If your Army Faction is Astra Militarum, in your Command phase, Officer models from your army with this ability can issue Orders. Each Officer’s datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6” of that Officer model to issue it to.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). If a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

**MOVE! MOVE! MOVE!**
Add 3” to the Move characteristic of models in this unit.

**FIX BAYONETS!**
Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

**TAKE AIM!**
Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

**FIRST RANK, FIRE! SECOND RANK, FIRE!**
Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

**TAKE COVER!**
Improve the Save characteristic of models in this unit by 1 (this cannot improve a model’s Save to better than 3+).

**DUTY AND HONOUR!**
Improve the Leadership and Objective Control characteristics of models in this unit by 1.
If your Army Faction is Astra Militarum, you can use this Combined Regiment Detachment rule.

BORN SOLDIERS

Regiments of numerous origins and tactical roles inculcate their soldiers from an early age with the legendary doctrines of the Tactica Imperium. Infantry and tank crews are drilled in close-range fire patterns in the expectation of being thrust into the front lines.

Each time an Astra Militarum unit from your army Remains Stationary, until the end of the turn, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.
If you are using the Combined Regiment Detachment rule, you can use these Combined Regiment Enhancements.

**DEATH MASK OF OLLANIIUS**

Ollanius the Pious is the epitome of Imperial sainthood, believed martyred at the hands of Horus himself. His death mask is a terrifying piece of craftsmanship, depicting in obsidian and void-fired bronze the agonised visage of a tortured angel. In the millennia since his passing, Ollanius’ death mask has been revered as a holy relic; loyal soldiers in the ancient artefact’s presence are granted the determination of the famous martyr himself.

**Officer** model only. While the bearer’s unit is Battle-shocked, subtract 1 from the Objective Control characteristic of models in that unit, instead of changing it to 0.

**DRILL COMMANDER**

Expertly guiding their elite soldiers’ fire, this officer’s stentorian orders reinforce years of indoctrinated drills concerning the relentless application of accurate long-range volleys.

**Officer** model only. While the bearer is leading a unit, each time a model in that unit makes a ranged attack, if that unit Remained Stationary this turn, a Critical Hit is scored on a successful unmodified Hit roll of 5+.

**KUROV’S AQUILA**

General Kurov was one of the most gifted officers in Imperial history. Upon retirement, he recorded dozens of tactical treatises that were translated into vox-ghosts and uploaded into a two-headed avian servitor referred to as Kurov’s Aquila. An officer who possesses this prestigious tool can turn to it for guidance. In response, the servitor’s blindfolded head will vocalise the most relevant vox-ghost in Kurov’s commanding tones, lecturing its owner on counter-tactics. The other head’s eyes glow above its bound-shut beak as they project a hololithic display of Kurov himself, his image flickering as it reveals the manoeuvres of wars long past.

**Officer** model only. Once per battle, just after your opponent has used a Stratagem, the bearer can use this Enhancement. If it does, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1CP.

**GRAND STRATEGIST**

Having commanded troops on countless battlefields, this veteran officer has borne witness to the manifold caprices of war. They have perfected just as many strategic responses, and bark out a constant stream of rapidly evolving orders as the situation demands.

**Officer** model only. In your Command phase, the bearer can issue one additional Order.
If you are using the Combined Regiment Detachment rule, you can use these Combined Regiment Stratagems.

**REINFORCEMENTS!**

**COMBINED REGIMENT — STRATEGIC PLOY STRATAGEM**

The Astra Militarum can call upon a nearly inexhaustible supply of warriors.

**WHEN:** Any phase.

**TARGET:** One Regiment unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

**EFFECT:** Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength and with all of its wounds remaining.

**RESTRICTIONS:** This Stratagem cannot be used to return destroyed Character units to Attached units.

---

**SUPPRESSION FIRE**

**COMBINED REGIMENT — STRATEGIC PLOY STRATAGEM**

Ordered to focus a rapid and repeated volley of fire, soldiers are able to rattle even the staunchest foe with a blizzard of shots.

**WHEN:** Your Shooting phase.

**TARGET:** One Astra Militarum Infantry unit from your army that has not been selected to shoot this phase, and one enemy unit (excluding Monsters and Vehicles).

**EFFECT:** If your Astra Militarum unit scores one or more hits against that enemy unit this phase, until the end of your opponent’s next turn, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

---

**FIELDS OF FIRE**

**COMBINED REGIMENT — BATTLE TACTIC STRATAGEM**

Astra Militarum combat doctrine utilises the concentration of focused firepower to hammer the foe from multiple angles.

**WHEN:** Your Shooting phase.

**TARGET:** One Regiment or Squadron unit from your army that has not been selected to shoot this phase.

**EFFECT:** After your unit has resolved its attacks, select one enemy unit that was targeted by one or more of those attacks. Until the end of the phase, each time an attack is made against that enemy unit by a Regiment or Squadron model from your army, unless the attacking unit is Battle-shocked, improve the Armour Penetration characteristic of that attack by 1.
If you are using the Combined Regiment Detachment rule, you can use these Combined Regiment Stratagems.

**EXPERT BOMBARDIERS**

**COMBINED REGIMENT – STRATEGIC PLOY STRATAGEM**

Skilled in coordinating their targeting with forward spotter elements, this regiment’s artillery crews are capable of devastating precision shelling.

**WHEN:** Start of your Shooting phase.

**TARGET:** One Astra Militarum unit from your army equipped with a vox-caster, and one enemy unit that is visible to that unit.

**EFFECT:** Until the end of the phase, each time an Astra Militarum model from your army makes an attack with an Indirect Fire weapon that targets that enemy unit, unless the attacking model is Battle-shocked, add 1 to the Hit roll.

**INSPIRED COMMAND**

**COMBINED REGIMENT – EPIC DEED STRATAGEM**

This officer is known for their strategic excellence, as are those they command. Honed over many years, their curt, well-established battle cant is wielded with consummate efficiency, reinforced by the inspirational example they themselves set.

**WHEN:** Your opponent’s Command phase.

**TARGET:** One Astra Militarum Officer unit from your army.

**EFFECT:** Your Officer can issue one Order as if it were your Command phase.

**RESTRICTIONS:** Your Officer cannot issue that Order to a Battle-shocked unit.

**ARMoured Might**

**COMBINED REGIMENT – WARGEAR STRATAGEM**

The tanks of the Imperial Guard are armoured not only in reinforced plas-steel, but with devout faith in the Emperor and utter contempt for their foes.

**WHEN:** Your opponent’s Shooting phase, just after an enemy unit has selected its targets.

**TARGET:** One Astra Militarum Vehicle unit from your army that was selected as the target of one or more of the attacking unit’s attacks.

**EFFECT:** Until the end of the phase, each time an attack is allocated to your unit, subtract 1 from the Damage characteristic of that attack.
## LORD SOLAR LEONTUS

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

- **Mounted**, Character, Epic Hero, Imperium, Officer, Lord Solar Leontus

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sol's Righteous Gaze [PISTOL]</td>
<td>12&quot;</td>
<td>2</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conquest</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Konstantin's hooves [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE: Leader**

**FACTION: Voice of Command**

**The Lord Solar:** At the start of your Command phase, if this model is on the battlefield, you gain 1CP.

**The Collegiate Astrolex:** After both players have deployed their armies, select up to three **Astra Militarum** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

### ORDERS

This **Officer** can issue up to 3 Orders to **Astra Militarum** units.

### INVULNERABLE SAVE

4+

**FACTION KEYWORDS:**

Astra Militarum
Arcadian Leontus wields entire armies of the Astra Militarum against apocalyptic invasions and sector-wide insurgencies. A war scholar and master tactician, the Lord Commander Solar bestrides the battlefield on his cybernetic stallion, Konstantin, levelling his blade at the foe as he bellows his orders.

**WARGEAR OPTIONS**
- None

**UNIT COMPOSITION**
- 1 Lord Solar Leontus – EPIC HERO
  
  This model is equipped with: Sol’s Righteous Gaze; Conquest; Konstantin’s hooves.

**LEADER**

This model can be attached to the following units:
- Attilan Rough Riders
- Cadian Shock Troops
- Catachan Jungle Fighters
- Death Korps of Krieg
- Infantry Squad
- Kasrkin

**SUPREME COMMANDER**

If this model is in your army, it must be your Warlord.

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

**FACTION KEYWORDS:** Astra Militarum
# Ursula Creed

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>7+</td>
<td>1</td>
</tr>
</tbody>
</table>

### Keywords:
- Infantry
- Character
- Epic Hero
- Imperium
- Officer
- Ursula Creed

### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Duty and Vengeance [Pistol]</td>
<td>12&quot;</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power weapon Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**Core Rules:** Leader

**Faction:** Voice of Command

**Lord Castellan:** While this model is leading a unit, that unit can be affected by up to two different Orders at the same time.

