

AVENGER STRIKE FIGHTER

M	T	SV	W	LD	OC
20+"	9	3+	14	7+	0



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Avenger bolt cannon [SUSTAINED HITS 1]	36"	10	4+	6	-1	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Lascannon	48"	1	4+	12	-3	D6+1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

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).

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.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, AVENGER STRIKE FIGHTER



FACTION KEYWORDS:
ASTRA MILITARUM

AVENGER STRIKE FIGHTER

The Avenger is a dedicated strike fighter, designed to conduct high-speed, low-level attacks on ground targets. Armoured vehicle formations and high-value strategic assets are the Avenger's principal prey, the aircraft's bolt cannon giving it a tank-killing capability that exceeds most other Imperial flyers of its size.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Avenger Strike Fighter

This model is equipped with: Avenger bolt cannon; heavy stubber; 2 lascannons; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, AVENGER STRIKE FIGHTER





FACTION KEYWORDS:
ASTRA MILITARUM

VOSS-PATTERN LIGHTNING

M	T	SV	W	LD	OC
20+"	9	3+	14	7+	0



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Lightning hellstrike rack [ANTI-FLY 2+]	48"	2	4+	10	-3	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

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.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, VOSS-PATTERN LIGHTNING



FACTION KEYWORDS:
ASTRA MILITARUM

VOSS-PATTERN LIGHTNING

Smaller and more agile than the iconic Thunderbolt, the Lightning is a high-speed suborbital fighter designed for interception, interdiction and surgical strikes. The Lightning's hellstrike missiles, coupled with lascannons, ensure that few ground targets are safe from its swooping assaults.

WARGEAR OPTIONS

- This model can be equipped with 1 Lightning hellstrike rack.

UNIT COMPOSITION

- 1 Voss-pattern Lightning

This model is equipped with: 2 lascannons; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, VOSS-PATTERN LIGHTNING




FACTION KEYWORDS:
ASTRA MILITARUM

THUNDERBOLT HEAVY FIGHTER

M	T	SV	W	LD	OC
20+"	10	3+	15	7+	0



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Thunderbolt hellstrike rack [ANTI-FLY 2+]	48"	2	4+	10	-3	D6
Thunderbolt nose autocannons [TWIN-LINKED]	48"	4	4+	9	-1	3

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

ABILITIES

CORE: **Deadly Demise D6**

Fighter Craft: Each time this model makes a ranged attack that targets a unit that can **FLY**, add 1 to 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.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, THUNDERBOLT HEAVY FIGHTER



FACTION KEYWORDS:
ASTRA MILITARUM

THUNDERBOLT HEAVY FIGHTER

The Thunderbolt is the main fighter aircraft of the Imperium. While less manoeuvrable than the Lightning, it boasts heavier armour, greater fuel capacity and superior armaments. Thunderbolts are capable of both atmospheric and void combat, and can be configured for a range of missions, from close support to light bombing sorties.

WARGEAR OPTIONS

- This model can be equipped with 1 Thunderbolt hellstrike rack.

UNIT COMPOSITION

- 1 Thunderbolt Heavy Fighter

This model is equipped with: Thunderbolt nose autocannons; 2 lascannons; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, THUNDERBOLT HEAVY FIGHTER





FACTION KEYWORDS:
ASTRA MILITARUM

VULTURE GUNSHIP

M	T	SV	W	LD	OC
20+"	10	2+	14	7+	0



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Multiple rocket pod [BLAST]	36"	D6	4+	6	0	1
Vulture gatling cannon [SUSTAINED HITS 1]	24"	18	4+	5	0	1
Vulture hellstrike rack [ANTI-FLY 2+]	48"	2	4+	10	-3	D6

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	4	0	1

ABILITIES

CORE: **Deadly Demise D6, Hover**

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.

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.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, VULTURE GUNSHIP



FACTION KEYWORDS:
ASTRA MILITARUM

VULTURE GUNSHIP

Based on the Valkyrie STC, Vulture Gunships are high-speed, low-level hunter-killers capable of bearing a wide range of payloads. Whether performing close-protection roles for drop troops or strafing missions against massed infantry and light vehicles, Vultures are stalwarts of the Imperial Navy that can be adapted to many combat situations.

WARGEAR OPTIONS

- This model's 2 multiple rocket pods and Vulture hellstrike rack can be replaced with 2 Vulture gatling cannons.

UNIT COMPOSITION

- 1 Vulture Gunship

This model is equipped with: heavy bolter; 2 multiple rocket pods; Vulture hellstrike racks; armoured hull.



KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, VULTURE GUNSHIP



FACTION KEYWORDS:
ASTRA MILITARUM

MARAUDER BOMBER

M	T	SV	W	LD	OC
20+" 	10	2+ 	20 	7+ 	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Lascannon	48"	1	4+	12	-3	D6+1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6+2**

WARGEAR ABILITIES

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.

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.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, IMPERIUM, MARAUDER BOMBER



FACTION KEYWORDS:
ASTRA MILITARUM

MARAUDER BOMBER

Capable of atmospheric and void operations, the Marauder Bomber is an Imperial Navy workhorse with an excellent weapon payload. It excels when supporting Astra Militarum ground offensives with bombing runs on enemy troop concentrations, entrenched positions and supply facilities.

WARGEAR OPTIONS

- This model's heavy bombs can be replaced with 1 inferno bombs.

