

IMPERIAL ARMOUR COMPENDIUM

Indomitus Version 1.3

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & ERRATA

Page 3 – Contents

Change the 'Tau Empire Points Values' page to '215'.

Page 10 – Casan Sabius, Keywords

Add the 'CAPTAIN' keyword.

Page 15 – Bray'arth Ashmantle, Burning Wrath

Change this weapon's Type to be 'Assault 2D6'

Page 16 – Hecaton Aiakos

Change this unit's Battlefield Role to 'HQ'.

Page 28, 125 – Whirlwind Scorpius, Chaos Whirlwind Scorpius, Abilities, Explodes

Change this ability to read:

'When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.'

Page 37 – Fellblade, Weapons, Fellblade accelerator cannon

Change the Damage characteristic of the 'HE shells' profile to '2'.

Page 40, 42, 67, 140, 183, 201, 211 – Mastodon, Sokar-pattern Stormbird, Arvus Lighter, Chaos Sokar-pattern Stormbird, Tantalus, Kill Tank, Tiger Shark, Abilities, Explodes

Change the first sentence to read:

'When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play.'

Page 42, 140 – Sokar-pattern Stormbird, Chaos Sokar-pattern Stormbird, Unit Characteristics

Change the Weapon Skill characteristic on the second and third lines to '6+'.

Page 42, 140, 150, 152 – Sokar-pattern Stormbird, Chaos Sokar-pattern Stormbird, An'ggrath the Unbound, Zarakynel, Unit Characteristics

Change the Wounds characteristic on the second and third line to 'N/A'.

Page 45, 96, 142 – Points Values, Terrax-pattern Termite, Chaos Terrax-pattern Termite

Change the 'Twin volkite charger' option to 'Twin Terrax volkite charger'.

Page 47 – Land Raider Banisher, Abilities

Delete 'Power of the Machine Spirit, Frag Assault Launchers, Smoke Launchers (see the Land Raider Redeemer datasheet in *Codex: Grey Knights*)'

Page 47 – Land Raider Banisher, Faction Keywords

Change 'ADEPTUS ASTARTES' to 'SANCTIC ASTARTES'.

Page 47 – Land Raider Banisher, Keywords

Add 'ASSAULT LAUNCHERS, MACHINE SPIRIT, SMOKE SCREEN'.

Page 54 – Death Korps Marshal, Death Rider Squadron Commander, Wargear Options

Add the following bullet point:

- This model's power sword can be replaced with 1 chainsword.'

Page 54 – Death Rider Squadron Commander, Abilities

Add the following:

'**Death Rider Officer:** This model can issue orders to **CAVALRY** units, as well as **INFANTRY** units. All other rules for issuing orders still apply.'

Page 55 – Death Rider Command Squadron

Change this unit's Battlefield Role to 'Elites'.

Page 57 – Death Rider Squadron

Change this unit's Battlefield Role to 'Fast Attack'.

Page 57 – Death Rider Squadron, Wargear Options

Add the following bullet point:

- The Ridemaster's hunting lance can be replaced with one of the following: 1 chainsword; 1 power sword.'

Page 58 – Carnodon, Wargear Options

Change the second bullet point to read:

‘This model’s two autocannons can be replaced with one of the following: 2 heavy bolters; 2 heavy flamers; 2 lascannons; 2 multi-lasers; 2 volkite cavaliers.’

Page 58 – Carnodon, Weapons, Volkite caliver

Change the Strength characteristic to ‘5’.

Page 59 – Cyclops Demolition Vehicle, Abilities,

Demolition Vehicle

Change the first sentence to read:

‘The bearer can be selected to shoot with if it is within Engagement Range of any enemy units and can make attacks with its Cyclops demolition charge when doing so. When this unit is selected to shoot with its Cyclops demolition charge, you must target and resolve attacks against every other visible unit within range (friendly and enemy), even if those units are within Engagement Range of models from a unit from the opposing side.’

Page 62, 63, 77 – Earthshaker Carriage Battery, Heavy Quad Launcher Battery, Tarantula Battery

Delete the following sentence from above the profile lines:

‘Some of this model’s characteristics change as it suffers damage, as shown below.’

Page 69, 70, 73 – Vendetta Gunship, Trojan Support Vehicle, Crassus, Keywords

Add the ‘**TRANSPORT**’ keyword.