**Tactical Genius:** Once per battle round, one unit from your army within 12" of this model can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

### Orders

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

**Invulnerable Save**

5+

**Faction Keywords:** Astra Militarum
URSULA CREED
The Lord Castellan of Cadia is a forbidding and implacable strategist, and a symbol of the enduring indomitability of Cadia’s armies. Ursula Creed’s superior generalship, forged over long years, has seen her lead numerous Imperial armies to victory against the enemies that threaten the Imperium.

WARGEAR OPTIONS
- None

UNIT COMPOSITION
- 1 Ursula Creed – EPIC HERO
This model is equipped with: Duty and Vengeance; power weapon.

LEADER
This model can be attached to the following units:
- Cadian Shock Troops
- Infantry Squad
- Kasrkin

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Officer, Ursula Creed

FACTION KEYWORDS:
Astra Militarum
### Cadian Castellan

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

#### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [Pistol]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Boltgun [Rapid Fire 1]</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Laspistol [Pistol]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard [Pistol]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [Hazardous, Pistol]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

#### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainsword</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Abilities

**Core:** Leader

**Faction:** Voice of Command

**Senior Officer:** While this model is leading a unit, ranged weapons equipped by models in that unit have the [Sustained Hits 1] ability.

**Get Back in the Fight:** While this model is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

#### Orders

This Officer can issue 1 Order to Regiment units.

#### Invulnerable Save

5+
CADIAN CASTELLAN

Strategic senior officers often ranking as Captains or Colonels, Cadian Castellans are authoritative leaders of the fallen world’s forces. Bearing a panoply of armaments and insignia that mark their high office, they wield their weapons as skilfully as they command the soldiers beneath them.

WARGEAR OPTIONS
- This model’s chainsword can be replaced with one of the following:
  - 1 boltgun
  - 1 power fist
  - 1 power weapon
- This model’s laspistol can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol

UNIT COMPOSITION
- 1 Cadian Castellan
  This model is equipped with: laspistol; chainsword.

LEADER
This model can be attached to the following units:
- Cadian Shock Troops
- Infantry Squad
- Kasrkin

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

FACTION KEYWORDS: Astra Militarum
### Tank Commander

**Keywords:** Vehicle, Character, Imperium, Smoke, Officer, Tank Commander

#### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter [Sustained Hits 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy flamers [Ignores Cover, Torrent]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Heavy stubber [Rapid Fire 3]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Hunter-killer missile [One Shot]</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Leman Russ battle cannon [Blast]</td>
<td>48&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>10</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Militarum plasma cannon – standard [Blast]</td>
<td>36&quot;</td>
<td>D3</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Militarum plasma cannon – supercharge [Blast, Hazardous]</td>
<td>36&quot;</td>
<td>D3</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Multi-melta [Melta 2]</td>
<td>18&quot;</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Storm bolter [Rapid Fire 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>7</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities**

**Core:** Deadly Demise D3

**Faction:** Voice of Command

**Vox-net:** Each time this model issues an Order, it can issue it to an eligible unit up to 12" away.

**Death Befitting An Officer:** When this model is destroyed, roll one D6: on a 2+, do not remove it from play – it can, after the attacking model's unit has finished making its attacks, shoot as if it were your Shooting phase and as if it had its full wounds remaining. This model is then removed from play.

**Orders**

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

**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.

**Faction Keywords:** Astra Militarum
TANK COMMANDER

Tank Commanders lead squadrons, companies or even whole regiments of armoured behemoths. From within their tank, they task their gunners with pinpoint targeting actions and broadcast orders to the crews of other war engines, or, in a visible symbol of Imperial power, bellow commands from the cupola.

WARGEAR OPTIONS

- This model’s Leman Russ battle cannon can be replaced with one of the following:*
  - 1 demolisher battle cannon
  - 1 eradicator nova cannon
  - 1 executioner plasma cannon
  - 1 exterminator autocannon
  - 1 punisher gatling cannon
  - 1 vanquisher battle cannon

- This model’s lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer

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

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

* The profiles of these weapons can be found on the Astra Militarum Vehicle Armoury card.

UNIT COMPOSITION

- 1 Tank Commander

This model is equipped with: lascannon; Leman Russ battle cannon; armoured tracks.

KEYWORDS: Vehicle, Character, Imperium, Smoke, Officer, Tank Commander

FACTION KEYWORDS: Astra Militarum
## Platoon Command Squad

**Keywords:** Infantry, Imperium, Grenades, Platoon, Command Squad

### Platoon Commander

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>3</td>
<td>5+</td>
<td>3</td>
<td>7+</td>
<td>1</td>
</tr>
</tbody>
</table>

### Veteran Guardsman

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>3</td>
<td>5+</td>
<td>1</td>
<td>7+</td>
<td>1</td>
</tr>
</tbody>
</table>

### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flamer [ignores cover, torrent]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Grenade launcher – frag [blast]</td>
<td>24&quot;</td>
<td>D3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Grenade launcher – krak</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td>Heavy bolter [heavy, sustained hits 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Lasgun [rapid fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Laspistol [pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Meltagun [melta 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td>Plasma gun – standard [rapid fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma gun – supercharge [hazardous, rapid fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
</tr>
<tr>
<td>Sniper rifle [heavy, precision]</td>
<td>36&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainsword</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

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

### Abilities

**Core:** Leader

**Faction:** Voice of Command

**Command Structure (Aura):** While a friendly Platoon unit is within 6" of this unit’s Platoon Commander, you can target that unit with Stratagems even while it is Battle-shocked.

### Wargear Abilities

**Master Vox:** Each time the Officer in the bearer’s unit issues an Order, it can issue it to an eligible unit up to 24" away.

**Medi-pack:** The bearer’s unit has the Feel No Pain 6+ ability.

**Regimental Standard:** Add 1 to the Objective Control characteristic of models in the bearer’s unit.

### Orders

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

**Keywords:** All models: Infantry, Imperium, Grenades, Platoon, Command Squad | Platoon Commander: Character, Officer

**Faction Keywords:** Astra Militarum
**PLATOON COMMAND SQUAD**

*Officers are known by many titles, but all are authoritative tacticians, trained to demolish the foe by wielding their troops as an extension of themselves. At many levels of hierarchy, the commanding officer is accompanied by a staff of veteran soldiers and specialists, supporting the commander’s strategies.*

---

**WARGEAR OPTIONS**

- Any number of Veteran Guardsmen can each have their lasgun replaced with one of the following:*
  - 1 flamer
  - 1 grenade launcher
  - 1 heavy flamer***
  - 1 meltagun
  - 1 plasma gun
  - 1 sniper rifle
  - 1 chainsword

*Excluding the chainsword, you cannot select the same weapon from this list more than once per unit.

- 1 Veteran Guardsman equipped with a lasgun or chainsword can be equipped with 1 master vox.**

- 1 Veteran Guardsman equipped with a lasgun or chainsword can be equipped with 1 medi-pack.**

- 1 Veteran Guardsman equipped with a lasgun or chainsword can be equipped with 1 regimental standard.**

**A model can only take one of these options, and if it does so its lasgun cannot be replaced.

- The Platoon Commander’s laspistol can be replaced with one of the following:***
  - 1 bolt pistol
  - 1 boltgun
  - 1 plasma pistol

- The Platoon Commander can be equipped with one of the following:
  - 1 power fist
  - 1 power weapon

- The Veteran Heavy Weapons Team’s heavy bolter can be replaced with one of the following:***
  - 1 autocannon
  - 1 lascannon
  - 1 missile launcher
  - 1 mortar

*** The profiles of these weapons can be found on the Astra Militarum Infantry Armoury card.

---

**UNIT COMPOSITION**

One of the following:

- 1 Platoon Commander and 4 Veteran Guardsmen

OR

- 1 Platoon Commander, 2 Veteran Guardsmen and 1 Veteran Heavy Weapons Team

The Platoon Commander is equipped with: laspistol; close combat weapon. Every Veteran Guardsman is equipped with: lasgun; laspistol; close combat weapon. The Veteran Heavy Weapons Team is equipped with: heavy bolter; laspistol; close combat weapon.

---

**LEADER**

This unit can be attached to the following units:

- Catachan Jungle Fighters
- Death Korps of Krieg
- Infantry Squad

---

**KEYWORDS – ALL MODELS:** Infantry, Imperium, Grenades, Platoon, Command Squad | Platoon Commander: Character, Officer

**FACTION KEYWORDS:**

Astra Militarum
### CADIAN COMMAND SQUAD

#### KEYWORDS – ALL MODELS:
- Infantry, Imperium, Grenades, Cadian, Command Squad
- Cadian Commander: Character, Officer

<table>
<thead>
<tr>
<th>M</th>
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<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6”</td>
<td>3</td>
<td>5+</td>
<td>3</td>
<td>7+</td>
<td>1</td>
</tr>
<tr>
<td>6”</td>
<td>3</td>
<td>5+</td>
<td>1</td>
<td>7+</td>
<td>1</td>
</tr>
</tbody>
</table>

#### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flamer</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>([IGNORES COVER, TORRENT])</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Grenade launcher – frag ([BLAST])</td>
<td>24”</td>
<td>D3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Grenade launcher – krak</td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td>Lasgun ([RAPID FIRE 1])</td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Laspistol ([PISTOL])</td>
<td>12”</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Meltagun ([MELTA 2])</td>
<td>12”</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td>Plasma gun – standard ([RAPID FIRE 1])</td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma gun – supercharge ([HAZARDOUS, RAPID FIRE 1])</td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
</tr>
</tbody>
</table>

#### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainsword</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

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

#### ABILITIES

**CORE**: Leader

**FACTION**: Voice of Command

**Cadia Stands!**: While this unit contains a Cadian Officer, you can ignore any or all modifiers to the characteristics of models in this unit and to any roll or test made for models in this unit (excluding modifiers to saving throws).

