



IMPERIAL ARMOUR COMPENDIUM

Indomitus Version 1.9

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 'T'au 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 Scorpis, Chaos Whirlwind Scorpis, 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 51 – The <Regiment> Keyword

Delete this section.

Page 51 – Regimental Doctrines

Change the first paragraph to:

'If you wish, for any of your **ASTRA MILITARUM** Detachments, you can replace the Born Soldiers Regimental Doctrine (see *Codex: Astra Militarum*) with the Cult of Sacrifice Regimental Doctrine.'

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, 56, 57, 59, 62, 64, 65 – Death Korps Marshal, Combat Engineer Squad, Death Rider Squadron, Heavy Mortar Battery, Earthshaker Carriage Battery, Heavy Quad Launcher Battery, Medusa Carriage Battery, Rapier Laser Destroyer Battery, Abilities

Add:

'Regimental Tactics (see *Codex: Astra Militarum*).'

Page 54 – Death Korps Marshal, Abilities

Change the second paragraph to:

‘Refractor Field, Senior Officer (see the Cadian Castellan datasheet in *Codex: Astra Militarum*).’

Page 54 – Death Korps Marshal

Add the following Commanding Authority section:

‘This model knows Regimental Orders (see *Codex: Astra Militarum*). In your Command phase, it can issue up to two Orders.’

Page 54 – Death Korps Marshal, Keywords

Add **‘REGIMENTAL, COMMANDANT’**.

Page 54 – Death Rider Squadron Commander, Abilities

Change the third paragraph to:

‘Refractor Field (see the Cadian Castellan datasheet in *Codex: Astra Militarum*).’

Page 54 – Death Rider Squadron Commander

Add the following Commanding Authority section:

‘This model knows Regimental Orders (see *Codex: Astra Militarum*). In your Command phase, it can issue one Order. This model can issue orders to **CAVALRY** units, as well as **INFANTRY** units.’

Page 54, 55, 59, 70, 77 – Death Rider Squadron Commander, Death Rider Command Squadron, Cyclops Demolition Vehicle, Trojan Support Vehicle, Hades Breaching Drill, Tarantula Battery, Keywords

Add **‘REGIMENTAL’**.

Page 55 – Death Rider Command Squadron

Change this unit’s Battlefield Role to ‘Elites’.

Page 56, 57, 59, 62, 63, 64, 65 – Combat Engineer Squad, Death Rider Squadron, Heavy Mortar Battery, Earthshaker Carriage Battery, Heavy Quad Launcher Battery, Medusa Carriage Battery, Rapier Laser Destroyer Battery, Keywords

Add **‘PLATOON, REGIMENTAL’**.

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 58, 61, 62, 64 – Carnodon, Malcador Annihilator, Malcador Defender, Malcador Infernus, Abilities

Change the first paragraph to:

‘Regimental Tactics (see *Codex: Astra Militarum*).’

Page 58, 59, 61, 62, 63, 64, 65, 66, 70, 71, 72, 73, 76, 77 –

Carnodon, Cyclops Demolition Vehicle, Heavy Mortar Battery, Malcador Annihilator, Malcador Defender, Earthshaker Carriage Battery, Heavy Quad Launcher Battery, Colossus Bombards, Malcador Infernus, Medusa Carriage Battery, Rapier Laser Destroyer Battery, Valdor Tank Hunter, Trojan Support Vehicle, Hades Breaching Drill, Macharius, Macharius Vanquisher, Macharius Vulcan, Praetor, Crassus, Minotaur, Stormblade, Tarantula Battery, Faction Keywords
Delete **‘<REGIMENT>’**.

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 58, 61, 62, 64 – Carnodon, Malcador Annihilator, Malcador Defender, Malcador Infernus, Keywords

Add **‘SQUADRON, REGIMENTAL, BATTLE TANK, SMOKE’**.