Page 73 – Minotaur

Change the unit description to read:

‘A Minotaur is equipped with: Minotaur twin earthshaker cannon; adamantium tracks.’

Page 74 – Marauder Bomber, Other Wargear, Inferno Bombs, Abilities

Change to read:

‘Once per turn, if the bearer has any inferno bombs remaining, it can drop one of them. Immediately after the bearer has moved, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 9" of that point, subtracting 1 if that unit is a **CHARACTER** (excluding **VEHICLE** and **MONSTER** units): on a 4+, that unit suffers D3 mortal wounds. Each inferno bomb can only be dropped once per battle.’

Page 76 – Stormblade

Change the unit description to read:

‘A Stormblade is equipped with: 1 heavy bolter; 1 Stormblade plasma blastgun; adamantium tracks.’

Page 76 – Stormblade, Wargear Options

Delete the first bullet point.

Add the following:

‘This model can be equipped with one of the following: 2 lascannons and 2 Stormblade twin heavy bolters; 2 lascannons and 2 twin heavy flamers.’

Page 87, 88, 89, 90, 95, 122, 123, 124, 125, 127, 130, 131, 132, 134, 135, 136, 137, 138, 139, 140, 141 – **Telemon Heavy Dreadnought, Coronus Grav-carrier, Orion Assault Dropship, Ares Gunship, Terrax-pattern Termite, Chaos Land Raider Proteus, Chaos Land Raider Achilles, Chaos Sicaran Battle Tank, Chaos Sicaran**

Venator, Chaos Sicaran Punisher, Chaos Whirlwind Scorpis, Chaos Terrax-pattern Termite, Chaos Xiphon Interceptor, Chaos Storm Eagle Gunship, Chaos Fire Raptor Gunship, Chaos Typhon, Chaos Cerberus, Chaos Spartan, Chaos Fellblade, Chaos Falchion, Chaos Mastodon, Chaos Thunderhawk Gunship, Chaos Sokar-pattern Stormbird, Kharybdis Assault Claw

Add the following line:

‘Some of this model’s characteristics change as it suffers damage, as shown below.’

Page 83 – Custodian Guard with Adrasite and Pyrithite Spears

- Change the Damage characteristic of the Adrasite spear (melee) profile to ‘2’.
- Change the Damage characteristic of the Pyrithite spear (melee) profile to ‘2’.

Page 83, 84, 85, 86 – Custodian Guard with Adrasite and Pyrithite Spears, Sagittarum Custodians, Aquilon Custodians, Agamatus Custodians, Venatari Custodians

- Add the following ability to the Abilities section of these units:
‘**Martial ka'tah** (see *Codex: Adeptus Custodes*)’
- Change the Leadership characteristic of models in these units to ‘11’.

Page 84 – Aquilon Custodians, Keywords

Add the ‘**TELEPORT HOMER**’ keyword.

Page 84, 85 – Contemptor-Galatus Dreadnought, Contemptor-Achillus Dreadnought

- Add the ‘**CORE**’ keyword to the Keywords section of these units.
- Change the Leadership characteristic of models in these units to ‘11’.

Page 86 – Pallas Grav-attack

Change the Leadership characteristic of models in this unit to ‘11’.

Page 88, 89, 90 – Caladius Grav-tank, Coronus Grav-carrier, Orion Assault Dropship, Ares Gunship

- Add the ‘**MACHINE SPIRIT**’ keyword to the Keywords section of these units.
- Change the Leadership characteristic of models in these units to ‘11’.

Pages 93, 94 and 95 – Secutarii Hoplites, Secutarii Peltasts and Terrax-pattern Termite, Abilities

Replace ‘**Canticles of the Omnissiah**’ (see *Codex: Adeptus Mechanicus*) on all three datasheets with ‘**Doctrina Imperatives**’ (see *Codex: Adeptus Mechanicus*)’.

Page 95 – Terrax-pattern Termite, Transport

Change to read:

‘This model has a transport capacity of 12 <**FORGE WORLD**> **INFANTRY** or **SECUTARII INFANTRY** models. It cannot transport **BELISARIUS CAWL**, **KATAPHRON BREACHER** or **KATAPHRON DESTROYER** models.’