UNIT COMPOSITION

- 1 Marauder Bomber

This model is equipped with: heavy bombs; 2 heavy bolters; 2 lascannons; armoured hull.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, IMPERIUM, MARAUDER BOMBER




FACTION KEYWORDS:
ASTRA MILITARUM

MARAUDER DESTROYER

M	T	SV	W	LD	OC
20+"	10	2+	20	7+	0



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	4+	6	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Hellstrike missile rack [ANTI-FLY 2+]	48"	2	4+	10	-3	D6
Marauder nose autocannons [TWIN-LINKED]	48"	4	4+	10	-2	3

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

ABILITIES

CORE: **Deadly Demise D6+2**

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.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, IMPERIUM, MARAUDER DESTROYER



FACTION KEYWORDS:
ASTRA MILITARUM

MARAUDER DESTROYER

The Marauder Destroyer was developed during the Second War for Armageddon in response to the dominance of Ork air power. The result was a heavily armed and armoured aircraft capable of hunting down airborne foes or striking armoured ground targets with an array of fearsome guns and missiles.

WARGEAR OPTIONS

- This model can be equipped with 1 hellstrike missile rack.

UNIT COMPOSITION

- 1 Marauder Destroyer

This model is equipped with: 2 assault cannons; 2 heavy bolters; Marauder nose autocannons; armoured hull.



KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, IMPERIUM, MARAUDER DESTROYER



FACTION KEYWORDS:
ASTRA MILITARUM

TARANTULA BATTERY

M	T	SV	W	LD	OC
-	5	3+	4	7+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	4+	12	-3	D6+1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1

ABILITIES

CORE: **Deadly Demise 1**

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.

KEYWORDS: VEHICLE, IMPERIUM, TARANTULA BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

TARANTULA BATTERY

Tarantula Sentry Guns are automated weapon systems ideally suited to area denial and deterrent roles. Equipped with simple logic engines and fitted with either lascannons or heavy bolters, they can cut down enemy troops or stop armoured vehicles in their tracks, placing minimal demands on their operators' attention.

WARGEAR OPTIONS

- Any number of models can each have their twin heavy bolter replaced with 1 twin lascannon.

UNIT COMPOSITION

- 1-3 Tarantula Sentry Guns

Every model is equipped with: twin heavy bolter; close combat weapon.



KEYWORDS: VEHICLE, IMPERIUM, TARANTULA BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

RAPIER LASER DESTROYER BATTERY

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Laser destroyer [HEAVY, TWIN-LINKED]	36"	2	5+	12	-2	D6+1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

Powerful Volley: While this unit is being affected by an Order, provided it Remained Stationary this turn, Heavy weapons equipped by models in this unit have the [LETHAL HITS] ability.

KEYWORDS: INFANTRY, ARTILLERY, GRENADES, REGIMENT, IMPERIUM,
RAPIER LASER DESTROYER BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

RAPIER LASER DESTROYER BATTERY

The Rapier carrier is a bulky tracked device that traces its origin to the dawn of Mankind's stellar empire. Compatible with various heavy weapons, the Rapier is most commonly fitted with a powerful quad lascannon known as a laser destroyer, making it a compact but potent anti-armour asset.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1-3 Rapier Laser Destroyers

Every model is equipped with: laser destroyer; close combat weapon.

Designer's Note: Place two Artillery Crew tokens next to each Rapier Laser Destroyer model when this unit is first set up, removing one each time its Rapier Laser Destroyer model loses a wound (a Rapier Laser Destroyer model itself is considered to represent its final wound).

KEYWORDS: INFANTRY, ARTILLERY, GRENADES, REGIMENT, IMPERIUM,
RAPIER LASER DESTROYER BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

HADES BREACHING DRILL

M	T	SV	W	LD	OC
6"	9	3+	8	7+	2

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

ABILITIES

CORE: Deep Strike

Subterranean Assault: Each time you set up this model on the battlefield using the Deep Strike ability, you can select one friendly **ASTRA MILITARUM INFANTRY** unit in Strategic Reserves. If you do, set up that unit anywhere on the battlefield that is wholly within 9" of this model and more than 9" away from all enemy units.

KEYWORDS: VEHICLE, IMPERIUM, HADES BREACHING DRILL



FACTION KEYWORDS:
ASTRA MILITARUM

HADES BREACHING DRILL

Originally designed for industrial mining, the Hades Breaching Drill has proved itself to be a valuable weapon of siegecraft. The machine's powerful melta-cutter is capable of pounding through earth, rock and even reinforced ferrocrete, boring a tunnel broad enough for troops to assault through and mangling any living foes that block its path.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Hades Breaching Drill

This model is equipped with: melta-cutter drill.


KEYWORDS: VEHICLE, IMPERIUM, HADES BREACHING DRILL



FACTION KEYWORDS:
ASTRA MILITARUM

TROJAN SUPPORT VEHICLE

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6

One Shot: The bearer can only shoot with this weapon once per battle.

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

ABILITIES

CORE: Deadly Demise D3

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 Ommissiah's Blessing ability in the same turn, and each model can only be selected for this ability once per Command phase.

KEYWORDS: VEHICLE, SQUADRON, SMOKE, IMPERIUM, TROJAN SUPPORT VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM

TROJAN SUPPORT VEHICLE

Astra Militarum armoured companies and artillery regiments depend upon an extensive corps of support vehicles for their maintenance and rearmament. Amongst these is the Trojan; a crane-armed ammo mule tasked with keeping big guns firing, whether by replenishing supplies of shells and fuel or by facilitating simple battlefield repairs.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Trojan Support Vehicle

This model is equipped with: heavy bolter; armoured tracks.

KEYWORDS: VEHICLE, SQUADRON, SMOKE, IMPERIUM, TROJAN SUPPORT VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM