 4+ | 12 | -2 | 3  |
| Pulveriser cannon<br><small>BLAST</small>               | 24"   | D6   | 4+ | 9  | -3 | 3  |
| Twin battle cannon<br><small>BLAST, TWIN-LINKED</small> | 48"   | D6+3 | 4+ | 10 | -1 | 3  |

✂ MELEE WEAPONS

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

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

WEAPON ABILITIES

ROGAL DORN COMMANDER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

290 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 12 | 2+ | 18 | 7+ | 5  |

AUFSTELLUNG

1x Rogal Dorn Commander

**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.

**KEYWORDS:** Imperium, Vehicle, Squadron, Smoke, Rogal Dorn Commander, Character, Officer, Frame

**FACTION KEYWORDS:** Astra Militarum

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.

FACTION RULES

ROGAL DORN COMMANDER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

290 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 12 | 2+ | 18 | 7+ | 5  |

**AUFSTELLUNG**  
1x Rogal Dorn Commander  
**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.

**KEYWORDS:** Imperium, Vehicle, Squadron, Smoke, Rogal Dorn Commander, Character, Officer, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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.

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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

ORDERS

**Orders**

This Officer can issue 2 Orders to Squadron units.



# SABRE WEAPONS BATTERY [LEGENDS] - IMPERIUM - ASTRA MILITARUM - LIBRARY

## SABRE GUN PLATFORM

| M | T | Sv | W | LD | OC |
|---|---|----|---|----|----|
| - | 4 | 4+ | 4 | 7  | 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.

**KEYWORDS:** Fortification, Imperium, Artillery, Sabre Weapons Battery

**FACTION KEYWORDS:** Astra Militarum

## RANGED WEAPONS

| WEAPON                                                            | RANGE | A | BS | S  | AP | D    |
|-------------------------------------------------------------------|-------|---|----|----|----|------|
| Twin autocannon<br><small>TWIN-LINKED</small>                     | 48"   | 2 | 4+ | 9  | -1 | 3    |
| Twin heavy bolter<br><small>SUSTAINED HITS 1, TWIN-LINKED</small> | 36"   | 3 | 4+ | 5  | -1 | 2    |
| Twin heavy stubber<br><small>RAPID FIRE 3, TWIN-LINKED</small>    | 36"   | 3 | 4+ | 4  | 0  | 1    |
| Twin lascannon<br><small>TWIN-LINKED</small>                      | 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 |

## 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 ABILITIES

### 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).*

# SABRE WEAPONS BATTERY [LEGENDS] - IMPERIUM - ASTRA MILITARUM - LIBRARY

## SABRE GUN PLATFORM

| M | T | Sv | W | LD | OC |
|---|---|----|---|----|----|
| - | 4 | 4+ | 4 | 7  | 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.

**KEYWORDS:** Fortification, Imperium, Artillery, Sabre Weapons Battery

**FACTION KEYWORDS:** Astra Militarum

### Twin-linked

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

SALAMANDER COMMAND VEHICLE  
[LEGENDS] - IMPERIUM - ASTRA MILITARUM  
- LIBRARY

80 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 8 | 3+ | 10 | 7+ | 3  |

**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.

**KEYWORDS:** Salamander Command Vehicle, Vehicle, Imperium, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

 RANGED WEAPONS

| WEAPON                                                | RANGE | A  | BS  | S  | AP | D  |
|-------------------------------------------------------|-------|----|-----|----|----|----|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>       | 36"   | 3  | 4+  | 5  | -1 | 2  |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small> | 12"   | D6 | N/A | 5  | -1 | 1  |
| Heavy stubber<br><small>RAPID FIRE 3</small>          | 36"   | 3  | 4+  | 4  | 0  | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>      | 48"   | 1  | 4+  | 14 | -3 | D6 |
| Storm bolter<br><small>RAPID FIRE 2</small>           | 24"   | 2  | 4+  | 4  | 0  | 1  |

 MELEE WEAPONS

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

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

WEAPON ABILITIES

**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).*

SALAMANDER COMMAND VEHICLE  
[LEGENDS] - IMPERIUM - ASTRA MILITARUM  
- LIBRARY

80 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 8 | 3+ | 10 | 7+ | 3  |

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.

KEYWORDS: Salamander Command Vehicle, Vehicle, Imperium, Squadron, Smoke, Frame

FACTION KEYWORDS: Astra Militarum

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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

SALAMANDER SCOUT VEHICLE [LEGENDS]  
- IMPERIUM - ASTRA MILITARUM - LIBRARY 95 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 8 | 3+ | 10 | 7+ | 3  |

**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.

**KEYWORDS:** Salamander Scout Vehicle, Vehicle, Smoke, Imperium, Squadron, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                           | RANGE | A | BS | S  | AP | D  |
|--------------------------------------------------|-------|---|----|----|----|----|
| Autocannon                                       | 48"   | 2 | 4+ | 9  | -1 | 3  |
| Heavy bolter<br><small>SUSTAINED HITS 1</small>  | 36"   | 3 | 4+ | 5  | -1 | 2  |
| Heavy stubber<br><small>RAPID FIRE 3</small>     | 36"   | 3 | 4+ | 4  | 0  | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small> | 48"   | 1 | 4+ | 14 | -3 | D6 |
| Storm bolter<br><small>RAPID FIRE 2</small>      | 24"   | 2 | 4+ | 4  | 0  | 1  |

⚔ MELEE WEAPONS

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

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 ABILITIES

**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

SALAMANDER SCOUT VEHICLE [LEGENDS]  
- IMPERIUM - ASTRA MILITARUM - LIBRARY

95 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 8 | 3+ | 10 | 7+ | 3  |

**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.

**KEYWORDS:** Salamander Scout Vehicle, Vehicle, Smoke, Imperium, Squadron, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**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.

SCOUT SENTINELS - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

55–100 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 7 | 3+ | 7 | 7+ | 2  |

**AUFSTELLUNG**  
1-2x Scout Sentinel  
**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.

**KEYWORDS:** Scout Sentinels, Imperium, Vehicle, Walker, Regiment, Squadron, Smoke  
**FACTION KEYWORDS:** Astra Militarum

🔫 RANGED WEAPONS

| WEAPON                                                           | RANGE | A  | BS  | S  | AP | D    |
|------------------------------------------------------------------|-------|----|-----|----|----|------|
| Autocannon                                                       | 48"   | 2  | 4+  | 9  | -1 | 3    |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>            | 12"   | D6 | N/A | 5  | -1 | 1    |
| Hunter-killer missile<br><small>ONE SHOT</small>                 | 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<br><small>BLAST, HEAVY</small>         | 48"   | D6 | 4+  | 4  | 0  | 1    |
| ➤ Missile launcher - krak<br><small>HEAVY</small>                | 48"   | 1  | 4+  | 9  | -2 | D6   |
| ➤ Plasma cannon - standard<br><small>BLAST</small>               | 36"   | D3 | 4+  | 7  | -2 | 1    |
| ➤ Plasma cannon - supercharge<br><small>BLAST, HAZARDOUS</small> | 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 |

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.

WEAPON ABILITIES

SCOUT SENTINELS - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

55–100 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 7 | 3+ | 7 | 7+ | 2  |

AUFSTELLUNG

1-2x Scout Sentinel

**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.

**KEYWORDS:** Scout Sentinels, Imperium, Vehicle, Walker, Regiment, Squadron, Smoke

**FACTION KEYWORDS:** Astra Militarum

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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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.