Page 104 – Knight Moirax, Unit Characteristics

- Change the Name on the second line to read:
‘Knight Moirax (4-6 wounds remaining)’
- Change the Name on the third line to read:
‘Knight Moirax (1-3 wounds remaining)’

Page 105 – Questoris Knight Styrix, Unit Characteristics

Change the Name on the second line to read:

‘Questoris Knight Styrix (7-12 wounds remaining)’

Change the Name on the third line to read:

‘Questoris Knight Styrix (1-6 wounds remaining)’

Page 111, 167 – Warbringer Nemesis Titan, Chaos Warbringer Nemesis Titan

Add the following weapon option:

‘This model’s Nemesis quake cannon can be replaced with 1 Nemesis volcano cannon.’

Page 112, 168 – Warlord Titan, Chaos Warlord Titan, Weapons

Add the following:

WEAPON	RANGE	TYPE	S	AP	D
Macro gatling blaster	100"	Heavy 12	9	-4	4

Abilities: -

Page 112, 168 – Warlord Titan, Chaos Warlord Titan, Wargear Options

Change the second bullet point to read:

‘This model’s arioch power claws can each be replaced with one of the following: 1 belicosa volcano cannon; 1 macro gatling blaster; 1 mori quake cannon; 1 sunfury plasma annihilator.’

Page 115 – Chaos Space Marine Datasheets

Add the following:

‘Many Chaos Space Marine units described in this section can be fielded in Death Guard and Thousand Sons armies even though you cannot normally replace the <LEGION> keyword with either **DEATH GUARD** or **THOUSAND SONS**.

You can choose for any <LEGION> **NURGLE** unit from the Imperial Armour Compendium to be from the Death Guard Legion. If you do:

- Replace that unit’s <LEGION> keyword with **DEATH GUARD**.
- That unit gains the **BUBONIC ASTARTES** keyword.
- That unit can be from one of the seven Plague Companies, and so also gains the <PLAGUE COMPANY> keyword.

You can choose for any <LEGION> **TZEENTCH** unit from the Imperial Armour Compendium to be from the Thousand Sons Legion. If you do:

- Replace that unit’s <LEGION> keyword with **THOUSAND SONS**.
- That unit gains the **ARCANA ASTARTES** keyword.
- That unit can be from one of the nine Great Cults, and so also gains the <GREAT CULT> keyword.’

Page 118 – Chaos Leviathan Dreadnought, Weapon, Grav-flux Bombard

Change the Range characteristic to ‘24”.

Page 120 – Greater Blight Drone, Weapon, Bile Maw

Change the Range characteristic to ‘18”.

Pages 120 and 141 – Dreadclaw Drop Pod and Kharybdis Assault Claw, Abilities

Hover Transport

Change this ability on both of these datasheets to read:

‘Distances are measured to and from either this model’s hull or its base, whichever is the closest.’

Drop Pod Assault:

Add the following sentence onto the end of this ability on both of these datasheets:

‘Any units embarked within this transport can immediately disembark after it has been set up on the battlefield for the first time, and if they do so, they must be set up more than 9" away from any enemy models.’

Page 130 – Chaos Xiphon Interceptor, Weapon

Delete the ‘Hellforged hunter-killer missile’ entry.

Page 136 – Chaos Fellblade

Delete the Transport section.

Page 142 – Points Values, Chaos Land Raider Achilles

Change ‘Twin multi-melta’ to ‘Twin hellforged multi-melta’.

Page 145 – Death Guard Greater Blight Drone, Abilities

Replace ‘Nurgle’s Gift (see *Codex: Death Guard*)’ with ‘**Contagions of Nurgle** (see *Codex: Death Guard*)’.

Page 160 – War Dog Moirax, Unit Characteristics

Change the Name on the second line to read:

‘War Dog Moirax (4-6 wounds remaining)’

Change the Name on the third line to read:

‘War Dog Moirax (1-3 wounds remaining)’

Page 161 – Chaos Questoris Knight Styrix, Unit Characteristics

Change the Name on the second line to read:

‘Chaos Questoris Knight Styrix (7-12 wounds remaining)’

Change the Name on the third line to read:

‘Chaos Questoris Knight Styrix (1-6 wounds remaining)’

Page 173 – Hornet, Description

Change the second sentence to read:

‘Each model is equipped with: 2 Hornet pulse lasers.’