**WARGEAR ABILITIES**

- **Master Vox**: Each time the Officer in the bearer’s unit issues an Order, it can issue it to an eligible unit up to 24” away.
- **Medi-pack**: The bearer’s unit has the Feel No Pain 6+ ability.
- **Regimental Standard**: Add 1 to the Objective Control characteristic of models in the bearer’s unit.

#### ORDERS

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

**FACTION KEYWORDS**: Astra Militarum
Cadian Command Squad

Cadia’s officers are exceptional leaders of Humanity. Trained to be the best, they expect no less from their troops. They are as inspiring as the standards carried in their wake, and as motivational as the orders issued by their vox operators.

WarGear Options

- **1 Cadian Veteran Guardsman’s lasgun and regimental standard can be replaced with one of the following:**
  - 1 flamer
  - 1 grenade launcher
  - 1 meltagun
  - 1 plasma gun

- **1 Cadian Veteran Guardsman’s chainsword can be replaced with one of the following:**
  - 1 flamer
  - 1 grenade launcher
  - 1 meltagun
  - 1 plasma gun
  - 1 power fist
  - 1 power weapon

- **1 Cadian Veteran Guardsman’s laspistol can be replaced with one of the following:**
  - 1 bolt pistol
  - 1 plasma pistol

- **The Cadian Commander’s laspistol can be replaced with one of the following:**
  - 1 bolt pistol
  - 1 plasma pistol

- **The Cadian Commander’s chainsword can be replaced with one of the following:**
  - 1 power fist
  - 1 power weapon

*The profiles of these weapons can be found on the Astra Militarum Infantry Armoury card.

Unit Composition

- **1 Cadian Commander
- 4 Cadian Veteran Guardsmen**

The Cadian Commander is equipped with: laspistol; chainsword.

1 Cadian Veteran Guardsman is equipped with: lasgun; chainword.

1 other Cadian Veteran Guardsman is equipped with: lasgun; master vox; close combat weapon.

1 other Cadian Veteran Guardsman is equipped with: lasgun; medi-pack; close combat weapon.

1 other Cadian Veteran Guardsman is equipped with: lasgun; regimental standard; close combat weapon.

Leader

This unit can be attached to the following unit:

- **Cadian Shock Troops**

Keywords – All Models: Infantry, Imperium, Grenades, Cadian, Command Squad | Cadian Commander: Character, Officer

Faction Keywords: Astra Militarum
‘IRON HAND’ STRAKEN

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Grenades, Officer, ‘Iron Hand’ Straken

RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auto shotgun [ASSAULT]</td>
<td>12”</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bionic arm with devil’s claw [ANTI-MONSTER 4+]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

ABILITIES

CORE: Leader, Scouts 6"

FACTION: Voice of Command

Cold Steel and Courage: While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Been There, Seen it, Killed it: Each time this model makes a melee attack, if it made a Charge move this turn, you can re-roll the Hit roll and you can re-roll the Wound roll.

ORDERS

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

INVULNERABLE SAVE

4+

Before selecting targets for this weapon, select one of its profiles to make attacks with.
‘IRON HAND’ STRAKEN

Commanding the Catachan II – the ‘Green Vipers’ – Colonel ‘Iron Hand’ Straken is a bullish, practical and cunning officer. Having survived dire wounds, Straken’s extensive bionics magnify his innate strength. He leads from the front, loudly encouraging his troops as he visibly crushes the enemy with sweeping blows.

**KEYWORDS:** Infantry, Character, Epic Hero, Imperium, Grenades, Officer, ‘Iron Hand’ Straken

**FACTION KEYWORDS:** Astra Militarum

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 1 ‘Iron Hand’ Straken – Epic Hero

  This model is equipped with: auto shotgun; plasma pistol; bionic arm with devil’s claw.

  **LEADER**

  This model can be attached to the following unit:

  - Catachan Jungle Fighters
**PRIMARIS PSYKER**

**KEYWORDS:** Infantry, Character, Psyker, Imperium, Primaris Psyker

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Laspistol [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Psychic Maelstrom – witchfire [BLAST, DEVASTATING WOUNDS, PSYCHIC]</td>
<td>18”</td>
<td>D6</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Psychic Maelstrom – focused witchfire [BLAST, DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]</td>
<td>18”</td>
<td>D6+3</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Force weapon [PSYCHIC]</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Leader

**Malign Wardings (Psychic):** While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

**Psychic Barrier (Psychic):** At the start of your opponent’s Shooting phase, you can roll one D6: on a 1, this Psyker’s unit suffers D3 mortal wounds; on a 2+, until the end of the phase, models in this Psyker’s unit have a 4+ invulnerable save.

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

**FACTION KEYWORDS:** Astra Militarum
PRIMARIS PSYKER

Primaris Psykers’ empyrically attuned minds are steeled against the manifold dangers risked by unsanctioned wielders of warp powers. These battle-trained psykers support the Astra Militarum’s wars with eerie foretelling, warding soldiers against the enemy’s witchcraft and unleashing tempests of their own psychic might.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Psyker

  This model is equipped with: laspistol; Psychic Maelstrom; force weapon.

LEADER

This model can be attached to the following units:

- Cadian Shock Troops
- Catachan Jungle Fighters
- Death Korps of Krieg
- Infantry Squad
- Kasrkin
- Tempestus Scions

KEYWORDS: Infantry, Character, Psyker, Imperium, Primaris Psyker

FACTION KEYWORDS: Astra Militarum
# GAUNT’S GHOSTS

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6”</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>6+</td>
<td>1</td>
</tr>
<tr>
<td>6”</td>
<td>3</td>
<td>5+</td>
<td>2</td>
<td>7+</td>
<td>1</td>
</tr>
</tbody>
</table>

**IBRAM GAUNT**

**TANITH GHOST**

## RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bragg’s autocannon [<em>HEAVY</em>]</td>
<td>48”</td>
<td>4</td>
<td>5+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Bolt pistol [<em>PISTOL</em>]</td>
<td>12”</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Corbec’s hot-shot lascarbine [<em>ASSAULT</em>]</td>
<td>24”</td>
<td>3</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Larkin’s long-las [<em>HEAVY, PRECISION</em>]</td>
<td>36”</td>
<td>1</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
<td>4</td>
</tr>
<tr>
<td>Lascarbine [<em>ASSAULT</em>]</td>
<td>24”</td>
<td>3</td>
<td>3+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Rawne’s lascarbine [<em>ASSAULT, SUSTAINED HITS</em>]</td>
<td>24”</td>
<td>3</td>
<td>3+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gaunt’s chainsword</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Straight silver knife</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Mkoll’s straight silver knife [<em>DEVASTATING WOUNDS, PRECISION</em>]</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

## ABILITIES

### CORE
- Fights First
- Infiltrators
- Lone Operative
- Stealth

### FACTION
- Voice of Command

#### Tanith Camo-cloaks
Each time a ranged attack targets this unit, models in this unit have the Benefit of Cover against it.

#### Covert Stealth Team
At the end of your opponent’s turn, if this unit is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9” horizontally away from all enemy models.

## ORDERS

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

## INVULNERABLE SAVE*

* Ibram Gaunt only.

**FACTION KEYWORDS:** Astra Militarum

**KEYWORDS – ALL MODELS:** Infantry, Imperium, Grenades, Gaunt’s Ghosts

**IBRAM GAUNT:** Character, Epic Hero, Officer
GAUNT’S GHOSTS

Colonel-Commissar Ibram Gaunt combines the positions of feared political officer and the regimental commander of the Tanith First and Only. Joined by the regiment’s stealthy and deadly officers and soldiers – those known as Gaunt’s Ghosts – Gaunt’s infamous raids, secretive missions and unlikely victories have cemented his legend.

WARGEAR OPTIONS
- None

UNIT COMPOSITION
- 1 Ibram Gaunt
- 5 Tanith Ghosts

Ibram Gaunt is equipped with: bolt pistol; Gaunt’s chainsword.

1 Tanith Ghost is equipped with: Corbec’s hot-shot lascarbine; straight silver knife.

1 Tanith Ghost is equipped with: Rawne’s lascarbine; straight silver knife.

1 Tanith Ghost is equipped with: Larkin’s long-las; straight silver knife.

1 Tanith Ghost is equipped with: Bragg’s autocannon; straight silver knife.

1 Tanith Ghost is equipped with: lascarbine; Mkoll’s straight silver knife.

KEYWORDS – ALL MODELS: Infantry, Imperium, Grenades, Gaunt’s Ghosts

IBRAM GAUNT: Character, Epic Hero, Officer

FACTION KEYWORDS:
Astra Militarum
REGIMENTAL ATTACHÉS

KEYWORDS – ALL MODELS: Infantry, Imperium, Regimental Attachés
ASTROPATH: Psyker

RANGED WEAPONS

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<tr>
<td>Laspistol [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>4+</td>
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<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Astropath’s stave [PSYCHIC]</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

ABILITIES

Artillery Commander: At the start of your Shooting phase, select one enemy unit within 30” of and visible to this unit’s Master of Ordnance model that has not already been selected for this ability this phase. Until the end of the phase, Blast weapons equipped by friendly Astra Militarum Artillery models have the [SUSTAINED HITS 1] ability when targeting that unit.

Aeronautica Commander: At the start of your Shooting phase, select one enemy unit within 30” of and visible to this unit’s Officer of the Fleet model. Until the end of the phase, each time a friendly Astra Militarum Aircraft model makes a ranged attack that targets that unit, add 1 to the Hit roll.

Divination (Psychic): Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12” of this unit’s Astropath model.

FACTION KEYWORDS:
Astra Militarum

M T SV W LD OC
6” 3 5+ 1 7+ 1
REGIMENTAL ATTACHÉS

Experienced officers know the value of drawing upon the advice of varied attachés. From void-hardened Officers of the Fleet to soot-stained Masters of Ordnance and psychic Astropaths, such specialists bring their expertise to bear in support of an officer’s grand strategies.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Master of Ordnance, 1 Officer of the Fleet and 1 Astropath.

The Master of Ordnance and Officer of the Fleet are both equipped with:
- laspistol; close combat weapon.

The Astropath is equipped with:
- laspistol; Astropath’s stave.

ATTACHÉS

At the start of the Declare Battle Formations step, this unit must join one Command Squad unit from your army (a Command Squad unit cannot have more than one Regimental Attaché unit joined to it). For the rest of the battle, every model in this unit counts as part of that Command Squad unit, and its Starting Strength is increased accordingly. If it is not possible to join a Regimental Attaché unit to a Command Squad in this way, it does not take part in the battle and counts as having been destroyed.

While this unit is joined to a unit, it can embark within any Transport that unit can embark within.

KEYWORDS – ALL MODELS: Infantry, Imperium, Regimental Attachés
- Astropath: Psyker

FACTION KEYWORDS: Astra Militarum
# Ogryn Bodyguard

**KEYWORDS:** Infantry, Imperium, Grenades, Loyal Protector, Ogryn, Ogryn Bodyguard

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grenadier gauntlet [BLAST]</td>
<td>18&quot;</td>
<td>D6</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Ripper gun [SUSTAINED HITS 1]</td>
<td>18&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bullgryn maul</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Huge knife</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>8</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Ripper gun</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

## Abilities

**Core:** Feel No Pain 6+

**Ogryn Bodyguard:** While one or more Officer models are in the same unit as this model, those Officer models have the Feel No Pain 4+ ability.

**Redoubled Loyalty:** While this model's unit contains an Officer model that has lost one or more wounds, each time this model makes a melee attack, add 1 to the Hit roll and add 1 to the Wound roll.

## Wargear Abilities

**Brute Shield:** The bearer has a 4+ invulnerable save.

**Slabshield:** The bearer has a Wounds characteristic of 7.

**Faction Keywords:**

Astra Militarum
OGRYN BODYGUARD

Ogryn Bodyguards are particularly capable warriors of their kind who have but one duty – to protect the officer to whom they are assigned. Whether by throwing themselves in the line of fire or slaughtering all enemies who come near their ward, they are invaluable retainers in the swirl of battlefield combat.

WARGEAR OPTIONS

- This model's ripper gun can be replaced with one of the following:
  - 1 grenadier gauntlet
  - 1 Bullgryn maul
- This model's huge knife can be replaced with one of the following:
  - 1 brute shield
  - 1 slabshield

UNIT COMPOSITION

- 1 Ogryn Bodyguard
  This model is equipped with: ripper gun; huge knife.

LOYAL PROTECTOR

At the start of the Declare Battle Formations step, this model must join one Command Squad unit from your army (a Command Squad cannot have more than one Loyal Protector model joined to it). This model then counts as part of that Command Squad for the rest of the battle, and its Starting Strength is increased accordingly. If it is not possible to join this model to a Command Squad, it does not take part in the battle and counts as having been destroyed.

While this model is joined to a unit, it can embark within any Transport that unit can embark within, and takes up the space of 3 models.

KEYWORDS: Infantry, Imperium, Grenades, Loyal Protector, Ogryn, Ogryn Bodyguard

FACTION KEYWORDS: Astra Militarum
## Nork Deddog

**M** 6  **T** 6  **SV** 4+  **W** 6  **LD** 7+  **OC** 1

### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ripper gun</td>
<td>18”</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Huge knife</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-1</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Feel No Pain 5+

**Ogryn Bodyguard:** While one or more Officer models are in the same unit as this model, those Officer models have the Feel No Pain 4+ ability.

**Thunderous Head-butt:** Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

### Keywords:
- Infantry
- Epic Hero
- Imperium
- Grenades
- Loyal Protector
- Ogryn
- Nork Deddog

### Faction Keywords:
- Astra Militarum
NORK DEDDOG

Nork Deddog’s loyalty and his skills as a bodyguard are beyond question. The hulking Ogryn would rather sustain terrible wounds than permit a single scratch on those he protects. Dozens of victories have been achieved thanks to his unthinking heroism as he shoots, eviscerates or head-butts any threat to his charges.

KEYWORDS: Infantry, Epic Hero, Imperium, Grenades, Loyal Protector, Ogryn, Nork Deddog

FACTION KEYWORDS: Astra Militarum

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Nork Deddog – Epic Hero

  This model is equipped with: ripper gun; huge knife.

LOYAL PROTECTOR

At the start of the Declare Battle Formations step, this model must join one Command Squad unit from your army (a Command Squad cannot have more than one Loyal Protector model joined to it). This model then counts as part of that Command Squad for the rest of the battle, and its Starting Strength is increased accordingly. If it is not possible to join this model to a Command Squad, it does not take part in the battle and counts as having been destroyed.

While this model is joined to a unit, it can embark within any Transport that unit can embark within, and takes up the space of 3 models.
**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Flamer [IGNORES COVER, TORRENT]</strong></td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td><strong>Grenade launcher – frag [BLAST]</strong></td>
<td>24&quot;</td>
<td>D3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td><strong>Grenade launcher – krak</strong></td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td><strong>Heavy bolter [HEAVY, SUSTAINED HITS 1]</strong></td>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td><strong>Lasgun [RAPID FIRE 1]</strong></td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td><strong>Laspistol [PISTOL]</strong></td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td><strong>Meltagun [MELTA 2]</strong></td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td><strong>Plasma gun – standard [RAPID FIRE 1]</strong></td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td><strong>Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]</strong></td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
</tr>
<tr>
<td><strong>Sniper rifle [HEAVY, PRECISION]</strong></td>
<td>36&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Chainsword</strong></td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td><strong>Close combat weapon</strong></td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td><strong>Power weapon</strong></td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

---

**ABILITIES**

**Defenders of Humanity:** Each time a ranged attack targets this unit, if this unit is within range of an objective marker you control, models in this unit have the Benefit of Cover against that attack.

**WARGEAR ABILITIES**

**Vox-caster:** Each time you target the bearer’s unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly **OFFICER** models within 6": on a 5+, you gain 1CP.

---

**KEYWORDS:** Infantry, Battleline, Imperium, Grenades, Regiment, Platoon, Infantry Squad

**FACTION KEYWORDS:** Astra Militarum
INFANTRY SQUAD

The backbone of countless Astra Militarum regiments, these soldiers fight in huge numbers. Armed with the ubiquitous lasgun, often supplemented with specialist weapons, they hold defensive lines, conduct massed assaults across no man’s land and, if well led, will hold their ground to the last.

WARGEAR OPTIONS

For every 10 models in this unit, 1 Guardsman’s lasgun can be replaced with one of the following:
- 1 flamer
- 1 grenade launcher
- 1 meltgun
- 1 plasma gun
- 1 sniper rifle

For every 10 models in this unit, 1 Guardsman equipped with a lasgun can be equipped with 1 vox-caster (that model’s lasgun cannot be replaced).

Each Sergeant’s close combat weapon can be replaced with one of the following:
- 1 chainsword
- 1 power weapon

Each Sergeant’s laspistol can be replaced with one of the following:*
- 1 bolt pistol
- 1 boltpistol
- 1 plasma pistol

Each Heavy Weapons Team’s heavy bolter can be replaced with one of the following:*
- 1 autocannon
- 1 lascannon
- 1 missile launcher
- 1 mortar

*The profiles of these weapons can be found on the Astra Militarum Infantry Armoury card.