Page 60, 61 – Armageddon-pattern Basilisks, Armageddon-pattern Medusas, Malcador

Delete datasheet and replace with the corresponding datasheet at the end of this document.

Page 61, 62, 65 – Malcador Annihilator, Malcador Defender, Thunderers, Unit Description

Change ‘demolisher cannon’ to ‘demolisher battle cannon’.

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 63, 65 – Colossus Bombards, Thunderers, Abilities

Change the first paragraph to:

‘Regimental Tactics (see *Codex: Astra Militarum*), Vehicle Squadron (see the Leman Russ Battle Tanks datasheet in *Codex: Astra Militarum*).’

Page 63, 65 – Colossus Bombards, Thunderers, Keywords

Add **‘SQUADRON, REGIMENTAL, SMOKE’**.

Page 66, 71, 72, 73, 76 – Valdor Tank Hunter, Macharius, Macharius Vanquisher, Macharius Vulcan, Praetor, Crassus, Minotaur, Stormblade, Abilities

Delete the first paragraph.

Page 66, 71, 72, 73, 76 – Valdor Tank Hunter, Macharius, Macharius Vanquisher, Macharius Vulcan, Praetor, Crassus, Minotaur, Stormblade, Keywords

Add **‘REGIMENTAL, SMOKE, SUPER-HEAVY’**.

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

Add the **‘TRANSPORT’** keyword.

Page 70 – Trojan Support Vehicle, Abilities, Support Vehicle

Change the first sentence to:

‘At the end of your Movement phase, this model can repair one friendly **ASTRA MILITARUM VEHICLE** model within 3" of it.’

Page 70 – Hades Breaching Drill, Abilities, Subterranean Assault

Change the second sentence to:

‘If you do, you can also set up one **COMBAT ENGINEER SQUAD** unit underground with it.’

Add the following to the end of the second sentence of this ability: ‘[...] if you do so, at the start of the battle, this model counts as having friendly models embarked within it for the purposes of any mission rules.’

Page 70 – Hades Breaching Drill, Abilities, Specialist Operators

Change to:

‘If your army is Battle-forged, you can only include one of this unit in a Detachment for each **COMBAT ENGINEER SQUAD** unit in the same Detachment.’

Page 71, 72, 73, 76 – Macharius, Macharius Vanquisher, Macharius Vulcan, Praetor, Crassus, Minotaur, Stormblade, Unit Description

Change ‘adamantium tracks’ to ‘adamantine tracks’.

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 Pyrrhite Spears

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

Page 83, 84, 85, 86 – Custodian Guard with Adrasite and Pyrrhite Spears, Sagittarum Custodians, Aquilon Custodians, Agamatus Custodians, Venatori 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, 86, 87 – Contemptor-Galatus Dreadnought, Contemptor-Achillus Dreadnought, Pallas Grav-attack, Telemon Heavy Dreadnought

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 98-106 – Acastus Knight Asterius, Cerastus Knight Lancer, Cerastus Knight Castigator, Cerastus Knight Acheron, Questoris Knight Magaera, Cerastus Knight Atrapos, Knight Moirax, Questoris Knight Styrix, Acastus Knight Porphyron.
Replace the <HOUSEHOLD> keyword with <NOBLE HOUSEHOLD> and add ‘Code Chivalric (see *Codex: Imperial Knights*)’ to the abilities of all these datasheets.

Page 102, 105, 158, 161 – Hekaton Siege Claw

Replace the word ‘Smash’ with ‘Sweep’ in this weapon profile.

Page 104 – Knight Moirax

- 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)’
- Replace this unit’s ‘Vehicle Squadron’ ability with ‘Armiger Squadron’.

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)’

Designer’s Note: *Hyphens in keywords make no functional difference to how that keyword is applied, e.g. QUESTORIS CLASS and QUESTORIS-CLASS are the same keywords for all rules purposes.*

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 Marines Datasheets

Add the following:
‘Many Chaos Space Marines units described in this section can be fielded in Death Guard, Thousand Sons or World Eaters armies even though you cannot normally replace the <LEGION> keyword with either **DEATH GUARD**, **THOUSAND SONS** or **WORLD EATERS**.