Page 180 – Phantom Titan, Wargear Options

Change to read:

- Any of this model’s phantom pulsars can each be replaced with one of the following: 1 D-bombard; 2 starcannons and 1 wraith glaive.
- Any of this model’s starcannons can each be replaced with 1 pulse laser (see *Codex: Craftworlds*).’

Pages 183 – Reaper and Tantalus, Abilities

Add ‘**Power From Pain** (see *Codex: Drukhari*)’ to both of these datasheets.

Page 190 – Sentry Pylons, Abilities, Artillery Battery

Change the second sentence to read:

‘Instead, each model must be set up within 6" of one other model from its unit.’

Page 193 – Warboss on Warbike, Abilities

Change to read:

‘**Ere we go, Waaagh!** (see *Codex: Orks*), **Big Red Button, Dead Tough** (see the Deffkilla Wartrike datasheet in *Codex: Orks*)’

Page 193 – Warboss on Warbike, Keywords

Delete ‘**WARBOSS**’.

Page 193 – Mek Boss Buzzgob

Delete the ‘Grot Oiler’ profile from this datasheet.

Page 193 – Mek Boss Buzzgob, Abilities

Replace ‘**Ere we go, Mob Rule, Dakka! Dakka! Dakka!** (see *Codex: Orks*)’ with ‘**Ere we go, Waaagh!** (see *Codex: Orks*)’

Change the Nitnuckle and Lunk ability to read:

‘Once per turn, when Mek Boss Buzzgob uses the Mekaniak Boss ability to repair a **GOFF VEHICLE** model, you can choose for his grot underlings to help. If you do so, that **GOFF VEHICLE** model can regain 1 additional lost wound. You can only use this ability twice per battle.

We recommend placing two Grot Oiler models next to this Mek Boss Buzzgob model as a reminder, removing one each time this ability has been used (a Grot Oiler model does not count as a model for any rules purposes).’

Page 193 – Mek Boss Buzzgob, Keywords (Grot Oilers)

Delete the ‘Keywords (Grot Oilers)’ line.

Page 194 – Grot Tanks, Grot Mega-Tank, Abilities

Replace ‘**Dakka! Dakka! Dakka!** (see *Codex: Orks*), **Ramshackle** (see the Trukk datasheet in *Codex: Orks*)’ with ‘**Ere we go, Ramshackle, Waaagh!** (see *Codex: Orks*)’

Page 195 – Nobz on Warbikes, Abilities

Change to read:

‘**Ere we go, Mob Rule, Waaagh!** (see *Codex: Orks*)’

Page 195, 196 – Mega Dread, Meka-dread, Abilities

Replace ‘**Ere we go, Dakka! Dakka! Dakka!** (see *Codex: Orks*), **Ramshackle** (see the Trukk datasheet in *Codex: Orks*)’ with ‘**Ere we go, Ramshackle, Waaagh!** (see *Codex: Orks*)’

Page 197 – Squiggoth

Change this datasheet’s description to read:

‘A Squiggoth is equipped with: gorin’ horns.’

Page 197 – Squiggoth, Abilities

Replace ‘**Ere we go, Dakka! Dakka! Dakka!** (see *Codex: Orks*)’ with ‘**Ere we go, Ramshackle, Waaagh!** (see *Codex: Orks*)’

Page 197, 200 – Squiggoth, Gargantuan Squiggoth, Abilities, Enraged Demise

Change the first sentence to read:

‘When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play.’

Page 198 – Big Trakk, Abilities

Replace ‘**Dakka! Dakka! Dakka!**, **Ramshackle**’ with ‘**Ere we go, Ramshackle, Waaagh!** (see *Codex: Orks*)’

Page 198 – Big Trakk, Transport

Change the second sentence to read:

‘Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of 2 models.’

Page 199 – Kannonwagon, Abilities

Replace ‘**Dakka! Dakka! Dakka!** (see *Codex: Orks*)’ with ‘**Ere we go, Ramshackle, Waaagh!** (see *Codex: Orks*)’

Page 200 – Gargantuan Squiggoth, Abilities

Replace ‘**Ere we go, Dakka! Dakka! Dakka!** (see *Codex: Orks*)’ with ‘**Ere we go, Waaagh!** (see *Codex: Orks*)’

Page 201 – Kill Tank, Abilities

Replace ‘**Dakka! Dakka! Dakka!** (see *Codex: Orks*)’ with ‘**Ere we go, Waaagh!** (see *Codex: Orks*)’

Delete the ‘Ramshackle’ ability.