SENTINEL COMMANDER [CRUCIBLE] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

75 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 7 | 3+ | 7 | 7+ | 2  |

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.

KEYWORDS:

Character, Crucible, Imperium, Officer, Vehicle, Walker, Smoke, Sentinel Commander

FACTION KEYWORDS:

Astra Militarum

⚔ RANGED WEAPONS

| WEAPON                                        | RANGE | A  | BS  | S  | AP | D    |
|-----------------------------------------------|-------|----|-----|----|----|------|
| Autocannon                                    | 48"   | 2  | 3+  | 9  | -1 | 3    |
| Autogun                                       | 24"   | 2  | 3+  | 3  | 0  | 1    |
| Autopistol<br>PISTOL                          | 12"   | 1  | 3+  | 3  | 0  | 1    |
| Bolt pistol<br>PISTOL                         | 12"   | 1  | 3+  | 4  | 0  | 1    |
| Boltgun<br>RAPID FIRE 1                       | 24"   | 1  | 3+  | 4  | 0  | 1    |
| Combat shotgun<br>ASSAULT                     | 12"   | 2  | 3+  | 4  | 0  | 1    |
| Grenadier gauntlet<br>BLAST                   | 18"   | D6 | 3+  | 4  | 0  | 1    |
| Hand flamer<br>IGNORES COVER, PISTOL, TORRENT | 12"   | D6 | N/A | 3  | 0  | 1    |
| Heavy flamer<br>IGNORES COVER, TORRENT        | 12"   | D6 | N/A | 5  | -1 | 1    |
| Lascannon                                     | 48"   | 1  | 3+  | 12 | -3 | D6+1 |
| Lascarbine<br>ASSAULT                         | 18"   | 2  | 3+  | 3  | 0  | 1    |
| Lasgun<br>RAPID FIRE 1                        | 24"   | 1  | 3+  | 3  | 0  | 1    |
| Laspistol<br>PISTOL                           | 12"   | 1  | 3+  | 3  | 0  | 1    |
| Multi-laser                                   | 36"   | 4  | 3+  | 6  | 0  | 1    |
| Ripper gun<br>RAPID FIRE 3                    | 18"   | 3  | 3+  | 5  | -1 | 2    |

SENTINEL COMMANDER [CRUCIBLE] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

75 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 7 | 3+ | 7 | 7+ | 2  |

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.

KEYWORDS:

Character, Crucible, Imperium, Officer, Vehicle, Walker, Smoke, Sentinel Commander

FACTION KEYWORDS:

Astra Militarum

|                                                    |     |    |     |   |    |    |
|----------------------------------------------------|-----|----|-----|---|----|----|
| Zealot's vindicator<br>IGNORES COVER, TORRENT      | 12" | D6 | N/A | 5 | 0  | 1  |
| ➤ Missile launcher - frag<br>BLAST, HEAVY          | 48" | D6 | 3+  | 4 | 0  | 1  |
| ➤ Missile launcher - krak<br>HEAVY                 | 48" | 1  | 3+  | 9 | -2 | D6 |
| ➤ Plasma cannon - standard<br>BLAST                | 36" | D3 | 3+  | 7 | -2 | 1  |
| ➤ Plasma cannon - supercharge<br>BLAST, HAZARDOUS  | 36" | D3 | 3+  | 8 | -3 | 2  |
| ➤ Plasma pistol - standard<br>PISTOL               | 12" | 1  | 3+  | 7 | -2 | 1  |
| ➤ Plasma pistol - supercharge<br>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<br>LANCE | Melee | D6 | 3+ | 4 | 0  | 1 |
| Goad lance<br>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 COMMANDER [CRUCIBLE] -  
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75 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 7 | 3+ | 7 | 7+ | 2  |

**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.

**KEYWORDS:** Character, Crucible, Imperium, Officer, Vehicle, Walker, Smoke, Sentinel Commander  
**FACTION KEYWORDS:** Astra Militarum

|                                      |       |    |    |   |    |    |
|--------------------------------------|-------|----|----|---|----|----|
| Sentinel chainsaw                    | Melee | 3  | 3+ | 6 | -1 | 1  |
| Zealot's vindicator                  | Melee | 4  | 3+ | 5 | -1 | 2  |
| ➤ Hunting lance - frag tip<br>LANCE  | Melee | D6 | 3+ | 4 | 0  | 1  |
| ➤ Hunting lance - melta tip<br>LANCE | Melee | 1  | 3+ | 9 | -4 | D6 |

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.

SENTINEL COMMANDER [CRUCIBLE] -  
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75 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 7 | 3+ | 7 | 7+ | 2  |

**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.

**KEYWORDS:** Character, Crucible, Imperium, Officer, Vehicle, Walker, Smoke, Sentinel Commander  
**FACTION KEYWORDS:** Astra Militarum

**Leader**  
This model can be attached to the following units:

- Armoured Sentinels
- Scout Sentinels\*

WEAPON ABILITIES

**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.

SENTINEL COMMANDER [CRUCIBLE] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

75 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 7 | 3+ | 7 | 7+ | 2  |

**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.

**KEYWORDS:** Character, Crucible, Imperium, Officer, Vehicle, Walker, Smoke, Sentinel Commander  
**FACTION KEYWORDS:** Astra Militarum

**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.

FACTION RULES

**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.

SENTINEL COMMANDER [CRUCIBLE] -  
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75 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 10" | 7 | 3+ | 7 | 7+ | 2  |

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.

KEYWORDS:

Character, Crucible, Imperium, Officer, Vehicle, Walker, Smoke, Sentinel Commander

FACTION KEYWORDS:

Astra Militarum

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").

Example:

An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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 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.

ORDERS

Orders

This Officer can issue up to 1 Order to Squadron units.

SENTINEL POWERLIFTER [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

55 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 8" | 7 | 3+ | 6 | 7+ | 2  |

**AUFSTELLUNG**  
1x Sentinel Powerlifter [Legends]  
Equipped with: Powerlifter

**KEYWORDS:** Vehicle, Walker, Imperium, Regiment, Squadron, Smoke, Sentinel Powerlifter, Frame  
**FACTION KEYWORDS:** Astra Militarum

⌘ MELEE WEAPONS

| WEAPON      | RANGE | A | WS | S  | AP | D  |
|-------------|-------|---|----|----|----|----|
| Powerlifter | Melee | 3 | 4+ | 10 | -2 | D3 |

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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



SERGEANT HARKER [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

40 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 4 | 5+ | 3 | 7+ | 1  |

|                                                                                                          |                                                                                                                                                   |
|----------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Sergeant Harker [Legends]<br><b>Equipped with:</b> Payback, Close combat weapon | <b>KEYWORDS:</b> Sergeant Harker, Imperium, Grenades, Officer, Character, Epic Hero, Infantry, Leader<br><b>FACTION KEYWORDS:</b> Astra Militarum |
|----------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|

🎯 RANGED WEAPONS

| WEAPON                      | RANGE | A | BS | S | AP | D |
|-----------------------------|-------|---|----|---|----|---|
| Payback<br>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 |

ABILITIES

CORE - Leader

|                                                                                                                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Harker's Hellraisers</b><br>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.                                                                                                      |
| <b>Payback Time</b><br>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 <b>[SUSTAINED HITS 3]</b> ability instead of the <b>[SUSTAINED HITS 1]</b> ability. |
| <b>Leader</b><br>This model can be attached to the following unit:<br>- CATACHAN JUNGLE FIGHTERS                                                                                                                                                                                                 |

WEAPON ABILITIES

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

FACTION RULES

SERGEANT HARKER [LEGENDS] -  
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40 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 4 | 5+ | 3 | 7+ | 1  |

**AUFSTELLUNG**  
1x Sergeant Harker [Legends]  
**Equipped with:** Payback, Close combat weapon

**KEYWORDS:** Sergeant Harker, Imperium, Grenades, Officer, Character, Epic Hero, Infantry, Leader  
**FACTION KEYWORDS:** Astra Militarum

**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.

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.