You can choose for any <LEGION> unit (excluding **KHORNE**, **SLAANESH** and **TZEENTCH** units) 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** and **NURGLE** keywords.
- That unit can be from one of the seven Plague Companies, and so also gains the <PLAGUE COMPANY> keywords.
- That unit loses the ‘Let the Galaxy Burn’ ability.

You can choose for any <LEGION> unit (excluding **KHORNE**, **NURGLE** and **SLAANESH** units) 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** and **TZEENTCH** keywords.
- That unit can be from one of the nine Great Cults, and so also gains the <GREAT CULT> keyword.
- That unit loses the ‘Let the Galaxy Burn’ ability.

You can choose for any <LEGION> unit (excluding **NURGLE**, **SLAANESH** and **TZEENTCH** units) from the Imperial Armour Compendium to be from the World Eaters Legion. If you do:

- Replace that unit’s <LEGION> keyword with **WORLD EATERS**.
- That unit gains the **BUTCHER ASTARTES** and **KHORNE** keywords.
- If that unit has the **CHAOS UNDIVIDED** keyword, it loses that keyword even if it is not given a Mark of Khorne.
- That unit loses the ‘Let the Galaxy Burn’ ability.

Page 115 – Stratagems section

Delete this section.

Page 116, 121, 133, 135 – Decimator, Blood Slaughterer, Greater Brass Scorpion, Kytan Ravager, Abilities section

Delete:
‘**Daemonic, Infernal Regeneration** (see the Maulerfiend datasheet in *Codex: Chaos Space Marines*)’

Add:
‘**Let the Galaxy Burn, Daemon Engine** (see *Codex: Chaos Space Marines*)’

Page 116-141 – various datasheets, Faction keywords

For each datasheet on these pages (excluding the Chaos Contemptor Dreadnought, Greater Blight Drone, Blood Slaughterer, Greater Brass Scorpion and Kytan Ravager), change ‘<MARK OF CHAOS>’ to ‘<TRAITORIS ASTARTES>’.

Page 117 – Chaos Contemptor Dreadnought, Faction keywords

Change to read:
‘<CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, <LEGION>’

Page 117, 118, 119, 120, 122, 123, 124, 125, 127, 128, 129, 130, 131, 132, 134, 135, 136, 137, 138, 139, 140, 141 – Chaos Contemptor Dreadnought, Chaos Leviathan Dreadnought, Chaos Deredeo Dreadnought, Dreadclaw Drop Pod, 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, Hell Talon, Hell Blade, 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, Abilities section

Add:

‘Let the Galaxy Burn (see *Codex: Chaos Space Marines*)’

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”.

Page 120 – Greater Blight Drone, Abilities

Delete:

‘Disgustingly Resilient, Daemonic (see the Plague Bearers datasheet in *Codex: Chaos Space Marines*)’

Add:

‘Let the Galaxy Burn, Daemon Engine (see *Codex: Chaos Space Marines*)’

Add:

‘Sickly Resistance: Each time this model would lose a wound, roll one D6: on a 5+, that wound is not lost.’

Page 120, 121, 133, 135 – Greater Blight Drone, Blood Slaughterer, Greater Brass Scorpion, Kytan Ravager, Faction keywords

Add:

‘TRAITORIS ASTARTES’

Page 120-141 – All TRANSPORT datasheets, Transport section

Add:

‘Each POSSESSED model takes up the space of 2 models.’

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 126 – Chaos Rapier Carrier, Abilities

Delete:

‘Death to the False Emperor (see *Codex: Chaos Space Marines*)’

Add:

‘Let the Galaxy Burn (see *Codex: Chaos Space Marines*)’

Page 128 – Hell Talon

- Unit description – change ‘autocannon’ to ‘Havoc autocannon’
- Wargear Options – change to read: ‘This model’s Havoc autocannon can be replaced with 1 havoc launcher.’

