DEATH KORPS MARSHAL

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

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Laspistol [PISTOL]	12"	1	3+	3	0	1
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power weapon	Melee	4	3+	4	-2	1

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Voice of Command**

Martial Dedication: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Cult of Sacrifice: Once per battle, you can target this model's unit with the Insane Bravery Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase. This cannot allow you to use the Insane Bravery Stratagem more than twice per phase.

ORDERS

This **Officer** can issue 1 Order to **Regiment** units.

KEYWORDS: **Infantry, Character, Imperium, Grenades, Officer, Death Korps Marshal**

FACTION KEYWORDS:
Astra Militarum

DEATH KORPS MARSHAL

The regimental leaders known as Marshals are masters of the Krieg way of war, with strategic command over thousands of men and vehicles. Nonetheless, the martial philosophy of the Death Korps considers all soldiers expendable, and Marshals are often on the front line, their boots mired with the same filth as their subordinates.

WARGEAR OPTIONS

- This model's laspistol can be replaced with one of the following:
    - 1 bolt pistol
    - 1 plasma pistol

UNIT COMPOSITION

- **1 Death Korps Marshal**

This model is equipped with: laspistol; power sword.

LEADER

This model can be attached to the following units:

- **Death Korps of Krieg**
- **Infantry Squad**

KEYWORDS: **Infantry, Character, Imperium, Grenades, Officer, Death Korps Marshal**

FACTION KEYWORDS:
Astra Militarum

DEATH RIDER SQUADRON

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

⬥ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Laspistol [PISTOL]	12"	1	4+	3	0	1
▶ Plasma pistol – standard [PISTOL]	12"	1	4+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	4+	8	-3	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Death Rider hunting lance [LANCE]	Melee	3	3+	4	-1	1
Savage claws [EXTRA ATTACKS]	Melee	2	4+	4	-1	1

ABILITIES

Screening Line: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

▶ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **Mounted, Imperium, Grenades, Regiment, Death Rider Squadron**

FACTION KEYWORDS:
Astra Militarum

DEATH RIDER SQUADRON

Death Rider squadrons excel in rapid assault roles that are beyond the capabilities of infantry platoons. Armed with explosive-tipped lances and mounted on Krieg steeds bio-engineered for resilience and aggression, they use their superior mobility to press breakthroughs, outflank enemy counterattacks and reconnoitre the battlefield.

WARGEAR OPTIONS

- The Ridemaster's laspistol can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol

UNIT COMPOSITION

- **1 Ridemaster**
- **4-9 Death Riders**

Every model is equipped with: laspistol; Death Rider hunting lance; savage claws.

KEYWORDS: **Mounted, Imperium, Grenades, Regiment, Death Rider Squadron**

FACTION KEYWORDS:
Astra Militarum

DEATH RIDER SQUADRON COMMANDER

M	T	SV	W	LD	OC
12"	4	4+	5	7+	1

5+	INVULNERABLE SAVE

◈ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Laspistol [PISTOL]	12"	1	4+	3	0	1
▶ Plasma pistol – standard [PISTOL]	12"	1	4+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	4+	8	-3	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Death Rider hunting lance [LANCE]	Melee	5	3+	4	-1	1
Savage claws [EXTRA ATTACKS]	Melee	2	4+	4	-1	1

ABILITIES

CORE: **Leader**

FACTION: **Voice of Command**

Rapid Reconnaissance: While this model is leading a unit, models in that unit have the Infiltrators ability.

Glorious Charge: Each time this model makes a Charge move, until the end of the turn, its Death Rider hunting lance has the [DEVASTATING WOUNDS] ability.

ORDERS

This **Officer** can issue 1 Order to **Regiment** units.

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **Mounted, Character, Imperium, Grenades, Officer, Death Rider Squadron Commander**

FACTION KEYWORDS:
Astra Militarum

DEATH RIDER SQUADRON COMMANDER

Death Rider inductees are chosen for their initiative, and the most sharp-minded recruits are made Squadron Commanders. Leading shock cavalry assaults is an exceptionally hazardous role, but those who survive are often elevated to higher commands, where their callous disregard for casualties continues to serve them well.

WARGEAR OPTIONS

- This model's laspistol can be replaced with one of the following:
    - 1 bolt pistol
    - 1 plasma pistol

UNIT COMPOSITION

- **1 Death Rider Squadron Commander**

This model is equipped with: laspistol; Death Rider hunting lance; savage claws.