UNIT COMPOSITION

One of the following:
- 1 Sergeant and 9 Guardsmen
- 1 Sergeant, 7 Guardsmen and 1 Heavy Weapons Team
- 2 Sergeants and 18 Guardsmen
- 2 Sergeants, 16 Guardsmen and 1 Heavy Weapons Team
- 2 Sergeants, 14 Guardsmen and 2 Heavy Weapons Teams

Every Sergeant is equipped with: laspistol; close combat weapon.

Every Guardsman is equipped with: lasgun; close combat weapon.

Every Heavy Weapons Team is equipped with: heavy bolter; laspistol; close combat weapon.

This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: Infantry, Battletline, Imperium, Grenades, Regiment, Platoon, Infantry Squad

FACTION KEYWORDS: Astra Militarum
CADIAN SHOCK TROOPS

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Drum-fed autogun</td>
<td>24&quot;</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Grenade launcher – frag [BLAST]</td>
<td>24&quot;</td>
<td>D3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Grenade launcher – krak</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Lasgun [RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Laspistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Meltagun [MELTA 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma gun – standard [RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainsword</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**Shock Troops:** At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

**WARGEAR ABILITIES**

**Vox-caster:** Each time you target the bearer’s unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly OFFICER models within 6": on a 5+, you gain 1CP.

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

**FACTION KEYWORDS:** Astra Militarum
CADIAN SHOCK TROOPS

Born soldiers, the Shock Troops of Cadia have trained their entire lives for military service with the Astra Militarum. Decades of rigorous firing drills have forged them into expert sharpshooters. Skilled in both dogged defence and storming assaults, Cadian Shock Troops are held by many as being the ideal soldiers.

WARGEAR OPTIONS

- For every 10 models in this unit, up to 2 Shock Troopers can each have their lasgun replaced with one of the following:*  
  ◦ 1 flamer  
  ◦ 1 grenade launcher  
  ◦ 1 meltagun  
  ◦ 1 plasma gun
- For every 10 models in this unit, 1 Shock Trooper equipped with a lasgun can be equipped with 1 vox-caster (that model's lasgun cannot be replaced).
- Any number of Shock Trooper Sergeants can each have their laspistol replaced with 1 bolt pistol.
- Any number of Shock Trooper Sergeants can each have their laspistol and chainsword replaced with 1 drum-fed autogun and 1 close combat weapon.

* You cannot select the same weapon more than once per unit unless it contains 20 models, in which case you cannot select the same weapon more than twice per unit.

UNIT COMPOSITION

- 1 Shock Trooper Sergeant and 9 Shock Troopers OR
- 2 Shock Trooper Sergeants and 18 Shock Troopers

Every Shock Trooper Sergeant is equipped with: laspistol; chainsword.

Every Shock Trooper is equipped with: lasgun; close combat weapon.

This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

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

FACTION KEYWORDS: Astra Militarum
### DEATH KORPS OF KRIEG

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

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Flamer [ignores cover, torrent]</strong></td>
<td>12”</td>
<td>0</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td><strong>Grenade launcher – frag [BLAST]</strong></td>
<td>24”</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td><strong>Grenade launcher – krak</strong></td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td><strong>Lasgun [RAPID FIRE 1]</strong></td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td><strong>Laspistol [PISTOL]</strong></td>
<td>12”</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td><strong>Meltagun [MELTA 2]</strong></td>
<td>12”</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td><strong>Plasma gun – standard [RAPID FIRE 1]</strong></td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td><strong>Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]</strong></td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
</tr>
<tr>
<td><strong>Sniper rifle [HEAVY, PRECISION]</strong></td>
<td>36”</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Grim Demeanour:** Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

**WARGEAR ABILITIES**

- **Vox-caster:** Each time you target the bearer’s unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly **OFFICER** models within 6”: on a 5+, you gain 1CP.

- **Death Korps Medi-pack:** At the start of your Command phase, if the bearer’s unit is below its Starting Strength, you can return up to D3 destroyed Death Korps Troopers to this unit.

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Chainsword</strong></td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td><strong>Close combat weapon</strong></td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td><strong>Power weapon</strong></td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

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

**FACTION KEYWORDS:** Astra Militarum
DEATH KORPS OF KRIEG
The grim regiments of the Death Korps of Krieg excel in the most gruelling of conditions, their famous siege regiments resolutely holding key positions no matter the onslaught unleashed upon them. They are extollers of a pitiless cult of sacrifice, but with their legendary endurance, death often claims their foes first.

WAR GEAR OPTIONS

- For every 10 models in this unit, up to 2 Death Korps Troopers can each have their lasgun replaced with one of the following:*  
  ◦ 1 flamer  
  ◦ 1 grenade launcher  
  ◦ 1 meltagun  
  ◦ 1 sniper rifle
- For every 10 models in this unit, 1 Death Korps Trooper equipped with a lasgun can be equipped with one of the following:  
  ◦ 1 vox-caster (that model’s lasgun cannot be replaced)  
  ◦ 1 plasma gun
- Any number of Death Korps Watchmasters can replace their chainsword with 1 power weapon.
- Any number of Death Korps Watchmasters can each have their laspistol replaced with one of the following:**  
  ◦ 1 bolt pistol  
  ◦ 1 boltgun  
  ◦ 1 plasma pistol
* You cannot select the same weapon more than once per unit unless it contains 20 models, in which case you cannot select the same weapon more than twice per unit.
** The profiles of these weapons can be found on the Astra Militarum Infantry Armoury card.

UNIT COMPOSITION

- 1 Death Korps Watchmaster and 9 Death Korps Troopers  
- 2 Death Korps Watchmasters and 18 Death Korps Troopers

Every Death Korps Watchmaster is equipped with: laspistol; chainsword.
Every Death Korps Trooper is equipped with: lasgun; close combat weapon.

This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

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

FACTION KEYWORDS: Astra Militarum
### Catarchan Jungle Fighters

**Keywords:** Infantry, Battline, Imperium, Regiment, Grenades, Platoon, Catarchan Jungle Fighters

**Faction Keywords:** Astra Militarum

#### Abilities

**Core:** Scouts 6"

**Jungle Fighters:** Each time a model in this unit makes a melee attack, if this unit made a Charge move or was charged this turn, improve the Strength and Armour Penetration characteristics of that attack by 1.

**Vox-caster:** Each time you target the bearer’s unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6": on a 5+, you gain 1CP.

#### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flamer [ignores cover, torrent]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Lasgun [rapid fire 1]</td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Laspistol [pistol]</td>
<td>12”</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>
CATACHAN JUNGLE FIGHTERS

These heavily muscled soldiers are drawn from a warrior people that survive on the most infamous of death worlds. Skilled in deadly close combat with the fiercest of beasts amidst hazardous terrain, Jungle Fighters are also skilled infiltrators and trackers, adept at luring their prey into fiendish traps.

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Jungle Fighter’s lasgun can be replaced with 1 flamer.
- For every 10 models in this unit, 1 Jungle Fighter equipped with a lasgun can be equipped with 1 vox-caster (that model’s lasgun cannot be replaced).

UNIT COMPOSITION

- 1 Jungle Fighter Sergeant and 9 Jungle Fighters
- 2 Jungle Fighter Sergeants and 18 Jungle Fighters

Every Jungle Fighter Sergeant is equipped with: laspistol; close combat weapon.

Every Jungle Fighter is equipped with: lasgun; close combat weapon.

This unit can have up to two Leader units attached to it, provided no more than one of those units is a Command Squad unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: Infantry, Battleline, Imperium, Regiment, Grenades, Platoon, Catachan Jungle Fighters

FACTION KEYWORDS: Astra Militarum
SLY MARBO

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ripper pistol [ANTI-INFANTRY 2+, PISTOL, PRECISION]</td>
<td>12”</td>
<td>3</td>
<td>2+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Envenomed blade [ANTI-INFANTRY 2+, PRECISION]</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Infiltrators, Lone Operative, Stealth

**One-man Army:** Each time an enemy unit targets a friendly Astra Militarum unit within 3” of this model with ranged attacks, after that enemy unit has finished making its attacks, this model can shoot as if it were your Shooting phase.

**Like Fighting a Shadow:** Each time this model has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move as if it were your Movement phase. If it does, until the end of the turn, this model is not eligible to declare a charge.

**KEYWORDS:** Infantry, Character, Epic Hero, Imperium, Grenades, Regiment, Sly Marbo

**FACTION KEYWORDS:** Astra Militarum
**SLY MARBO**

Sly Marbo is a one-man army. He operates alone, striking from ambush before disappearing back into the shadows. A legendary soldier, Marbo has gutted xenos horrors and slit the throats of traitors beyond count with his envenomed blade, and fires hails of poisoned shards from his ripper pistol.

---

**UNIT COMPOSITION**

- **1 Sly Marbo – Epic Hero**

  This model is equipped with: ripper pistol; envenomed blade.

---

**LONER**

This model cannot be selected as your **WARLORD**.