ORDERS

**Orders**  
This Officer can issue 1 Order to a Catachan Jungle Fighters unit

SHADOWSWORD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

375 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Shadowsword  
**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.

**KEYWORDS:** Shadowsword, Imperium, Smoke, Vehicle, Titanic, Frame  
**FACTION KEYWORDS:** Astra Militarum

 RANGED WEAPONS

| WEAPON                                                                  | RANGE | A    | BS  | S  | AP | D    |
|-------------------------------------------------------------------------|-------|------|-----|----|----|------|
| Lascannon                                                               | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Twin heavy bolter<br><small>SUSTAINED HITS 1, TWIN-LINKED</small>       | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Twin heavy flamer<br><small>IGNORES COVER, TORRENT, TWIN-LINKED</small> | 12"   | D6   | N/A | 5  | -1 | 1    |
| Volcano cannon<br><small>BLAST, HEAVY</small>                           | 96"   | D3+1 | 4+  | 24 | -5 | 12   |

 MELEE WEAPONS

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

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 ABILITIES

**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.*

SHADOWSWORD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

375 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Shadowsword  
**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.

**KEYWORDS:** Shadowsword, Imperium, Smoke, Vehicle, Titanic, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

# SHOCK TROOPER - IMPERIUM - ASTRA MILITARUM - LIBRARY

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

|                                                                                             |                                                  |
|---------------------------------------------------------------------------------------------|--------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Shock Trooper<br><b>Equipped with:</b> Lasgun, Close combat weapon | <b>KEYWORDS:</b> -<br><b>FACTION KEYWORDS:</b> - |
|---------------------------------------------------------------------------------------------|--------------------------------------------------|

## ⚙️ RANGED WEAPONS

| WEAPON                 | RANGE | A | BS | S | AP | D |
|------------------------|-------|---|----|---|----|---|
| Lasgun<br>RAPID FIRE 1 | 24"   | 1 | 4+ | 3 | 0  | 1 |

## ⚔️ MELEE WEAPONS

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

## WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Rapid Fire</b><br>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.<br><i>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).</i> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



# SHOCK TROOPER SERGEANT - IMPERIUM - ASTRA MILITARUM - LIBRARY

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

|                                                                                                                                                                                                                                                                                                                         |                                                            |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Shock Trooper Sergeant<br><b>Equipped with:</b> Bolt pistol, Laspistol, Sergeant's autogun, Chainsword, Close combat weapon<br><b>Wargear Options:</b><br>■ This model can replace its Laspistol and chainsword with Bolt pistol and chainsword or Sergeant's autogun and close combat weapon. | <b>KEYWORDS:</b> -<br><b>FACTION</b><br><b>KEYWORDS:</b> - |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------|

## ⦿ RANGED WEAPONS

| WEAPON                | RANGE | A | BS | S | AP | D |
|-----------------------|-------|---|----|---|----|---|
| Bolt pistol<br>PISTOL | 12"   | 1 | 4+ | 4 | 0  | 1 |
| Laspistol<br>PISTOL   | 12"   | 1 | 4+ | 3 | 0  | 1 |
| Sergeant's autogun    | 24"   | 2 | 4+ | 3 | 0  | 1 |

## ⌘ 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 |

## WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Pistol</b><br>[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.<br>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:<br>- One or more of its [CLOSE-QUARTERS] weapons.<br>- One or more of its other ranged weapons. |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



# SHOCK TROOPER W/ VOX CASTER - IMPERIUM - ASTRA MILITARUM - LIBRARY

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 1 | 7+ | 2  |

|                                                                                                           |                                                  |
|-----------------------------------------------------------------------------------------------------------|--------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Shock Trooper w/ Vox Caster<br><b>Equipped with:</b> Lasgun, Close combat weapon | <b>KEYWORDS:</b> -<br><b>FACTION KEYWORDS:</b> - |
|-----------------------------------------------------------------------------------------------------------|--------------------------------------------------|

## RANGED WEAPONS

| WEAPON                 | RANGE | A | BS | S | AP | D |
|------------------------|-------|---|----|---|----|---|
| Lasgun<br>RAPID FIRE 1 | 24"   | 1 | 4+ | 3 | 0  | 1 |

## MELEE WEAPONS

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

## ABILITIES

|                                                                                                                                                                                                     |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Vox-caster</b><br>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 ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Rapid Fire</b><br>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.<br><i>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).</i> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



SLY MARBO - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

55 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 4 | 7+ | 1  |

AUFSTELLUNG

1x Sly Marbo

Equipped with: Ripper pistol, Envenomed blade

KEYWORDS: Sly Marbo, Imperium, Infantry, Character, Epic Hero, Grenades, Regiment

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

| WEAPON                                                              | RANGE | A | BS | S | AP | D |
|---------------------------------------------------------------------|-------|---|----|---|----|---|
| Ripper pistol<br><small>ANTI-INFANTRY 2+, PISTOL, PRECISION</small> | 12"   | 3 | 2+ | 5 | -1 | 2 |

MELEE WEAPONS

| WEAPON                                                        | RANGE | A | WS | S | AP | D |
|---------------------------------------------------------------|-------|---|----|---|----|---|
| Envenomed blade<br><small>ANTI-INFANTRY 2+, PRECISION</small> | Melee | 5 | 2+ | 5 | -1 | 2 |

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 ABILITIES

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.

SLY MARBO - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

55 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 5+ | 4 | 7+ | 1  |

**AUFSTELLUNG**  
1x Sly Marbo  
**Equipped with:** Ripper pistol, Envenomed blade

**KEYWORDS:** Sly Marbo, Imperium, Infantry, Character, Epic Hero, Grenades, Regiment  
**FACTION KEYWORDS:** Astra Militarum

- 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).

STORM CHIMERA [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

90 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 2  |

**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.

**KEYWORDS:** Dedicated Transport, Imperium, Squadron, Storm Chimera, Transport, Smoke, Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                | RANGE | A  | BS  | S  | AP | D  |
|-------------------------------------------------------|-------|----|-----|----|----|----|
| Autocannon                                            | 48"   | 2  | 4+  | 9  | -1 | 3  |
| Heavy bolter<br><small>SUSTAINED HITS 1</small>       | 36"   | 3  | 4+  | 5  | -1 | 2  |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small> | 12"   | D6 | N/A | 5  | -1 | 1  |
| Heavy stubber<br><small>RAPID FIRE 3</small>          | 36"   | 3  | 4+  | 4  | 0  | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>      | 48"   | 1  | 4+  | 14 | -3 | D6 |
| Storm bolter<br><small>RAPID FIRE 2</small>           | 24"   | 2  | 4+  | 4  | 0  | 1  |

✂ MELEE WEAPONS

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

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.