Page 130 – Chaos Xiphon Interceptor, Weapon

Delete the ‘Hellforged hunter-killer missile’ entry.

Page 136 – Chaos Fellblade, unit description

Change ‘demolisher cannon’ to ‘demolisher siege cannon.’

Pages 122, 123, 124, 125, 131, 132, 134, 135, 136, 137, 138, 139, 140 – Chaos Land Raider Proteus, Chaos Land Raider Achilles, Chaos Sicaran Battle Tank, Chaos Sicaran Venator, Chaos Sicaran Punisher, 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, Keywords

Add the ‘MACHINE SPIRIT’ keyword.

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 147, 148, 149, 150, 151, 152 – Uraka the Warfiend, Mamon Transfigured, Cor’bax Utterblight, Scabeiathrax the Bloated, An’ggrath the Unbound, Aetaos’rau’keres, Zarakynel, Abilities

Delete ‘Daemonic Ritual’.

Page 147, 148, 149, 150, 151, 152 – Uraka the Warfiend, Mamon Transfigured, Cor’bax Utterblight, Scabeiathrax the Bloated, An’ggrath the Unbound, Aetaos’rau’keres, Zarakynel, Faction Keywords

Add ‘LEGIONES DAEMONICA’.

Page 147, 148, 149, 152 – Uraka the Warfiend, Mamon Transfigured, Cor’bax Utterblight, Scabeiathrax the Bloated, Zarakynel, Unit Profile

Change the Save characteristic to a Daemonic Save characteristic of ‘5+/4+’.

Page 148, 149 – Mamon Transfigured, Cor’bax Utterblight, Scabeiathrax the Bloated, Abilities

Delete ‘Disgustingly Resilient’.

Page 149 – Cor’bax Utterblight, keywords

Add the ‘PSYKER’ keyword.

Page 149 – Cor’bax Utterblight, Psyker section

Change the second sentence to read ‘It knows *Smite* and two psychic powers from the Warprot Discipline.’

Page 149 – Scabeiathrax the Bloated, Unit Profile

Change the Toughness characteristic to ‘9’.

Page 149 – Scabeiathrax the Bloated, Psyker section

Change the second sentence to read ‘It knows *Smite* and two psychic powers from the Warprot Discipline.’

Page 149, 150, 151, 152 – Scabeiathrax the Bloated, An’ggrath the Unbound, Aetaos’rau’keres, Zarakynel, Abilities

Delete ‘Daemon Lord’.

Page 149, 150, 151, 152 – Scabeiathrax the Bloated, An’ggrath the Unbound, Aetaos’rau’keres, Zarakynel, Keywords

Add ‘**GREATER DAEMON, WARP LOCUS**’.

Page 150 – An’ggrath the Unbound, Unit Profile

Change the Save characteristic to a Daemonic Save characteristic of ‘4+/4+’.

Page 150 – An’ggrath the Unbound, Abilities

Delete ‘Unstoppable Ferocity’.

Page 151 – Aetaos’rau’keres, Unit Profile

Change the Save characteristic to a Daemonic Save characteristic of ‘5+/3+’.

Page 151 – Aetaos’rau’keres, Abilities

Delete ‘Ephemeral Form’.

Page 152 – Zarakynel, Abilities

Delete ‘Quicksilver Swift’.

Page 151 – Aetaos’rau’keres, Psyker section

Change the second sentence to read ‘It knows *Smite* and two psychic powers from the Pandaemoniac Discipline.’

Page 152 – Zarakynel, Psyker section

Change the second sentence to read ‘It knows *Smite* and two psychic powers from the Soulstain Discipline.’

Page 154 – The Dread Household keyword

Delete the paragraph subtitled ‘Dreadblades’.