LEADER

This model can be attached to the following unit:

- **Death Rider Squadron**

KEYWORDS: **Mounted, Character, Imperium, Grenades, Officer, Death Rider Squadron Commander**

FACTION KEYWORDS:
Astra Militarum

CARNODON

M	T	SV	W	LD	OC
12"	10	2+	12 💀	7+	3

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Carnodon twin autocannon [TWIN-LINKED]	48"	2	4+	9	-1	3
Carnodon twin lascannon [TWIN-LINKED]	48"	1	4+	14	-3	D6+1
Carnodon twin multi-laser [TWIN-LINKED]	36"	6	4+	6	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Militarum Multi-laser	36"	4	4+	6	0	1
Volkite caliver [DEVASTATING WOUNDS]	24"	2	4+	5	0	2
Volkite culverin [DEVASTATING WOUNDS]	36"	4	4+	6	0	2

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

ABILITIES

CORE: **Deadly Demise D3**

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.

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

FACTION KEYWORDS:
Astra Militarum

CARNODON

The Carnodon is a versatile battle tank whose storied history stretches back to the Great Crusade. Adaptable and reliable, the Carnodon became a byword for conquest amongst the Expeditionary fleets, and though it is now largely kept in strategic reserve, it continues to perform with distinction when called into service.

WARGEAR OPTIONS

- This model's Carnodon twin autocannon can be replaced with one of the following:
    - 1 Carnodon twin lascannon
    - 1 Carnodon twin multi-laser
    - 1 volkite culverin
- This model's 2 autocannons can be replaced with one of the following:
    - 2 heavy bolters
    - 2 heavy flamers
    - 2 lascannons
    - 2 Militarum multi-lasers
    - 2 volkite calivers
- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- **1 Carnodon**

This model is equipped with: 2 autocannons; Carnodon twin autocannon; armoured tracks.

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

FACTION KEYWORDS:
Astra Militarum

CYCLOPS DEMOLITION VEHICLE

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

ABILITIES

CORE: **Deadly Demise 1**

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

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

KEYWORDS: **Vehicle, Cyclops Demolition Vehicle**

FACTION KEYWORDS:
Astra Militarum

CYCLOPS DEMOLITION VEHICLE

The Cyclops is a small tracked vehicle used for battlefield demolitions.
While battle tanks and artillery pound enemy positions from range,
a Cyclops is a weapon unto itself, packed with explosives that can
sunder bastions, clear mines and obstacles or obliterate unsuspecting
enemy troops.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Cyclops Demolition Vehicle**

This model is equipped with: nothing.

COMPACT

This model can embark within an **Astra Militarum Transport** model as if it were an **Infantry** model. If it does, it takes up the space of 7 models.

KEYWORDS: **Vehicle, Cyclops Demolition Vehicle**

FACTION KEYWORDS:
Astra Militarum

MALCADOR

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

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Malcador battle cannon [BLAST]	48"	D6+3	4+	9	-1	3
Storm bolter [RAPID FIRE 2]	24"	1	4+	4	0	1

MELEE WEAPONS

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

ABILITIES

CORE: **Deadly Demise D6**

Rugged Reliability: Each time a ranged attack targets this model, worsen the Armour Penetration characteristic of that attack by 1.

💀 DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Malcador**

FACTION KEYWORDS:
Astra Militarum

MALCADOR

Malcador tanks are a rare sight in most Astra Militarum regiments, but their rugged reliability and hard-hitting firepower still find favour with traditionalist tank commanders able to procure them. Though largely superseded by the Leman Russ Battle Tank, the Malcador's design limitations are soon overlooked once its battle cannon begins to roar.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Malcador**

This model is equipped with: 2 autocannons; heavy bolter; Malcador battle cannon; armoured tracks.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Malcador**

FACTION KEYWORDS:
Astra Militarum

MALCADOR ANNIHILATOR

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

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Demolisher cannon [BLAST]	24"	D6+3	4+	14	-3	D6
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Malcador twin lascannon [TWIN-LINKED]	48"	1	4+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	1	4+	4	0	1

MELEE WEAPONS

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

ABILITIES

CORE: **Deadly Demise D6**

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.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Malcador Annihilator**

FACTION KEYWORDS:
Astra Militarum

MALCADOR ANNIHILATOR

The Malcador Annihilator exchanges the Malcador's battle cannon for a twin lascannon, with a demolisher cannon attached to its hull. Though arguably less optimised for a single battlefield role, the Annihilator's record speaks for itself, and the vehicle has proved itself highly adaptable to a range of war zones.

WARGEAR OPTIONS

- This model's 2 heavy bolters can be replaced with one of the following:
  - 2 autocannons
  - 2 lascannons
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- **1 Malcador Annihilator**

This model is equipped with: demolisher cannon; 2 heavy bolters; Malcador twin lascannon; armoured tracks.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Malcador Annihilator**

FACTION KEYWORDS:
Astra Militarum

MALCADOR DEFENDER

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Demolisher cannon [BLAST]	24"	D6+3	4+	14	-3	D6
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	1	4+	4	0	1

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

ABILITIES

CORE: **Deadly Demise D6**

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.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Malcador Defender**

FACTION KEYWORDS:
Astra Militarum

MALCADOR DEFENDER

With a complement of seven heavy bolters and a hull-mounted demolisher cannon, the Defender is able to spearhead siege actions or cut down wave upon wave of enemy infantry. The tank's heavily modified embrasure bristles with guns from every angle, giving it the appearance of a moving fortress.

WARGEAR OPTIONS

- 2 of this model's heavy bolters can be replaced with one of the following:
  - 2 autocannons
  - 2 lascannons
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- **1 Malcador Defender**

This model is equipped with: demolisher cannon; 7 heavy bolters; armoured tracks.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Malcador Defender**

FACTION KEYWORDS:
Astra Militarum

MALCADOR INFERNUS

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Inferno gun [IGNORES COVER, TORRENT]	18"	D6+3	N/A	5	-2	2
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	1	4+	4	0	1

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

ABILITIES

CORE: **Deadly Demise D6**

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.

☠ DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Malcador Infernus**

FACTION KEYWORDS:
Astra Militarum

MALCADOR INFERNUS

The Infernus is a huge tank that tows the fuel for its inferno gun in a dedicated carriage behind it. When this weapon erupts, a massive gout of flame consumes the target area, burning with such heat that mines and fuel tanks detonate, while flesh and bone caught in the blaze becomes nothing more than super-hot vapour.

WARGEAR OPTIONS

- This model's 2 heavy stubbers can be replaced with one of the following:
  - 2 autocannons
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 lascannons
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- **1 Malcador Infernus**

This model is equipped with: 2 heavy stubbers; inferno gun; armoured tracks.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Malcador Infernus**

FACTION KEYWORDS:
Astra Militarum

EARTHSHAKER CARRIAGE BATTERY

M	T	SV	W	LD	OC
4"	7	4+	6	7+	2

⊕ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Earthshaker cannon [BLAST, HEAVY, INDIRECT FIRE]	240"	D6+3	5+	8	-2	2

⚔ MELEE WEAPONS	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.

KEYWORDS: **INFANTRY, ARTILLERY, IMPERIUM, GRENADES, REGIMENT, EARTHSHAKER CARRIAGE BATTERY**

FACTION KEYWORDS:
ASTRA MILITARUM

EARTHSHAKER CARRIAGE BATTERY

*Deployed far behind the front line, Earthshaker Carriages can maintain
a relentless rate of fire, limited only by the ready supply of munitions
Such barrages have been known to break enemy positions almost
unaided; heavy shelling reduces strongholds to rubble and churns
contested ground into cratered wastes.*

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Earthshaker Carriage**

This model is equipped with: earthshaker cannon; battery close combat weapons.

Designer's Note: *Place five Heavy Artillery Crew tokens next to each Earthshaker Carriage model when this unit is first set up, removing one each time its Earthshaker Carriage model loses a wound (an Earthshaker Carriage model itself is considered to represent its final wound). These do not count as models for any rules purposes.*

KEYWORDS: **Infantry, Artillery, Imperium, Grenades, Regiment, Earthshaker Carriage Battery**

FACTION KEYWORDS:
Astra Militarum

MEDUSA CARRIAGE BATTERY

M	T	SV	W	LD	OC
4"	7	4+	6	7+	2

⊕ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Medusa siege cannon [BLAST, HEAVY, INDIRECT FIRE]	36"	D6	5+	10	-3	3

⚔ MELEE WEAPONS	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.

KEYWORDS: **Infantry, Artillery, Imperium, Grenades, Regiment, Medusa Carriage Battery**

FACTION KEYWORDS:
Astra Militarum

MEDUSA CARRIAGE BATTERY

Few walls are thick enough to withstand the artillery fire launched from a Medusa siege cannon. Able to fire heavy shells that can reduce structures to rubble, many war zones resonate with the sonorous fire of the Medusa's siege cannons, levelling battlefields until there is nowhere for the hapless enemy to hide.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Medusa Carriage

This model is equipped with: Medusa siege cannon; battery close combat weapons.