WEAPON ABILITIES

**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).*

STORM CHIMERA [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

90 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 2  |

**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.

**KEYWORDS:** Dedicated Transport, Imperium, Squadron, Storm Chimera, Transport, Smoke, Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**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.

TRANSPORT

**Transport**  
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.

STORMBLADE [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

415 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 24 | 7+ | 8  |

**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.

**KEYWORDS:** Vehicle, Titanic, Imperium, Smoke, Stormblade, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                         | RANGE | A    | BS  | S  | AP | D    |
|----------------------------------------------------------------|-------|------|-----|----|----|------|
| Heavy stubber<br>RAPID FIRE 3                                  | 36"   | 3    | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT                              | 48"   | 1    | 4+  | 14 | -3 | D6   |
| Lascannon                                                      | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Storm bolter<br>RAPID FIRE 2                                   | 24"   | 2    | 4+  | 4  | 0  | 1    |
| Twin heavy bolter<br>SUSTAINED HITS 1, TWIN-LINKED             | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Twin heavy flamer<br>IGNORES COVER, TORRENT, TWIN-LINKED       | 12"   | D6   | N/A | 5  | -1 | 1    |
| ➤ Stormblade plasma blastgun - standard<br>BLAST               | 48"   | D6+3 | 4+  | 9  | -2 | 3    |
| ➤ Stormblade plasma blastgun - supercharge<br>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 |

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 ABILITIES

**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).*

STORMBLADE [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

415 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 24 | 7+ | 8  |

**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.

**KEYWORDS:** Vehicle, Titanic, Imperium, Smoke, Stormblade, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

STORMLORD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

395 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Stormlord  
**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.

**KEYWORDS:** Stormlord, Imperium, Titanic, Transport, Vehicle, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

RANGED WEAPONS

| WEAPON                                                   | RANGE | A  | BS  | S  | AP | D    |
|----------------------------------------------------------|-------|----|-----|----|----|------|
| Heavy stubber<br>RAPID FIRE 3                            | 36"   | 3  | 4+  | 4  | 0  | 1    |
| Lascannon                                                | 48"   | 1  | 4+  | 12 | -3 | D6+1 |
| Twin heavy bolter<br>SUSTAINED HITS 1, TWIN-LINKED       | 36"   | 3  | 4+  | 5  | -1 | 2    |
| Twin heavy flamer<br>IGNORES COVER, TORRENT, TWIN-LINKED | 12"   | D6 | N/A | 5  | -1 | 1    |
| Vulcan mega-bolter<br>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 |

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.

WEAPON ABILITIES

**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).*

STORMLORD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

395 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Stormlord  
**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.

**KEYWORDS:** Stormlord, Imperium, Titanic, Transport, Vehicle, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

- 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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*
- 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.

TRANSPORT

- Transport**  
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.

STORMSWORD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

430 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

**AUFSTELLUNG**  
1x Stormsword  
**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.

**KEYWORDS:** Stormsword, Imperium, Smoke, Titanic, Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                                  | RANGE | A    | BS  | S  | AP | D    |
|-------------------------------------------------------------------------|-------|------|-----|----|----|------|
| Lascannon                                                               | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Stormsword siege cannon<br><small>BLAST, IGNORES COVER</small>          | 48"   | D6+6 | 4+  | 16 | -4 | D6+2 |
| Twin heavy bolter<br><small>SUSTAINED HITS 1, TWIN-LINKED</small>       | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Twin heavy flamer<br><small>IGNORES COVER, TORRENT, TWIN-LINKED</small> | 12"   | D6   | N/A | 6  | -1 | 1    |

⌘ MELEE WEAPONS

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

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 ABILITIES

**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.

STORMSWORD - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

430 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 12" | 13 | 2+ | 24 | 7+ | 8  |

AUFSTELLUNG

1x Stormsword

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.

KEYWORDS: Stormsword, Imperium, Smoke, Titanic, Vehicle, Frame

FACTION KEYWORDS: Astra Militarum

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

STYGIES DESTROYER TANK HUNTER  
[LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

180 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

**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.

**KEYWORDS:** Stygies Destroyer Tank Hunter, Vehicle, Smoke, Squadron, Imperium, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                           | RANGE | A | BS | S  | AP | D    |
|--------------------------------------------------|-------|---|----|----|----|------|
| Heavy stubber<br><small>RAPID FIRE 3</small>     | 36"   | 3 | 4+ | 4  | 0  | 1    |
| Hunter-killer missile<br><small>ONE SHOT</small> | 48"   | 1 | 4+ | 14 | -3 | D6   |
| Storm bolter<br><small>RAPID FIRE 2</small>      | 24"   | 2 | 4+ | 4  | 0  | 1    |
| Stygies laser destroyer<br><small>HEAVY</small>  | 72"   | 2 | 4+ | 14 | -4 | D6+3 |

⚔ MELEE WEAPONS

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

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 ABILITIES

**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.

STYGIES DESTROYER TANK HUNTER

[LEGENDS] - IMPERIUM - ASTRA

MILITARUM - LIBRARY

180 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 10" | 11 | 2+ | 13 | 7+ | 3  |

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.

KEYWORDS: Stygies Destroyer Tank Hunter, Vehicle, Smoke, Squadron, Imperium, Frame

FACTION KEYWORDS: Astra Militarum

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).

# TARANTULA BATTERY [LEGENDS] - IMPERIUM - ASTRA MILITARUM - LIBRARY

|   |   |    |   |    |    |
|---|---|----|---|----|----|
| M | T | Sv | W | LD | OC |
| - | 5 | 3+ | 4 | 7+ | 0  |

AUFSTELLUNG

1-3x Tarantula w/ twin heavy bolter oder Tarantula w/ twin lascannon  
Equipped with: Twin heavy bolter, Twin lascannon, Close combat weapon

KEYWORDS: Vehicle, Imperium, Tarantula Battery  
FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

| WEAPON                                             | RANGE | A | BS | S  | AP | D    |
|----------------------------------------------------|-------|---|----|----|----|------|
| Twin heavy bolter<br>SUSTAINED HITS 1, TWIN-LINKED | 36"   | 3 | 4+ | 5  | -1 | 2    |
| Twin lascannon<br>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 |

ABILITIES

Sentry Programming

You can target this unit with the Fire Overwatch Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

WEAPON ABILITIES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



TAUROS ASSAULT VEHICLE [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

50 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 6 | 4+ | 6 | 7+ | 2  |

**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.

**KEYWORDS:** Tauros Assault Vehicle, Mounted, Regiment, Imperium, Tauros, Frame  
**FACTION KEYWORDS:** Astra Militarum

⚙️ RANGED WEAPONS

| WEAPON                                                   | RANGE | A  | BS  | S  | AP | D  |
|----------------------------------------------------------|-------|----|-----|----|----|----|
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>    | 12"   | D6 | N/A | 5  | -1 | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>         | 48"   | 1  | 4+  | 14 | -3 | D6 |
| ➤ Tauros grenade launcher - frag<br><small>BLAST</small> | 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 |

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 ABILITIES

**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

TAUROS ASSAULT VEHICLE [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

50 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 6 | 4+ | 6 | 7+ | 2  |

**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.

**KEYWORDS:** Tauros Assault Vehicle, Mounted, Regiment, Imperium, Tauros, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**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.