Page 155-162 – Chaos Acastus Knight Asterius, Chaos Cerastus Knight Lancer, Chaos Cerastus Knight Castigator, Chaos Cerastus Knight Acheron, Chaos Questoris Knight Magaera, Chaos Cerastus Knight Atrapos, War Dog Moirax, Chaos Questoris Knight Styrix, Chaos Acastus Knight Porphyron.

Add ‘Harbingers of Dread (see *Codex: Chaos Knights*)’ to the abilities of all these datasheets.

Page 158, 161 – Chaos Questoris Knight Magaera, Chaos Questoris Knight Styrix, Keywords

Change ‘**QUESTORIS CLASS**’ to ‘**ABHORRENT-CLASS**’

Page 160 – War Dog Moirax

- 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)’
- Replace this unit’s **ARMIGER CLASS** keyword with **WAR DOG-CLASS** and replace this unit’s ‘Vehicle Squadron’ ability with ‘War Dog Squadron’.

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)’

Designer’s Note: *Several Aeldari rules or abilities in Imperial Armour Compendium refer the reader to Codex: Craftworlds (e.g. the Hover Tank and Unstoppable Revenant abilities). In all such cases (including any instances in this document), players should instead refer to Codex: Aeldari.*

Page 171 – Named Characters

Delete this entry.

Page 172 – Irillyth

- Replace the first line of this datasheet’s abilities with: ‘**Battle Focus, Favoured of Khaine, Strands of Fate** (see *Codex: Aeldari*)’
- Change the Reaper of Souls ability to read: ‘**Reaper of Souls (Aura):** While a friendly **SHADOW SPECTRES** unit is within 6” of this model, add 2 to the Leadership characteristic of models in that unit and that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).’
- Add ‘**SHADOW SPECTRES**’ to this datasheet’s Keywords line.

Page 172 – Shadow Spectres

- Replace the first line of this datasheet’s abilities with: ‘**Battle Focus, Strands of Fate** (see *Codex: Aeldari*)’
- Add the following ability: ‘**Aspect Armour:** Models in this unit have a 5+ invulnerable save.’
- Add ‘**CORE**’ to this datasheet’s Keywords line.

Page 173, 174, 176, 177 – Hornet, Lynx, Warp Hunter, Scorpion, Cobra

Add the following ability:

‘**Strands of Fate** (see *Codex: Aeldari*)’

Page 173 – Hornet, Description

Change the second sentence to read:

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

Page 175, 178, 179, 180 – Wraithseer, Skathach Wraithknight, Revenant Titan, Phantom Titan

Replace the first line of this datasheet’s abilities with:

‘**Strands of Fate** (see *Codex: Aeldari*)’

Page 175 – Wraithseer

- Replace this datasheet's Wargear Options with the following:
'This model can be equipped with one of the following:
1 Aeldari missile launcher; 1 bright lance; 1 D-cannon; 1 scatter laser; 1 shuriken cannon; 1 starcannon.'
- Replace the Eldritch Wraith Construct ability with the following:
'**Wraithbone Form** (See the Wraithlord datasheet in *Codex: Aeldari*)'

Page 176 – Nightwing

Replace the first line of this datasheet's abilities with:
'**Strands of Fate** (see *Codex: Aeldari*), **Airborne, Hard to Hit, Supersonic** (See the Crimson Hunter datasheet in *Codex: Aeldari*)'

Page 176, 177 – Scorpion, Cobra

Replace this datasheet's Wargear Options with the following:
• This model's shuriken cannon can be replaced with one of the following: 1 Aeldari missile launcher; 1 bright lance; 1 scatter laser; 1 starcannon.
• This model can be equipped with up to one of each of the following: 1 crystal targeting matrix; 1 spirit stones; 1 star engines; 1 vectored engines (See the Wave Serpent datasheet in *Codex: Aeldari*).'