---

**WARGEAR OPTIONS**

- None

---

**KEYWORDS:** Infantry, Character, Epic Hero, Imperium, Grenades, Regiment, Sly Marbo

**FACTION KEYWORDS:** Astra Militarum
**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flamer [ignores cover, torrent]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Grenade launcher – frag [blast]</td>
<td>24&quot;</td>
<td>D3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Grenade launcher – krak</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td>Hot-shot lasgun [rapid fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Hot-shot laspistol [pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Hot-shot marksman rifle [heavy, precision]</td>
<td>36&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
</tr>
<tr>
<td>Hot-shot volley gun [rapid fire 2]</td>
<td>30&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Meltagun [melta 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td>Plasma gun – standard [rapid fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma gun – supercharge [hazardous, rapid fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainsword</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

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

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

**ABILITIES**

**CORE:** Scouts 6"

**Warrior Elite:** In your Command phase, you can select one Order to affect this unit until the start of your next Command phase, in addition to any other Orders issued to this unit by an Officer model this turn.

**WARGEAR ABILITIES**

**Vox-caster:** Each time you target the bearer’s unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6": on a 5+, you gain 1CP.

**Melta Mine:** Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a Vehicle unit.
KASRKIN

Amongst the lauded regiments of Cadia, the Kasrkin are the elite of the elite. These special operatives bear high-powered hot-shot lasguns and wear thick carapace armour. Disciplined and professional, the Kasrkin are peerless shots, and the equals or superiors of any unaugmented Human warriors.

WARGEAR OPTIONS

■ Up to 4 Kasrkin Troopers can each have their hot-shot lasgun replaced with one of the following:*
  ◦ 1 flamer
  ◦ 1 grenade launcher
  ◦ 1 hot-shot volley gun
  ◦ 1 meltagun
  ◦ 1 plasma gun

■ 1 Kasrkin Trooper’s hot-shot lasgun can be replaced with 1 hot-shot marksman rifle.

■ 1 Kasrkin Trooper’s hot-shot lasgun can be replaced with 1 hot-shot laspistol and 1 melta mine.

■ 1 Kasrkin Trooper equipped with a hot-shot lasgun can be equipped with 1 vox-caster (that model’s hot-shot lasgun cannot be replaced).

■ The Kasrkin Sergeant’s chainsword can be replaced with 1 power weapon.

■ The Kasrkin Sergeant’s hot-shot laspistol can be replaced with one of the following:**
  ◦ 1 bolt pistol
  ◦ 1 plasma pistol

* You cannot select the same weapon from this list more than twice per unit.

** The profiles of these weapons can be found on the Astra Militarum Infantry Armoury card.

UNIT COMPOSITION

■ 1 Kasrkin Sergeant
■ 9 Kasrkin Troopers

The Kasrkin Sergeant is equipped with: hot-shot laspistol; chainsword.

Every Kasrkin Trooper is equipped with: hot-shot lasgun; close combat weapon.

KEYWORDS: Infantry, Imperium, Grenades, Regiment, Kasrkin

FACTION KEYWORDS: Astra Militarum
# REGIMENTAL PREACHER

**M** 6”  
**T** 3  
**SV** 6+  
**W** 3  
**LD** 7+  
**OC** 1  

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autogun [RAPID FIRE 1]</td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Holy pistol [PISTOL]</td>
<td>12”</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Preacher shotgun [ASSAULT]</td>
<td>12”</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainsword</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Leader

**War Hymns:** While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

**Holy Piety:** Each time this model makes a melee attack, unless this model’s unit is Battle-shocked, you can re-roll the Hit roll.

### INVULNERABLE SAVE

4+

**FACTION KEYWORDS:** Astra Militarum

**KEYWORDS:** Infantry, Character, Imperium, Grenades, Regimental Preacher
REGIMENTAL PREACHER

Serving amongst the Imperial Guard’s regiments to bolster the spiritual strength of its soldiers, Regimental Preachers are fiery zealots and fanatical orators. They do not shy away from combat, but wade amongst the foe, their voices raised in prayer to the God-Emperor and in furious castigation of the enemy.

WARGEAR OPTIONS

- This model’s power weapon can be replaced with one of the following:
  - 1 autogun and 1 chainsword
  - 1 Preacher shotgun and 1 chainsword

UNIT COMPOSITION

- 1 Regimental Preacher

This model is equipped with: holy pistol; power weapon.

LEADER

This model can be attached to the following units:

- Cadian Shock Troops
- Catachan Jungle Fighters
- Death Korps of Krieg
- Infantry Squad
- Kasrkin
- Tempestus Scions

KEYWORDS: Infantry, Character, Imperium, Grenades, Regimental Preacher

FACTION KEYWORDS: Astra Militarum
## SERGEANT HARKER

### Keywords:
- Infantry
- Character
- Epic Hero
- Imperium
- Grenades
- Officer
- Sergeant Harker

### Ranged Weapons

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Payback [SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Feel No Pain 6+, Leader, Scouts 6+

**Faction:** Voice of Command

**Harker’s Hellraisers:** While this model is leading a unit, each time a ranged attack targets that unit, if the attacking model is more than 12" away, subtract 1 from the Hit roll.

**Payback Time:** Once per battle, when this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its Payback weapon has an Attacks characteristic of 6 and the [SUSTAINED HITS 3] ability instead of the [SUSTAINED HITS 1] ability.

### Orders

This Officer can issue 1 Order to a Catachan Jungle Fighters unit.

---

**Faction Keywords:**
- Astra Militarum

**Keyframes:**
- Infantry Character
- Epic Hero
- Grenades
- Officer
-. Sergeant Harker
SERGEANT HARKER
Gunnery Sergeant Harker, known as ‘Stonetooth’ Harker to his Catachan soldiers, is amongst the toughest of that hardy breed. He is said to feel no pain, and his immense strength enables him to carry his heavy bolter, Payback, as easily as others carry a rifle.

WARGEAR OPTIONS
■ None

UNIT COMPOSITION
■ 1 Sergeant Harker – EPIC HERO

This model is equipped with: Payback; close combat weapon.

LEADER
This model can be attached to the following unit:
■ Catachan Jungle Fighters

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRENADES, OFFICER, SERGEANT HARKER

FACTION KEYWORDS: ASTRA MILITARUM
REGIMENTAL ENGINEER

**KEYWORDS:** Infantry, Character, Imperium, Regimental Engineer

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archeotech pistol</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

*Devastating Wounds, Pistol*

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enginseer axe</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Servo-arm [Extra Attacks]</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:** Astra Militarum

**ABILITIES**

**CORE:** Leader

**Enginseer:** While this model is within 3" of one or more friendly Astra Militarum Vehicle units, this model has the Lone Operative ability.

**Omnissiah’s Blessing:** In your Command phase, select one friendly Astra Militarum Vehicle model within 3" of this model. That Vehicle model regains up to D3 lost wounds and, until the start of your next Command phase, that Vehicle model has a 4+ invulnerable save. Each model can only be selected for this ability once per turn.

**Vengeance for the Omnissiah:** If a friendly Astra Militarum Vehicle model is destroyed within 12" of this model, until the end of the battle, this model’s Enginseer axe has an Attacks characteristic of 6.

**INVULNERABLE SAVE**

5+

**INVULNERABLE SAVE**

5+
REGIMENTAL ENGINSEER

Adepts of the Omnissiah, Enginseers are robed machine-mystics tasked with using arcane lore and cybernetic arrays to effect battlefield repairs upon damaged fighting machines. To them, every war engine is a priceless artefact of technology, whose spirit need only be roused once more to take revenge on the enemy.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Regimental Enginseer

This model is equipped with: archeotech pistol; Enginseer axe; servo-arm.

LEADER

This model can be attached to the following units:

- Cadian Shock Troops
- Catachan Jungle Fighters
- Death Korps of Krieg
- Infantry Squad
- Kasrkin
- Munitorum Servitors

KEYWORDS: Infantry, Character, Imperium, Regimental Enginseer

FACTION KEYWORDS: Astra Militarum
**MUNITORUM SERVITORS**

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

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter</td>
<td>36”</td>
<td>3</td>
<td>6+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Multi-melta</td>
<td>18”</td>
<td>2</td>
<td>6+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma cannon – standard</td>
<td>36”</td>
<td>D3</td>
<td>6+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma cannon – supercharge</td>
<td>36”</td>
<td>D3</td>
<td>6+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
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<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>5+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Servitor's servo-arm</td>
<td>Melee</td>
<td>1</td>
<td>5+</td>
<td>6</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

**ABILITIES**

**Mindlock:** While a friendly **Regimental Enginseer** model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by **Munitorum Servitor** models in this unit by 1.

**INVULNERABLE SAVE**

6+

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

**FACTION KEYWORDS:**

Astra Militarum
MUNITORUM SERVITORS

Lobotomised and augmented, Servitors attend the Department Munitorum in countless menial ways. These cybernetic living tools often form servile retinues for Enginseers, using their industrial servo-arms to repair hulking tanks, but unhesitatingly turning them on the foe should they draw too near.