TAUROS VENATOR [LEGENDS] - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

50 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 12" | 6 | 4+ | 6 | 7+ | 2  |

**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.

**KEYWORDS:** Tauros, Tauros Venator, Mounted, Imperium, Regiment, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                           | RANGE | A | BS | S  | AP | D    |
|--------------------------------------------------|-------|---|----|----|----|------|
| Hunter-killer missile<br><small>ONE SHOT</small> | 48"   | 1 | 4+ | 14 | -3 | D6   |
| Twin lascannon<br><small>TWIN-LINKED</small>     | 48"   | 1 | 4+ | 12 | -3 | D6+1 |
| Twin multi-laser<br><small>TWIN-LINKED</small>   | 36"   | 4 | 4+ | 6  | 0  | 1    |

⚔ MELEE WEAPONS

| WEAPON         | RANGE | A | WS | S | AP | D |
|----------------|-------|---|----|---|----|---|
| Armoured frame | Melee | 2 | 4+ | 5 | 0  | 1 |

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 ABILITIES

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



TAUROX - IMPERIUM - ASTRA MILITARUM - LIBRARY

65 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 8 | 3+ | 10 | 7+ | 2  |

AUFSTELLUNG

1x Taurox

Equipped with: Storm bolter, Twin autocannon, Armoured tracks

Wargear Options:

■ This model can be equipped with 1x Storm bolter.

KEYWORDS: Taurox, Imperium, Vehicle, Squadron, Transport, Dedicated Transport, Frame

FACTION KEYWORDS: Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                         | RANGE | A | BS | S | AP | D |
|--------------------------------|-------|---|----|---|----|---|
| Storm bolter<br>RAPID FIRE 2   | 24"   | 2 | 4+ | 4 | 0  | 1 |
| Twin autocannon<br>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 |

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.

WEAPON ABILITIES

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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

TRANSPORT

Transport

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.



TAUROX PRIME - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

75 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 8 | 3+ | 10 | 7+ | 2  |

**AUFSTELLUNG**  
1x Taurox Prime  
**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.

**KEYWORDS:** Taurox Prime, Imperium, Squadron, Vehicle, Dedicated Transport, Transport, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                       | RANGE | A  | BS | S | AP | D  |
|--------------------------------------------------------------|-------|----|----|---|----|----|
| Storm bolter<br>RAPID FIRE 2                                 | 24"   | 2  | 3+ | 4 | 0  | 1  |
| Taurox battle cannon<br>BLAST                                | 48"   | D6 | 3+ | 8 | -1 | 2  |
| Taurox gatling cannon<br>DEVASTATING WOUNDS, TWIN-LINKED     | 24"   | 8  | 3+ | 4 | 0  | 1  |
| Twin Taurox hot-shot volley gun<br>RAPID FIRE 3, TWIN-LINKED | 30"   | 3  | 3+ | 4 | -1 | 1  |
| Twin autocannon<br>TWIN-LINKED                               | 48"   | 2  | 3+ | 9 | -1 | 3  |
| ➤ Taurox missile launcher - frag<br>BLAST, TWIN-LINKED       | 48"   | D6 | 3+ | 4 | 0  | 1  |
| ➤ Taurox missile launcher - krak<br>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 |

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.

WEAPON ABILITIES

**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).*

TAUROX PRIME - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

75 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 12" | 8 | 3+ | 10 | 7+ | 2  |

**AUFSTELLUNG**  
1x Taurox Prime  
**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.

**KEYWORDS:** Taurox Prime, Imperium, Squadron, Vehicle, Dedicated Transport, Transport, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

TRANSPORT

**Transport**  
This model has a transport capacity of 12 Militarum Tempestus Infantry or Astra Militarum Infantry Character models.

TECH-PRIEST ENGINESEER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

45 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 4 | 3+ | 3 | 7+ | 1  |

INVULNERABLE  
SAVE

5+

AUFSTELLUNG

1x Tech-Priest Enginseer

Equipped with: Mechanicus pistol, Enginseer Axe, Servo-arm

KEYWORDS: Tech-Priest Enginseer, Imperium, Infantry, Character, Leader

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

| WEAPON                                          | RANGE | A | BS | S | AP | D |
|-------------------------------------------------|-------|---|----|---|----|---|
| Mechanicus pistol<br>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<br>EXTRA ATTACKS | Melee | 1 | 4+ | 6 | -2 | 2 |

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

WEAPON ABILITIES

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.

TECH-PRIEST ENGINEER - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

45 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 4 | 3+ | 3 | 7+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Tech-Priest Engineer

Equipped with: Mechanicus pistol, Engineer Axe, Servo-arm

KEYWORDS: Tech-Priest Engineer, Imperium, Infantry, Character, Leader

FACTION KEYWORDS: Astra Militarum

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.

TEMPESTUS AQUILONS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

95 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 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  
1x Tempestor Aquilon  
**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.

**KEYWORDS:** Infantry, Grenades, Smoke, Imperium, Regiment, Militarum Tempestus, Tempestus Aquilons  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                               | RANGE | A    | BS  | S | AP | D  |
|------------------------------------------------------|-------|------|-----|---|----|----|
| Bolt pistol<br>PISTOL                                | 12"   | 1    | 3+  | 4 | 0  | 1  |
| Hot-shot lascarbine<br>ASSAULT                       | 18"   | 2    | 3+  | 3 | -1 | 1  |
| Hot-shot laspistol<br>PISTOL                         | 12"   | 1    | 3+  | 3 | -1 | 1  |
| Hot-shot long las<br>HEAVY, PRECISION                | 36"   | 1    | 3+  | 4 | -2 | 3  |
| Melta carbine<br>ASSAULT, MELTA 2                    | 10"   | 1    | 3+  | 9 | -4 | D6 |
| Sentry flamer<br>IGNORES COVER, TORRENT              | 12"   | D6+3 | N/A | 4 | 0  | 1  |
| Sentry hot-shot volley gun<br>RAPID FIRE 4           | 30"   | 4    | 4+  | 4 | -1 | 1  |
| ➤ Plasma carbine - standard<br>ASSAULT               | 18"   | 2    | 3+  | 7 | -2 | 1  |
| ➤ Plasma carbine - supercharge<br>ASSAULT, HAZARDOUS | 18"   | 2    | 3+  | 8 | -3 | 2  |
| ➤ Sentry grenade launcher - frag<br>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 |

ABILITIES

TEMPESTUS AQUILONS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

95 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 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  
1x Tempestor Aquilon

**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.

**KEYWORDS:** Infantry, Grenades, Smoke, Imperium, Regiment, Militarum Tempestus, Tempestus Aquilons

**FACTION KEYWORDS:** Astra Militarum

**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 ABILITIES

**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.*

TEMPESTUS AQUILONS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

95 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 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  
1x Tempestor Aquilon

**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.

**KEYWORDS:** Infantry, Grenades, Smoke, Imperium, Regiment, Militarum Tempestus, Tempestus Aquilons

**FACTION KEYWORDS:** Astra Militarum

**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.



TEMPESTUS SCIONS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

75–150 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 1  |

**AUFSTELLUNG**  
4-9x Tempestus Scion w/ Vox-caster oder Tempestus Scion  
1x Tempestor  
**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.