Page 202 – Kustom Stompa, Abilities

Replace ‘**Ere we go, Dakka! Dakka! Dakka!** (see *Codex: Orks*)’ with ‘**Ere we go, Waaagh!** (see *Codex: Orks*)’

Replace ‘**Bigger ’n’ Stompier, Stompa Rigger Crew, Effigy** (see the Stompa datasheet in *Codex: Orks*)’ with ‘**Waaagh! Effigy (Aura), Big an’ Stompy, Rigger Crew** (see the Stompa datasheet in *Codex: Orks*)’

Page 203 – Points Values, Nobz on Warbikes

Remove the following options:

- Killsaw (pair)
- Kombi-weapon with rokkit launcha
- Kombi-weapon with skorcha

Page 203 – Points Values, Gargantuan Squiggoth

Change the ‘Supa-kannon’ option to ‘Squiggoth supa-kannon’.

Page 205 – Shas’o R’alai

- Change the second sentence of the unit description to read: ‘**Blacklight Marker Drones** are equipped with: **markerlight**.’
- Delete the ‘**Blacklight markerlight**’ entry from the Weapon table.
- Change the first paragraph of the Abilities (Shas’o R’alai) section to read: ‘**Battlesuits, Manta Strike** (see *Codex: T’au Empire*), **Master of War** (see the Commander in Crisis Battlesuit datasheet in *Codex: T’au Empire*)’
- Change the Abilities (Blacklight Marker Drones) section to read: ‘See the Drones rules page in *Codex: T’au Empire* (pg 94).

Blacklight Markers: Each time this model performs the Fire Markerlights action (see *Codex: T’au Empire*), you can select one eligible enemy unit within 48" of this model, instead of within 36"’.

- Add the ‘**INFANTRY**’ keyword to the Keywords (Shas’o R’alai) section.
- Add the ‘**MARKERLIGHT**’ keyword to the Keywords (Blacklight Marker Drones) section.

Page 206 – XV9 Hazard Battlesuits

- Delete the third and fourth sentences of the unit description.
- Change the second bullet point in the Wargear Options section to read:
 - Any number of **BATTLESUIT** models can each be equipped with one of the following: 1 counterfire defence system; 1 early warning override; 1 multi-tracker; 1 shield generator; 1 target lock; 1 velocity tracker.
- Add the following bullet point to the Wargear Options section:
 - For every **BATTLESUIT** model in this unit, this unit can be equipped with up to two of the following, in any combination (**Power Rating +1**): 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (see *Codex: T'au Empire*).
- Change the first paragraph of the Abilities section to read: '**Battlesuits, Manta Strike** (see *Codex: T'au Empire*).'
- Add the '**INFANTRY**' keyword to the Keywords section.

Page 207 – XV107 R'varna Battlesuit

- Delete the first two sentences of the unit description.
- Change the Wargear Options section to read:
 - This model can be equipped with up to two of the following: 1 counterfire defence system; 1 early warning override; 1 multi-tracker; 1 target lock; 1 velocity tracker.
 - This model can be equipped with up to 2 Shielded Missile Drones (**Power Rating +1** each, see *Codex: T'au Empire*).
- In the Abilities (R'varna) section, delete '**For the Greater Good** (see *Codex: T'au Empire*).
- Delete the Abilities (Shielded Missile Drones) section.
- In the Keywords (R'varna Battlesuit) section, change '**MONSTER**' to '**VEHICLE**'.
- Delete the Keywords (Shielded Missile Drones) section.

Page 208 – Tetras

- Change the last sentence of the unit description to read: 'Every model is equipped with: markerlight; 2 pulse rifles.'
- Delete the 'High intensity markerlight' entry from the Weapon table.
- Add the following to the Abilities section:
'**High Intensity Markerlights:** Each time a model in this unit performs the Fire Markerlights action (see *Codex: T'au Empire*), roll two additional D6.'
- Add the '**MARKERLIGHT**' keyword to the Keywords section.