Page 178 – Skathach Wraithknight

Add the following ability:
'**Wraithbone Form** (See the Wraithknight datasheet in *Codex: Aeldari*)'

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 Deffkillla 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 skorch

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’vakra 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’vakra) section, delete ‘**For the Greater Good** (see *Codex: T’au Empire*).’
- Delete the Abilities (Shielded Missile Drones) section.
- In the Keywords (Y’vakra 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 217, 218, 219, 220, 221, 222, 223 – Malanthrope, Meiotic Spores, Sky-slasher Swarms, Dimachaeron, Stone-crusher Carnifex, Barbed Hierodule, Scythed Hierodule, Harridan, Hierophant, Faction Keywords

Add ‘**HIVE TENDRIL**’

Page 217 – Meiotic Spores, Faction Keywords

Change ‘<**HIVE FLEET**>’ to ‘**LIVING ARTILLERY**’

Page 218, 219, 220, 221 – Meiotic Spores, Sky-slasher Swarms, Dimachaeron, Stone-crusher Carnifex, Barbed Hierodule, Scythed Hierodule, Abilities

Delete ‘Instinctive Behaviour’

Page 218 – Sky-slasher Swarms

- Delete the last sentence of the unit description.
- In Abilities, change ‘Swooping Assault (see the Gargoyles datasheet in *Codex: Tyranids*)’ to read:
‘**Swooping Assault:** During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do so, then during the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.’

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 219, 221 – Dimachaeron, Barbed Hierodule, Scythed Hierodule, Abilities, Death Throes

Change this ability to read:

‘When this model is destroyed, roll one D6 before removing it from play. On a 6+, the closest enemy unit within 3" suffers 3 mortal wounds.’

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

Change this ability to read:

‘When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6+, the closest enemy unit within 2D6" suffers D6 mortal wounds.’

FAQ

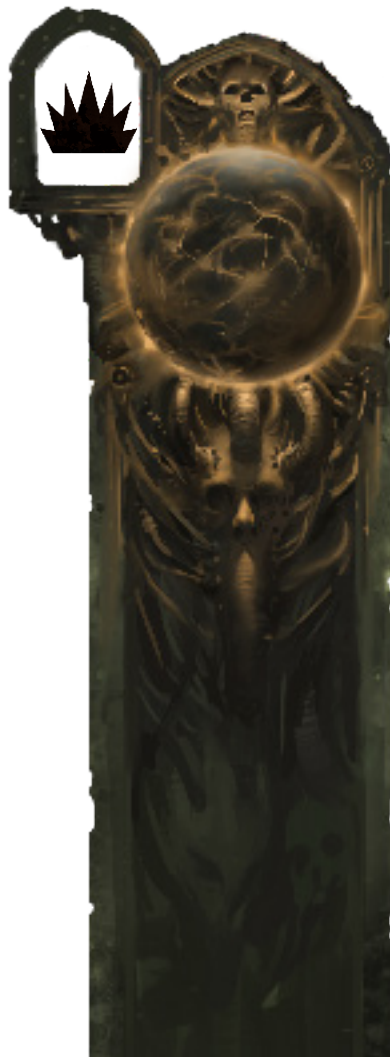
Q: Is the second part of the Decimator’s soulburner petard’s ability affected by abilities that cause wound rolls of a specific number to fail (e.g. the Transhuman Physiology Stratagem)?

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: combi-bolter; laser volley cannon.

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

Let the Galaxy Burn (see *Codex: Chaos Space Marines*)

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, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
KEYWORDS: **VEHICLE, SMOKESCREEN, CHAOS VINDICATOR LASER DESTROYER**

ADDITIONAL DATASHEET

Add the following datasheets to the Astra Militarum Datasheets section:



ARMAGEDDON-PATTERN BASILISK 7 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	Armageddon-pattern Basilisk (6+ wounds)	12"	6+	4+	6	7	11	3	7	3+
	Armageddon-pattern Basilisk (3-5 wounds)	8"	6+	5+	6	7	N/A	D3	7	3+
	Armageddon-pattern Basilisk (1-2 wounds)	4"	6+	6+	6	7	N/A	1	7	3+

This model is equipped with: earthshaker cannon; heavy bolter.