**KEYWORDS:** Tempestus Scions, Infantry, Grenades, Regiment, Militarum Tempestus, Imperium  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                | RANGE | A  | BS  | S | AP | D  |
|-------------------------------------------------------|-------|----|-----|---|----|----|
| Bolt pistol<br>PISTOL                                 | 12"   | 1  | 3+  | 4 | 0  | 1  |
| Flamer<br>IGNORES COVER, TORRENT                      | 12"   | D6 | N/A | 4 | 0  | 1  |
| Hot-shot lasgun<br>RAPID FIRE 1                       | 24"   | 1  | 3+  | 3 | -1 | 1  |
| Hot-shot laspistol<br>PISTOL                          | 12"   | 1  | 3+  | 3 | -1 | 1  |
| Hot-shot volley gun<br>RAPID FIRE 2                   | 30"   | 2  | 3+  | 4 | -1 | 1  |
| Meltagun<br>MELTA 2                                   | 12"   | 1  | 3+  | 9 | -4 | D6 |
| ➤ Grenade launcher - frag<br>BLAST                    | 24"   | D3 | 3+  | 4 | 0  | 1  |
| ➤ Grenade launcher - krak                             | 24"   | 1  | 3+  | 9 | -2 | D3 |
| ➤ Plasma gun - standard<br>RAPID FIRE 1               | 24"   | 1  | 3+  | 7 | -2 | 1  |
| ➤ Plasma gun - supercharge<br>RAPID FIRE 1, HAZARDOUS | 24"   | 1  | 3+  | 8 | -3 | 2  |
| ➤ Plasma pistol - standard<br>PISTOL                  | 12"   | 1  | 3+  | 7 | -2 | 1  |
| ➤ Plasma pistol - supercharge<br>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 |

ABILITIES

TEMPESTUS SCIONS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

75–150 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 1  |

**AUFSTELLUNG**  
4-9x Tempestus Scion w/ Vox-caster oder Tempestus Scion  
1x Tempestor  
**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.

**KEYWORDS:** Tempestus Scions, Infantry, Grenades, Regiment, Militarum Tempestus, Imperium  
**FACTION KEYWORDS:** Astra Militarum

**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.

**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 ABILITIES

**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).*

TEMPESTUS SCIONS - IMPERIUM -  
ASTRA MILITARUM - LIBRARY

75–150 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 1 | 7+ | 1  |

**AUFSTELLUNG**  
4-9x Tempestus Scion w/ Vox-caster oder Tempestus Scion  
1x Tempestor  
**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.

**KEYWORDS:** Tempestus Scions, Infantry, Grenades, Regiment, Militarum Tempestus, Imperium  
**FACTION KEYWORDS:** Astra Militarum

**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.



TROJAN SUPPORT VEHICLE [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

80 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 2  |

**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.

**KEYWORDS:** Vehicle, Squadron, Smoke, Imperium, Trojan Support Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

⚙ RANGED WEAPONS

| WEAPON                                                | RANGE | A  | BS  | S  | AP | D  |
|-------------------------------------------------------|-------|----|-----|----|----|----|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>       | 36"   | 3  | 4+  | 5  | -1 | 2  |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small> | 12"   | D6 | N/A | 5  | -1 | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>      | 48"   | 1  | 4+  | 14 | -3 | D6 |

⚔ MELEE WEAPONS

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

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 ENGINEER's Omnissiah's Blessing ability in the same turn, and each model can only be selected for this ability once per Command phase.

WEAPON ABILITIES

**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

TROJAN SUPPORT VEHICLE [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

80 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 2  |

**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.

**KEYWORDS:** Vehicle, Squadron, Smoke, Imperium, Trojan Support Vehicle, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

URSULA CREED - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

85 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 4 | 7+ | 1  |

INVULNERABLE  
SAVE

5+

AUFSTELLUNG

1x Ursula Creed

Equipped with: Duty and Vengeance, Power weapon

KEYWORDS:

Ursula Creed, Officer, Epic Hero, Infantry, Character, Imperium, Leader

FACTION KEYWORDS:

Astra Militarum

⚙ RANGED WEAPONS

| WEAPON                       | RANGE | A | BS | S | AP | D |
|------------------------------|-------|---|----|---|----|---|
| Duty and Vengeance<br>PISTOL | 12"   | 4 | 3+ | 5 | -2 | 1 |

⚔ MELEE WEAPONS

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

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

WEAPON ABILITIES

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.

FACTION RULES

URSULA CREED - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

85 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 4+ | 4 | 7+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Ursula Creed

Equipped with: Duty and Vengeance, Power weapon

KEYWORDS: Ursula Creed, Officer, Epic Hero, Infantry, Character, Imperium, Leader

FACTION KEYWORDS: Astra Militarum

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.

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.

ORDERS

Orders

This Officer can issue up to 3 Orders to Regiment units.

VALDOR [LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

285 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

**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.

**KEYWORDS:** Vehicle, Titanic, Smoke, Valdor, Frame  
**FACTION KEYWORDS:** Astra Militarum

⦿ RANGED WEAPONS

| WEAPON                                                | RANGE | A  | BS  | S  | AP | D    |
|-------------------------------------------------------|-------|----|-----|----|----|------|
| Autocannon                                            | 48"   | 2  | 4+  | 9  | -1 | 3    |
| Heavy bolter<br><small>SUSTAINED HITS 1</small>       | 36"   | 3  | 4+  | 5  | -1 | 2    |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small> | 12"   | D6 | N/A | 5  | -1 | 1    |
| Heavy stubber<br><small>RAPID FIRE 3</small>          | 36"   | 3  | 4+  | 4  | 0  | 1    |
| Hunter-killer missile<br><small>ONE SHOT</small>      | 48"   | 1  | 4+  | 14 | -3 | D6   |
| Lascannon                                             | 48"   | 1  | 4+  | 12 | -3 | D6+1 |
| Storm bolter<br><small>RAPID FIRE 2</small>           | 24"   | 2  | 4+  | 4  | 0  | 1    |
| Valdor neutron laser<br><small>HEAVY</small>          | 48"   | 2  | 4+  | 16 | -4 | D6+1 |

✂ MELEE WEAPONS

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

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 ABILITIES

**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).

VALDOR [LEGENDS] - IMPERIUM - ASTRA  
MILITARUM - LIBRARY

285 PTS

|    |    |    |    |    |    |
|----|----|----|----|----|----|
| M  | T  | Sv | W  | LD | OC |
| 9" | 13 | 2+ | 20 | 7+ | 8  |

**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.

**KEYWORDS:** Vehicle, Titanic, Smoke, Valdor, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

VALKYRIE - IMPERIUM - ASTRA MILITARUM

- LIBRARY

170 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 14" | 10 | 2+ | 14 | 7+ | -  |

**AUFSTELLUNG**  
1x Valkyrie  
**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.

**KEYWORDS:** Valkyrie, Transport, Vehicle, Fly, Imperium  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                           | RANGE | A  | BS | S  | AP | D    |
|--------------------------------------------------|-------|----|----|----|----|------|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>  | 36"   | 3  | 4+ | 5  | -1 | 2    |
| Hellstrike missiles<br><small>ANTI-FLY 2</small> | 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<br><small>BLAST</small>      | 36"   | D6 | 4+ | 6  | 0  | 1    |

⚔ MELEE WEAPONS

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

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.