Page 209 – XV109 Y'vahra Battlesuit

- Delete the first two sentences of the unit description.
- Change the Wargear Options section to read:
 - This model can be equipped with up to two of the following: 1 counterfire defence system; 1 early warning override; 1 multi-tracker; 1 target lock; 1 velocity tracker.
 - This model can be equipped with up to 2 Shielded Missile Drones (**Power Rating +1** each, see *Codex: T'au Empire*).
- In the Abilities (Y'vahra) section, delete '**For the Greater Good** (see *Codex: T'au Empire*).
- Delete the Abilities (Shielded Missile Drones) section.
- In the Keywords (Y'vahra Battlesuit) section, change '**MONSTER**' to '**VEHICLE**'.
- Delete the Keywords (Shielded Missile Drones) section.

Page 210 – DX-6 Remora Stealth Drones

- In the Weapon table, delete the second and third sentences of the Remora seeker missile's ability.
- In the Abilities section, delete '**For the Greater Good** (see *Codex: T'au Empire*)'.
- Add the '**MARKERLIGHT**' keyword to the Keywords section.

Page 211 – Tiger Shark, Wargear Options

Add the following bullet point:

'This model's 2 burst cannons can be replaced with 2 cyclic ion blasters.'

Page 212 – AX-1-0 Tiger Shark, Wargear Options

Add the following bullet point:

'This model's 2 burst cannons can be replaced with 2 cyclic ion blasters (see *Codex: T'au Empire*).'

Page 213 – Manta

- In the Transport section, change the second bullet point to read:
'4 <SEPT> **DEVILFISH**, <SEPT> **SKY RAY GUNSHIP** or <SEPT> **HAMMERHEAD** models'.
- Add the '**MARKERLIGHT**' keyword to the Keywords section.

Page 215 – T'au Empire Points Values

End of the first paragraph, add the following:

'For the points costs of drones see *Codex: T'au Empire*. For the points costs of support systems, see the XV8 Crisis Battlesuits entry in *Codex: T'au Empire*.'

Page 220 – Stone-crusher Carnifex, unit description

Change to read:

'A Stone-crusher Carnifex is equipped with: 2 wrecker claws; thresher scythe (see *Codex: Tyranids*).'

Page 220 – Stone-crusher Carnifex, Wargear Options

Change to read:

'One of this model's wrecker claws can be replaced with 1 bio-flail.'

Page 222, 223 – Harridan, Hierophant, Abilities, Death Throes

'When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play.'

FAQ

Q: Is the second part of the Decimator's soulburner petard's ability affected by abilities that cause wound rolls of a specific number to fail (e.g. the Transhuman Physiology Stratagem)?

A: No.

Designer's Note: *In this case, this is because the soulburner petard's ability does not require the wound roll to be successful.*

ADDITIONAL DATASHEET

Add the following datasheet to the Chaos Space Marines Datasheets section:



CHAOS VINDICATOR LASER DESTROYER 10 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Vindicator Laser Destroyer (6+ wounds remaining)	10"	6+	3+	6	8	11	3	8	3+
	Chaos Vindicator Laser Destroyer (3-5 wounds remaining)	5"	6+	4+	6	8	N/A	D3	8	3+
	Chaos Vindicator Laser Destroyer (1-2 wounds remaining)	3"	6+	5+	6	8	N/A	1	8	3+

A Chaos Vindicator Laser Destroyer is equipped with: laser volley cannon; storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellforged hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hellforged hunter-killer missile it is equipped with once per battle.
Laser volley cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Volley fire	36"	Heavy 3	9	-3	D3+3	-
- Overcharge fire	36"	Heavy 3	10	-4	6	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, if the bearer did not Remain Stationary in your previous Movement phase, it suffers 1 mortal wound after shooting with this weapon.

WARGEAR OPTIONS

- This model can be equipped with 1 hellforged hunter-killer missile.

ABILITIES

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>
KEYWORDS: VEHICLE, SMOKESCREEN, CHAOS VINDICATOR LASER DESTROYER

HEAVY SUPPORT

Chaos Vindicator Laser Destroyer

Unit size.....	1 model
Unit cost.....	175 pts
• Hellforged hunter-killer missile.....	+5 pts