Designer's Note: *Place five Heavy Artillery Crew tokens next to each Medusa Carriage model when this unit is first set up, removing one each time its Medusa Carriage model loses a wound (a Medusa Carriage model itself is considered to represent its final wound). These do not count as models for any rules purposes.*

KEYWORDS: **Infantry, Artillery, Imperium, Grenades, Regiment, Medusa Carriage Battery**

FACTION KEYWORDS:
Astra Militarum

STORMBLADE

M	T	SV	W	LD	OC
9"	13	2+	24 💀	7+	8

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	1	4+	4	0	1
▶ Stormblade plasma blastgun – standard [BLAST]	48"	D6+3	4+	9	-2	3
▶ Stormblade plasma blastgun – supercharge [BLAST, HAZARDOUS]	48"	D6+3	4+	10	-3	4
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1

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

▶ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

CORE: **Deadly Demise D6+2**

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.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Stormblade**

FACTION KEYWORDS:
Astra Militarum

STORMBLADE

Designed to fulfil a Titan-hunting role similar to that of the Shadowsword, the Stormblade's main armament is the plasma blastgun. Though less stable than a volcano cannon, this huge weapon can be turned upon titanic war machines, infantry formations or armoured bastions with equally devastating results.

WARGEAR OPTIONS

- This model's 2 twin heavy bolters can be replaced with 2 twin heavy flamers.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

UNIT COMPOSITION

- **1 Stormblade**

This model is equipped with: 2 lascannons; 1 Stormblade plasma blastgun; 2 twin heavy bolters; armoured tracks.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Stormblade**

FACTION KEYWORDS:
Astra Militarum

MACHARIUS

M	T	SV	W	LD	OC
9"	13	2+	20	7+	8

RANGED WEAPONS

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
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	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.						
Macharius twin battle cannon [BLAST, TWIN-LINKED]	48"	D6+3	4+	10	-1	3
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Twin heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	4+	4	0	1

MELEE WEAPONS

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

ABILITIES

CORE: **Deadly Demise D6+2**

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.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Macharius**

FACTION KEYWORDS:
Astra Militarum

MACHARIUS

Resilient and brutally powerful, the Macharius tank is an ancient war machine named after the Imperium's crusading hero, Lord Commander Solar Macharius. Though some consider the Macharius an inferior predecessor to the Baneblade, the rugged machine continues to defy its critics, sowing destruction wherever it is deployed.

WARGEAR OPTIONS

- This model's 2 heavy stubbers can be replaced with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- 1 Macharius

This model is equipped with: 2 heavy stubbers; Macharius twin battle cannon; twin heavy stubber; armoured tracks.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Macharius**

FACTION KEYWORDS:
Astra Militarum

MACHARIUS VANQUISHER

M	T	SV	W	LD	OC
9"	13	2+	20	7+	8

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
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	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.						
Macharius twin vanquisher cannon [HEAVY, TWIN-LINKED]	72"	1	4+	18	-4	D6+6
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Twin heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	4+	4	0	1

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

ABILITIES

CORE: **Deadly Demise D6+2**

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.

☠ 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.

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

FACTION KEYWORDS:
Astra Militarum

MACHARIUS VANQUISHER

Replacing the Macharius' twin battle cannon with the Macharius vanquisher cannon creates the vanquisher variant; a deadly tank-hunter that can devastate whole squadrons of lighter vehicles or knock out rival super-heavies. The Macharius vanquisher cannon is costly, but its presence can tip the balance of tank warfare.

WARGEAR OPTIONS

- This model's 2 heavy stubbers can be replaced with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- **1 Macharius Vanquisher**

This model is equipped with: 2 heavy stubbers; Macharius twin vanquisher cannon; twin heavy stubber; armoured tracks.

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

FACTION KEYWORDS:
Astra Militarum

MACHARIUS VULCAN

M	T	SV	W	LD	OC
9"	13	2+	20	7+	8

RANGED WEAPONS

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
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	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.						
Macharius vulcan mega-bolter [SUSTAINED HITS 1]	48"	16	4+	6	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Twin heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	4+	4	0	1

MELEE WEAPONS

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

ABILITIES

CORE: **Deadly Demise D6+2**

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.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Macharius Vulcan**

FACTION KEYWORDS:
Astra Militarum

MACHARIUS VULCAN

The turret weapon of the Macharius Vulcan is the fearsome vulcan mega-bolter. Also carried by Warhound-class Titans, this twin rotary weapon emits a torrent of explosive rounds that can annihilate infantry. So furious is the Vulcan's rate of fire that tank crews use every inch of cabin space to store as many extra rounds as possible.