WEAPON ABILITIES

- 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).*

VALKYRIE - IMPERIUM - ASTRA MILITARUM

- LIBRARY

170 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 14" | 10 | 2+ | 14 | 7+ | -  |

**AUFSTELLUNG**  
1x Valkyrie  
**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.

**KEYWORDS:** Valkyrie, Transport, Vehicle, Fly, Imperium  
**FACTION KEYWORDS:** Astra Militarum

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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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

TRANSPORT

**Transport**  
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.

VALKYRIE SKY TALON [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

185 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 14" | 10 | 2+ | 14 | 7+ | 0  |

**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.

**KEYWORDS:** Vehicle, Fly, Imperium, Transport, Valkyrie Sky Talon, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                            | RANGE | A  | BS | S  | AP | D  |
|-----------------------------------|-------|----|----|----|----|----|
| Heavy bolter<br>SUSTAINED HITS 1  | 36"   | 3  | 4+ | 5  | -1 | 2  |
| Hellstrike missiles<br>ANTI-FLY 2 | 48"   | 1  | 4+ | 10 | -3 | D6 |
| Multiple rocket pod<br>BLAST      | 36"   | D6 | 4+ | 6  | 0  | 1  |

⚔ MELEE WEAPONS

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

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.

WEAPON ABILITIES

**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

VALKYRIE SKY TALON [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

185 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 14" | 10 | 2+ | 14 | 7+ | 0  |

**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.

**KEYWORDS:** Vehicle, Fly, Imperium, Transport, Valkyrie Sky Talon, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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

TRANSPORT

**Transport**  
This model has a transport capacity of 1 TAUROS model or 2 ASTRA MILITARUM WALKER models.

VENDETTA GUNSHIP [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

255 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 14" | 10 | 2+ | 14 | 7+ | 0  |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>AUFSTELLUNG</div><div>1x Vendetta Gunship [Legends]</div><div>Equipped with: Heavy bolter, Vendetta hellstrike rack, Vendetta twin lascannon, Armoured hull</div><div>Wargear Options:<div><div>■ This model can replace its 2 Vendetta Twin Lascannons with Vendetta hellstrike rack.</div></div></div></div> <div><div>KEYWORDS: Vendetta Gunship, Vehicle, Fly, Imperium, Transport, Frame</div><div>FACTION KEYWORDS: -</div></div> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

🎯 RANGED WEAPONS

| WEAPON                                  | RANGE | A | BS | S  | AP | D    |
|-----------------------------------------|-------|---|----|----|----|------|
| Heavy bolter<br>SUSTAINED HITS 1        | 36"   | 3 | 4+ | 5  | -1 | 2    |
| Vendetta hellstrike rack<br>ANTI-FLY 2+ | 48"   | 2 | 4+ | 10 | -3 | D6   |
| Vendetta twin lascannon<br>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 |

ABILITIES

|                                                                                                                                                                    |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Anti-armour Gunship</div> <div>Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, re-roll a Damage roll of 1</div>      |
| <div>Damaged: 1-5 Wounds Remaining</div> <div>While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.</div> |

WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Anti</div> <div>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.</div> <div>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+.</div> |
| <div>Sustained Hits</div> <div>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.</div> <div>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).</div>                                            |
| <div>Twin-linked</div> <div>Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.</div>                                                                                                                                                                                                                                                                                                                                                                                                                     |

CORE RULES

VENDETTA GUNSHIP [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

255 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 14" | 10 | 2+ | 14 | 7+ | 0  |

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.

KEYWORDS: Vendetta Gunship, Vehicle, Fly, Imperium, Transport, Frame

FACTION KEYWORDS: -

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover

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

VOSS-PATTERN LIGHTNING [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

130 PTS

|   |   |    |    |    |    |
|---|---|----|----|----|----|
| M | T | Sv | W  | LD | OC |
| - | 9 | 3+ | 14 | 7+ | -  |

AUFSTELLUNG

1x Voss-pattern Lightning [Legends]

Equipped with: Lascannon, Lightning hellstrike rack, Armoured hull

KEYWORDS: Vehicle, Fly, Aircraft, Imperium, Voss-pattern Lightning, Frame

FACTION KEYWORDS: Astra Militarum

RANGED WEAPONS

| WEAPON                                                  | RANGE | A | BS | S  | AP | D    |
|---------------------------------------------------------|-------|---|----|----|----|------|
| Lascannon                                               | 48"   | 1 | 4+ | 12 | -3 | D6+1 |
| Lightning hellstrike rack<br><small>ANTI-FLY 2+</small> | 48"   | 2 | 4+ | 10 | -3 | D6   |

MELEE WEAPONS

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

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 ABILITIES

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



VULTURE GUNSHIP [LEGENDS] - IMPERIUM  
- ASTRA MILITARUM - LIBRARY

225 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 14" | 10 | 2+ | 14 | 7+ | 0  |

**AUFSTELLUNG**  
1x Vulture Gunship [Legends]  
**Equipped with:** Heavy bolter, Multiple rocket pods, 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.

**KEYWORDS:** Vehicle, Fly, Imperium, Vulture Gunship, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                     | RANGE | A  | BS | S  | AP | D  |
|--------------------------------------------|-------|----|----|----|----|----|
| Heavy bolter<br>SUSTAINED HITS 1           | 36"   | 3  | 4+ | 5  | -1 | 2  |
| Multiple rocket pods<br>BLAST              | 36"   | D6 | 4+ | 6  | 0  | 1  |
| Vulture gatling cannon<br>SUSTAINED HITS 1 | 24"   | 18 | 4+ | 5  | 0  | 1  |
| Vulture hellstrike rack<br>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 |

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 ABILITIES

**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).*

VULTURE GUNSHIP [LEGENDS] - IMPERIUM  
- ASTRA MILITARUM - LIBRARY

225 PTS

|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | Sv | W  | LD | OC |
| 14" | 10 | 2+ | 14 | 7+ | 0  |

**AUFSTELLUNG**  
1x Vulture Gunship [Legends]  
**Equipped with:** Heavy bolter, Multiple rocket pods, 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.

**KEYWORDS:** Vehicle, Fly, Imperium, Vulture Gunship, Frame  
**FACTION KEYWORDS:** Astra Militarum

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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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

WYVERN - IMPERIUM - ASTRA MILITARUM -  
LIBRARY

95 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Wyvern  
**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.