WARGEAR OPTIONS

- Up to 2 models can each have their Servitor’s servo-arm replaced with one of the following:
  - 1 heavy bolter
  - 1 multi-melta
  - 1 plasma cannon

UNIT COMPOSITION

- 4 Munitorum Servitors

Every model is equipped with: Servitor’s servo-arm.

SERVITOR RETINUE

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a Regimental Enginseer (a unit cannot have more than one Munitorum Servitors unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit’s Starting Strength is increased accordingly.

KEYWORDS: Infantry, Imperium, Munitorum Servitors

FACTION KEYWORDS: Astra Militarum
## Commissar

**Keywords:** Infantry, Character, Imperium, Officer, Commissar

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainsword</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Leader

**Faction:** Voice of Command

**Summary Execution:** Once per battle round, at the start of any phase, you can select one friendly Astra Militarum Infantry unit that is Battle-shocked and within 12" of this model. If you do, one model in that unit is destroyed, and that unit is then no longer Battle-shocked.

**Political Overwatch:** While another Officer model is in the same unit as this model, you can re-roll Battle-shock tests taken for that unit.

### Orders

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

### Invulnerable Save

5+

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

**Faction Keywords:** Astra Militarum
Commissars are ruthless officers charged with maintaining the morale, discipline and fighting spirit of their regiment. With the power to summarily execute any soldier or officer found wanting, they are feared, brooding figures. Their devotion to the Imperium is without doubt and they fight with fanatical bravery.

WARGEAR OPTIONS

- This model’s bolt pistol can be replaced with 1 plasma pistol.
- This model’s chainsword can be replaced with 1 power weapon.

UNIT COMPOSITION

- 1 Commissar
  This model is equipped with: bolt pistol; chainsword.

LEADER

This model can be attached to the following units:

- Cadian Shock Troops
- Catachan Jungle Fighters
- Death Korps of Krieg
- Infantry Squad
- Kasrkin
- Tempestus Scions

KEYWORDS: Infantry, Character, Imperium, Officer, Commissar

FACTION KEYWORDS: Astra Militarum
OGRYN SQUAD

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

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ripper gun [RAPID FIRE 3]</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ripper gun Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE: Feel No Pain 6+**

**Point-blank Barrage:** Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.
OGRYN SQUAD

Ogrys are simple beings. In battle, their instincts rarely lead them beyond hitting the enemy as hard as possible. The rapid-firing ripper guns they carry are built to withstand use as improvised clubs. Ogrys make excellent shock troops, their physiques shrugging off damage before they charge, hitting like a tank.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ogryn Bone ‘ead
- 2-5 Ogrys

Every model is equipped with: ripper gun.

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

FACTION KEYWORDS: Astra Militarum
### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grenadier gauntlet [BLAST]</td>
<td>18&quot;</td>
<td>D6</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bullgryn maul</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Feel No Pain 6+

**Wall of Muscle:** Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

### WARGEAR ABILITIES

**Brute Shield:** The bearer has a 4+ invulnerable save.

**Slabshield:** The bearer has a Wounds characteristic of 4.
BULLGRYN SQUAD
The most obstinate of the Ogryn strain of abhumans, Bullgryns are clad in heavy armour and carry crude assault weaponry built to withstand the thunderous blows Bullgryns strike with them. A line of these heavily muscled humanoids, advancing in shield-lines from which shots bounce harmlessly, is a frightening sight.

WARGEAR OPTIONS
- Any number of models can each have their grenadier gauntlet replaced with 1 Bullgryn maul.
- Any number of models can each have their slabshield replaced with 1 brute shield.

UNIT COMPOSITION
- 1 Bullgryn Bone ‘ead
- 2-5 Bullgryns

Every model is equipped with: grenadier gauntlet; close combat weapon; slabshield.

KEYWORDS: Infantry, Imperium, Grenades, Ogryn, Bullgryn Squad
FACTION KEYWORDS: Astra Militarum
### RATLING SNIPERS

**KEYWORDS:** Infantry, Imperium, Ratling Snipers

**ABILITIES**

**CORE:** Infiltrators, Stealth

**Shoot Sharp and Scarper:** In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move as if it were your Movement phase. If it does, until the end of the turn, this unit is not eligible to declare a charge.

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sniper rifle [HEAVY, PRECISION]</td>
<td>36”</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>5+</td>
<td>2</td>
<td>0</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:** Astra Militarum

**M T SV W LD OC**

| 6” | 2  | 6+ | 1  | 8+ | 1  |

**KEYWORDS:** Infantry, Imperium, Ratling Snipers
**RATLING SNIPERS**

Diminutive, keen-eyed and instinctively stealthy, the abhuman Ratlings serve the Astra Militarum primarily as outstanding snipers; it is said they can take the head off a heretic with their rifles from over a mile away. Ratlings are also employed as infiltrators and forward scouts, able to observe the enemy unseen.

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 5 Ratling Snipers

  Every model is equipped with: sniper rifle; close combat weapon.

**KEYWORDS:** Infantry, Imperium, Ratling Snipers

**FACTION KEYWORDS:** Astra Militarum
ATTILAN ROUGH RIDERS

KEYWORDS: Mounted, Imperium, Grenades, Regiment, Attilan Rough Riders

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lasgun [RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Laspistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goad Lance [LANCE]</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Hunting lance – frag tip [LANCE]</td>
<td>Melee</td>
<td>D6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Hunting lance – melta tip [LANCE]</td>
<td>Melee</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td>Power sabre</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
</tr>
<tr>
<td>Steed’s hooves [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

ABILITIES

Horsemasters: You can ignore any or all modifiers to this unit’s Move characteristic and to Advance and Charge rolls made for it. In addition, this unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

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

FACTION KEYWORDS: Astra Militarum
ATILAN ROUGH RIDERS

Hailing from the steppes of Attila, these horsemasters are potent cavalry troops. Their mobility makes them a powerful force, whether spearheading an attack or outflanking the foe. Though also equipped with grenades and sidearms, their deadliest weapon is their hunting lance, capable of bearing one of several deadly tips.

WARGEAR OPTIONS

- For every 5 models in this unit, 1 model's hunting lance can be replaced with 1 goad lance.
- The Rough Rider Sergeant can be equipped with 1 power sabre.

UNIT COMPOSITION

- 1 Rough Rider Sergeant
- 4-9 Rough Riders

Every model is equipped with: lasgun, laspistol; hunting lance; steed’s hooves.

KEYWORDS: Mounted, Imperium, Grenades, Regiment, Attilan Rough Riders

FACTION KEYWORDS: Astra Militarum
## Scout Sentinels

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autocannon</td>
<td>48”</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-1</td>
</tr>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Hunter-killer missile [ONE SHOT]</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
</tr>
<tr>
<td>One Shot: The bearer can only shoot with this weapon once per battle.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lascannon</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
</tr>
<tr>
<td>Militarum multi-laser</td>
<td>36”</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>Missile launcher – frag [BLAST, HEAVY]</td>
<td>48”</td>
<td>D6</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Missile launcher – krak [HEAVY]</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma cannon – standard [BLAST]</td>
<td>36”</td>
<td>D3</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma cannon – supercharge [BLAST, HAZARDOUS]</td>
<td>36”</td>
<td>D3</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>Sentinel chainsaw</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

**Keywords:** Vehicle, Walker, Imperium, Regiment, Squadron, Smoke, Scout Sentinels

**Faction Keywords:** Astra Militarum

### Abilities

**Core:** Deadly Demise 1, Scouts 9”

**Daring Recon:** At the start of your Shooting phase, select one enemy unit within 18” of and visible to this unit. Until the end of the phase, each time a friendly Astra Militarum model makes an attack that targets that unit, re-roll a Hit roll of 1 and, if that attack has the [INDIRECT FIRE] ability, it does not suffer the penalty to the Hit roll for shooting at a target that is not visible to the attacking unit.
SCOUT SENTINELS

Scout Sentinels’ open compartments and simple augur devices enable their pilots to survey the enemy with ease, while their lighter armour and gyro-stabilisers assist them in swiftly traversing the roughest terrain and bringing their heavy weapons to bear suddenly from unanticipated angles.

WARGEAR OPTIONS

- Any number of models can each have their Militarum multi-laser replaced with one of the following:
  - 1 autocannon
  - 1 heavy flamer
  - 1 lascannon
  - 1 missile launcher
  - 1 plasma cannon

- Any number of models can each be equipped with 1 Sentinel chainsaw.
- Any number of models can each be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- 1-3 Scout Sentinels

Every model is equipped with: Militarum multi-laser; close combat weapon.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, REGIMENT, SQUADRON, SMOKE, SCOUT SENTINELS

FACTION KEYWORDS: ASTRA MILITARUM
### Armoured Sentinels

**Keywords:** Vehicle, Walker, Imperium, Regiment, Squadron, Smoke, Armoured Sentinels

#### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autocannon</td>
<td>48&quot;</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Heavy flamer [Ignores Cover, Torrent]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Hunter-killer missile [One Shot]</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Militarum multi-laser</td>
<td>36&quot;</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities**

**Core: Deadly Demise 1**

**Mobile Hunter-killers:** Each time a model in this unit makes an attack that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

#### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Sentinel chainsaw</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**Faction Keywords:** Astra Militarum
ARMoured SentinelS

Modified with extra protective panelling, Armoured Sentinels are superb front-line hunters, wielding their deadly heavy weapons across terrain too cramped for battle tanks to operate on. As mobile hunter-killers, they excel in destroying vehicles, fortified bunkers and xenos monstrosities.