WARGEAR OPTIONS

- This model's 2 heavy stubbers can be replaced with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- **1 Macharius Vulcan**

This model is equipped with: 2 heavy stubbers; Macharius vulcan mega-bolter; twin heavy stubber; armoured tracks

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Macharius Vulcan**

FACTION KEYWORDS:
Astra Militarum

PRAETOR

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
▶ Praetor launcher – firestorm [BLAST, HEAVY, IGNORES COVER, INDIRECT FIRE]	120"	2D6	4+	6	-1	2
▶ Praetor launcher – foehammer [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, BLAST, HEAVY, INDIRECT FIRE]	120"	D6+1	4+	4	-2	3
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

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

ABILITIES

CORE: **Deadly Demise D6**

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.

☠ 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.

▶ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Praetor**

FACTION KEYWORDS:
Astra Militarum

PRAETOR

Built around the same chassis as the Crassus assault transport, the Praetor mounts a sophisticated missile system that can be armed with a variety of warheads. These range from versatile foehammer missiles packed with explosive bomblets to fragmenting firestorm munitions.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- **1 Praetor**

This model is equipped with: 2 heavy bolters; Praetor launcher; armoured tracks

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Praetor**

FACTION KEYWORDS:
Astra Militarum

CRASSUS

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

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

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

ABILITIES

CORE: **Deadly Demise D6**

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.

💀 DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: **Vehicle, Imperium, Squadron, Transport, Smoke, Crassus**

FACTION KEYWORDS:
Astra Militarum

CRASSUS

The armoured personnel carrier known as the Crassus takes its name from the legendary general Borgen Crassus, who remained steadfastly loyal to the Imperium throughout the grim and bloody Macharian Heresy. Heavily armoured and deceptively fast, the Crassus remains an exemplar of troop transport design despite its venerable age.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- **1 Crassus**

This model is equipped with: 4 heavy bolters; armoured tracks.

TRANSPORT

This model has a transport capacity of 36 **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.

KEYWORDS: **Vehicle, Imperium, Squadron, Transport, Smoke, Crassus**

FACTION KEYWORDS:
Astra Militarum

COLOSSUS

M	T	SV	W	LD	OC
10"	10	2+	11 💀	7+	3

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Colossus siege mortar [BLAST, DEVASTATING WOUNDS]	120"	D6	4+	6	-1	D6+2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

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

ABILITIES

CORE: **Deadly Demise D6**

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.

💀 DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Colossus**

FACTION KEYWORDS:
Astra Militarum

COLOSSUS

The Colossus is a relic weapon of ancient provenance whose massive damage output more than compensates for its ponderous rate of fire. Colossus are amongst the largest artillery pieces fielded by the Astra Militarum, and a direct hit from a Colossus shell can turn the staunchest bunker into a smoking caldera.

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- **1 Colossus**

This model is equipped with: Colossus siege mortar; armoured tracks.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Colossus**

FACTION KEYWORDS:
Astra Militarum

VALDOR

M	T	SV	W	LD	OC
9"	13	2+	20 💀	7+	8

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Valdor neutron laser [HEAVY]	48"	2	4+	16	-4	D6+1

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

ABILITIES

CORE: **Deadly Demise D6+2**

Power Overload: Each time this model makes an attack that targets a **Monster** or **Vehicle** unit, you can re-roll the Damage roll.

💀 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.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Valdor**

FACTION KEYWORDS:
Astra Militarum

VALDOR

The Valdor is an arcane variant of the Malcador tank chassis, its entire frame dominated by a technological relic known as the neutron laser projector. This powerful energy weapon fires a beam of superenergised particles that can penetrate the thickest armour and send a crippling electromagnetic pulse through vehicles' inner workings.

WARGEAR OPTIONS

- This model's autocannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer
  - 1 lascannon
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- **1 Valdor**

This model is equipped with: autocannon; Valdor neutron laser; armoured tracks.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Valdor**

FACTION KEYWORDS:
Astra Militarum

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

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

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 0CP, 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 Enginseer**'s Omnissiah'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