**KEYWORDS:** Wyvern, Vehicle, Imperium, Artillery, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                                                            | RANGE | A   | BS  | S  | AP | D  |
|-----------------------------------------------------------------------------------|-------|-----|-----|----|----|----|
| Heavy bolter<br><small>SUSTAINED HITS 1</small>                                   | 36"   | 3   | 4+  | 5  | -1 | 2  |
| Heavy flamer<br><small>IGNORES COVER, TORRENT</small>                             | 12"   | D6  | N/A | 5  | -1 | 1  |
| Hunter-killer missile<br><small>ONE SHOT</small>                                  | 48"   | 1   | 4+  | 14 | -3 | D6 |
| Wyvern quad stormshard mortar<br><small>BLAST, INDIRECT FIRE, TWIN-LINKED</small> | 48"   | 2D6 | 4+  | 5  | 0  | 1  |

⚔ MELEE WEAPONS

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

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 ABILITIES

**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.

WYVERN - IMPERIUM - ASTRA MILITARUM -  
LIBRARY

95 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 10" | 9 | 3+ | 11 | 7+ | 3  |

**AUFSTELLUNG**  
1x Wyvern  
**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.

**KEYWORDS:** Wyvern, Vehicle, Imperium, Artillery, Squadron, Smoke, Frame  
**FACTION KEYWORDS:** Astra Militarum

**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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

‘IRON HAND’ STRAKEN [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

55 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 3+ | 4 | 7+ | 1  |

INVULNERABLE  
SAVE

4+

AUFSTELLUNG

1x 'Iron Hand' Straken [Legends]

Equipped with: Auto Shotgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Bionic Arm with Devil's Claw

KEYWORDS: 'Iron Hand' Straken, Imperium, Infantry, Character, Epic Hero, Grenades, Officer, Leader

FACTION KEYWORDS: Astra Militarum

🎯 RANGED WEAPONS

| WEAPON                                             | RANGE | A | BS | S | AP | D |
|----------------------------------------------------|-------|---|----|---|----|---|
| Auto Shotgun<br>ASSAULT                            | 12"   | 3 | 3+ | 4 | 0  | 2 |
| ➤ Plasma pistol - standard<br>PISTOL               | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ➤ Plasma pistol - supercharge<br>HAZARDOUS, PISTOL | 12"   | 1 | 3+ | 8 | -3 | 2 |

🗡 MELEE WEAPONS

| WEAPON                                          | RANGE | A | WS | S | AP | D |
|-------------------------------------------------|-------|---|----|---|----|---|
| Bionic Arm with Devil's Claw<br>ANTI-MONSTER 4+ | Melee | 6 | 2+ | 6 | -2 | 2 |

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

WEAPON ABILITIES

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].

FACTION RULES

‘IRON HAND’ STRAKEN [LEGENDS] -  
IMPERIUM - ASTRA MILITARUM - LIBRARY

55 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 3 | 3+ | 4 | 7+ | 1  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x 'Iron Hand' Straken [Legends]

**Equipped with:** Auto Shotgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Bionic Arm with Devil's Claw

**KEYWORDS:** 'Iron Hand' Straken, Imperium, Infantry, Character, Epic Hero, Grenades, Officer, Leader

**FACTION KEYWORDS:** Astra Militarum

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.

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.

ORDERS

Orders

This Officer can issue up to 2 Orders to Regiment units.

# PUNKTELISTE

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| 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                                          |
| Banesword                           | 415 pts · ab der 2. gleichnamigen Einheit im Heer: +35 pts                                          |
| Basilisk                            | 115 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts                                          |
| Bullgryn Squad                      | 90 pts (bis 3 Modelle) · 200 pts (ab 4 Modellen) · ab der 2. gleichnamigen Einheit im Heer: +15 pts |
| Cadian Castellan                    | 55 pts                                                                                              |
| Cadian Command Squad                | 60 pts                                                                                              |
| Cadian Heavy Weapons Squad          | 65 pts                                                                                              |
| Cadian Recon Squad                  | 80 pts                                                                                              |
| Cadian Shock Troops                 | 75 pts (bis 10 Modelle) · 145 pts (ab 11 Modellen)                                                  |
| Carnodon [Legends]                  | 160 pts                                                                                             |
| Catachan Command Squad              | 60 pts                                                                                              |
| Catachan Heavy Weapons Squad        | 65 pts                                                                                              |
| Catachan Jungle Fighters            | 75 pts (bis 10 Modelle) · 145 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                                                                                              |
| Colossus [Legends]                  | 160 pts                                                                                             |
| Commissar                           | 30 pts                                                                                              |
| Commissar Graves                    | 125 pts                                                                                             |
| Commissar Graves on Foot            | 65 pts                                                                                              |
| Commissar Yarrick                   | 120 pts                                                                                             |
| Crassus [Legends]                   | 180 pts                                                                                             |
| Cyclops Demolition Vehicle          | 40 pts · ab der 3. gleichnamigen Einheit im Heer: +5 pts                                            |

| EINHEIT                                  | PUNKTE                                                                                             |
|------------------------------------------|----------------------------------------------------------------------------------------------------|
| Death Korps Grenadier Squad [Legends]    | 110 pts                                                                                            |
| Death Korps of Krieg                     | 75 pts (bis 10 Modelle) · 145 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 2. gleichnamigen Einheit im Heer: +10 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                                                                                             |
| 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                                | 125 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 |
| Krieg Command Squad                      | 60 pts                                                                                             |
| Krieg Heavy Weapons Squad                | 60 pts                                                                                             |
| Leman Russ Battle Tank                   | 185 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts                                         |
| Leman Russ Commander                     | 215 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts                                         |
| Leman Russ Demolisher                    | 180 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts                                         |
| Leman Russ Eradicator                    | 170 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts                                         |
| Leman Russ Executioner                   | 170 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts                                         |
| Leman Russ Exterminator                  | 180 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts                                         |
| Leman Russ Punisher                      | 150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts                                         |
| Leman Russ Vanquisher                    | 150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts                                         |
| Lord Marshal Dreir                       | 75 pts                                                                                             |
| Lord Solar Leontus                       | 130 pts                                                                                            |
| Macharius Omega [Legends]                | 310 pts                                                                                            |

| EINHEIT                              | PUNKTE                                                     |
|--------------------------------------|------------------------------------------------------------|
| Macharius Vanquisher [Legends]       | 285 pts                                                    |
| Macharius Vulcan [Legends]           | 310 pts                                                    |
| Macharius [Legends]                  | 310 pts                                                    |
| Malcador Annihilator [Legends]       | 270 pts                                                    |
| Malcador Defender [Legends]          | 310 pts                                                    |
| Malcador Infernus [Legends]          | 235 pts                                                    |
| Malcador [Legends]                   | 250 pts                                                    |
| Manticore                            | 150 pts · ab der 2. gleichnamigen Einheit im Heer: +20 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                                                    |
| 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                                                     |
| Stormblade [Legends]                 | 415 pts                                                    |
| Stormlord                            | 395 pts · ab der 2. gleichnamigen Einheit im Heer: +35 pts |

| EINHEIT                                 | PUNKTE                                                                                              |
|-----------------------------------------|-----------------------------------------------------------------------------------------------------|
| 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                                                                                             |
| Vendetta Gunship [Legends]              | 255 pts                                                                                             |
| Voss-pattern Lightning [Legends]        | 130 pts                                                                                             |
| Vulture Gunship [Legends]               | 225 pts                                                                                             |
| Wyvern                                  | 95 pts · ab der 2. gleichnamigen Einheit im Heer: +20 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 |

| ENHANCEMENT      | PUNKTE |
|------------------|--------|
| 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     | —      |

## 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 |
| 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 — SIEGE REGIMENT

| ENHANCEMENT        | PUNKTE |
|--------------------|--------|
| Eager Advance      | 20 pts |
| Flash Grenades     | 20 pts |
| Stalwart's Honours | 15 pts |

| ENHANCEMENT    | PUNKTE |
|----------------|--------|
| 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 | —      |