WARGEAR OPTIONS

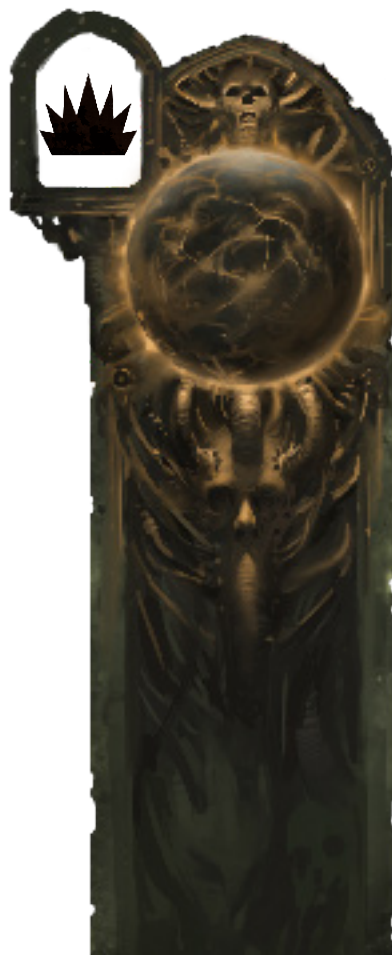
- This model's heavy bolter can be replaced with 1 heavy flamer.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter or 1 heavy stubber.

ABILITIES

Regimental Tactics (see *Codex: Astra Militarum*)

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: IMPERIUM, ASTRA MILITARUM
KEYWORDS: VEHICLE, SMOKE, REGIMENTAL, SQUADRON, BASILISK, ARMAGEDDON-PATTERN BASILISKS



ARMAGEDDON-PATTERN MEDUSA

8 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	Armageddon-pattern Medusa (6+ wounds)	12"	6+	4+	6	7	11	3	7	3+
	Armageddon-pattern Medusa (3-5 wounds)	8"	6+	5+	6	7	N/A	D3	7	3+
	Armageddon-pattern Medusa (1-2 wounds)	4"	6+	6+	6	7	N/A	1	7	3+

This model is equipped with: Medusa siege cannon; heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Medusa siege cannon	36"	Heavy D6	10	-3	D6	Blast. This weapon can target units that are not visible to the bearer.

WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 heavy flamer.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter or 1 heavy stubber.

ABILITIES

Regimental Tactics (see *Codex: Astra Militarum*)

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: IMPERIUM, ASTRA MILITARUM

KEYWORDS: VEHICLE, SMOKE, REGIMENTAL, SQUADRON, MEDUSA, ARMAGEDDON-PATTERN MEDUSAS



MALCADOR

12 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	Malcador (10+ wounds)	10"	6+	4+	7	8	18	3	7	3+
	Malcador (5-9 wounds)	7"	6+	5+	7	8	N/A	D3	7	3+
	Malcador (1-4 wounds)	4"	6+	6+	7	8	N/A	1	7	3+

A Malcador is equipped with: 2 autocannons; Malcador battle cannon; heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Malcador battle cannon	72"	Heavy D6+3	8	-2	3	Blast

WARGEAR OPTIONS

- This model's 2 autocannons can be replaced with 2 heavy bolters or 2 lascannons.
- This model's heavy bolter can be replaced with 1 autocannon or 1 lascannon.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter or 1 heavy stubber.

ABILITIES

Regimental Tactics (see *Codex: Astra Militarum*)

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 D6 mortal wounds.

FACTION KEYWORDS: **IMPERIUM, ASTRA MILITARUM**

KEYWORDS: **VEHICLE, SMOKE, REGIMENTAL, SQUADRON, BATTLE TANK, MALCADOR**