WarGeaR OptionS

- Any number of models can each have their Militarum multi-laser replaced with one of the following:
  - 1 autocannon
  - 1 heavy flamer
  - 1 lascannon
  - 1 missile launcher
  - 1 plasma cannon
- Any number of models can each be equipped with 1 Sentinel chainsaw.
- Any number of models can each be equipped with 1 hunter-killer missile.

UniT ComposiTiOn

- 1-3 Armoured Sentinels

Every model is equipped with: Militarum multi-laser; close combat weapon.

KEYwORDS: Vehicle, Walker, Imperium, Regiment, Squadron, Smoke, Armoured Sentinels

FACTION KEYwORDS: Astra Militarum
## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chem cannon [Anti-Infantry 2+, Torrent]</td>
<td>12&quot;</td>
<td>D6+1</td>
<td>N/A</td>
<td>2</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Heavy bolter [Sustained Hits 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy flamer [Ignore Cover, Torrent]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Hunter-killer missile [One Shot]</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inferno cannon [Ignore Cover, Torrent]</td>
<td>18&quot;</td>
<td>2D6</td>
<td>N/A</td>
<td>6</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Melta cannon [Blast, Melta 4]</td>
<td>18&quot;</td>
<td>D3</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Multi-melta [Melta 2]</td>
<td>18&quot;</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Abilities

**Core:** Deadly Demise D6

**Flush Them Out:** In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

**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, Hellhound

**Faction Keywords:** Astra Militarum
HELLHOUND

Hellhounds are terrifying close assault tanks, designed to flush enemies out of dense terrain with gouts of promethium, clouds of noxious gas or the searing touch of thermal weaponry. Those few who volunteer to serve in these tanks often have a cavalier attitude, and revel in their reputation for reckless destruction.

WARGEAR OPTIONS

- This model’s inferno cannon can be replaced with one of the following:
  - 1 chem cannon
  - 1 melta cannon

- This model’s heavy flamer can be replaced with one of the following:
  - 1 heavy bolter
  - 1 multi-melta

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

UNIT COMPOSITION

- 1 Hellhound

This model is equipped with: heavy flamer; inferno cannon; armoured tracks.

KEYWORDS: Vehicle, Imperium, Squadron, Smoke, Hellhound

FACTION KEYWORDS: Astra Militarum
### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Castigator gatling cannon</td>
<td>24&quot;</td>
<td>12</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Co-axial autocannon</td>
<td>48&quot;</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Meltagun [MELTA 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Multi-melta [MELTA 2]</td>
<td>18&quot;</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Oppressor cannon [BLAST]</td>
<td>72&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>12</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Pulveriser cannon [BLAST]</td>
<td>24&quot;</td>
<td>D6</td>
<td>4+</td>
<td>9</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Twin battle cannon [BLAST, TWIN-LINKED]</td>
<td>48&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>10</td>
<td>-1</td>
<td>3</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>7</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Deadly Demise D6

**Ablative Plating:** Once per battle, when an attack is allocated to this model, you change the Damage characteristic of that attack to 0.

**Damaged: 1-6 Wounds Remaining**

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

- This model's twin battle cannon can be replaced with 1 oppressor cannon and 1 co-axial autocannon.
- This model's castigator gatling cannon can be replaced with 1 pulveriser cannon.
- This model can be equipped with one of the following:
  - 2 meltaguns
  - 2 additional heavy stubbers
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 multi-meltas

**UNIT COMPOSITION**

- **1 Rogal Dorn Battle Tank**
  - This model is equipped with: castigator gatling cannon; heavy stubber; twin battle cannon; armoured tracks.

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Rogal Dorn Battle Tank

**FACTION KEYWORDS:** Astra Militarum
### HEAVY WEAPONS SQUAD

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

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autocannon [HEAVY]</td>
<td>48&quot;</td>
<td>2</td>
<td>5+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Heavy bolter [HEAVY, SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Las small arms [PISTOL]</td>
<td>18&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Lascannon [HEAVY]</td>
<td>48&quot;</td>
<td>1</td>
<td>5+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Missile launcher – frag [BLAST, HEAVY]</td>
<td>48&quot;</td>
<td>D6</td>
<td>5+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Missile launcher – krak [HEAVY]</td>
<td>48&quot;</td>
<td>1</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>Mortar [BLAST, HEAVY, INDIRECT FIRE]</td>
<td>48&quot;</td>
<td>D6</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weapons team close combat weapons</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**Covering Fire:** Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or on unmodified Hit rolls of 4+ instead if this unit is within 6" of one or more friendly PLATOON units.

**Faction Keywords:** Astra Militarum

---

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

While massed infantry can overwhelm the foe, it often falls to Heavy Weapons Squads to deliver the killing blow. These teams of gun crews are able to swiftly set up their mobile heavy weapons. They bolster battle lines and provide close fire support with adaptable load-outs of precise or indiscriminate firepower.

WARGEAR OPTIONS

- Any number of models can each have their heavy bolter replaced with one of the following:
  - 1 autocannon
  - 1 lascannon
  - 1 missile launcher
  - 1 mortar

UNIT COMPOSITION

- 3 Heavy Weapons Teams

Every model is equipped with: heavy bolter; las small arms; weapons team close combat weapons.

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

FACTION KEYWORDS: Astra Militarum
**FIELD ORDNANCE BATTERY**

### RANGE WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bombast field gun [BLAST, HEAVY, INDIRECT FIRE]</td>
<td>48&quot;</td>
<td>D6</td>
<td>5+</td>
<td>7</td>
<td>-1</td>
</tr>
<tr>
<td>Heavy lascannon [HEAVY]</td>
<td>48&quot;</td>
<td>2</td>
<td>5+</td>
<td>14</td>
<td>-3</td>
</tr>
<tr>
<td>Lasgun [RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Laspistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Malleus rocket launcher [BLAST, HEAVY]</td>
<td>48&quot;</td>
<td>D6+6</td>
<td>5+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battery close combat weapons</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

### ABILITIES

**Rearm, Reload, Fire:** While this unit is being affected by an Order, provided it Remained Stationary this turn, all Heavy weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

### KEYWORDS:

- Infantry
- Artillery
- Imperium
- Grenades
- Regiment
- Field Ordnance Battery

### FACTION KEYWORDS:

- Astra Militarum
FIELD ORDNANCE BATTERY

Amongst the largest man-portable weapons fielded by the Astra Militarum are those crewed by Ordnance Teams. From bombast field guns that fire heavy shells indirectly, to the multiple warheads of the malleus rocket launcher or the searing energy lances unleashed by heavy lascannons, such batteries are powerful assets.

**WARGEAR OPTIONS**

- Any number of models can each have their malleus rocket launcher replaced with one of the following:
  - 1 bombast field gun
  - 1 heavy lascannon

**UNIT COMPOSITION**

- 2 Ordnance Teams

Every model is equipped with: malleus rocket launcher; lasgun; laspistol; battery close combat weapons.

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

**FACTION KEYWORDS:** Astra Militarum
LEMAN RUSS BATTLE TANK

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Hunter-killer missile [ONE SHOT]</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>-3</td>
<td>D6</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
</tr>
<tr>
<td>Leman Russ battle cannon [BLAST]</td>
<td>48”</td>
<td>D6+3</td>
<td>4+</td>
<td>10</td>
<td>-1</td>
</tr>
<tr>
<td>Multi-melta [MELTA 2]</td>
<td>18”</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td>Plasma cannon – standard [BLAST]</td>
<td>36”</td>
<td>D3</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma cannon – supercharge [BLAST, HAZARDOUS]</td>
<td>36”</td>
<td>D3</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24”</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>7</td>
<td>0</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE**: Deadly Demise D3

**Armoured Spearhead**: Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

**DAMAGED: 1-4 WOUNDS REMAINING**

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

**FACTION KEYWORDS:** Astra Militarum

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Leman Russ Battle Tank
**LEMAN RUSS BATTLE TANK**

The Leman Russ is the core battle tank of the Imperial Guard, forming the spearhead of countless armoured attacks. Those enemies that do not fall to the bombardment of their cannons and numerous hull-mounted guns are crushed mercilessly beneath their heavy treads.

---

**WARGEAR OPTIONS**

- This model's lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer

- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons

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

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

---

**UNIT COMPOSITION**

- **1 Leman Russ Battle Tank**

  This model is equipped with: lascannon; Leman Russ battle cannon; armoured tracks.

---

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

**FACTION KEYWORDS:** Astra Militarum
### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demolisher battle cannon [BLAST]</td>
<td>24&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Hunter-killer missile [ONE SHOT]</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Multi-melta [MELTA 2]</td>
<td>18&quot;</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma cannon – standard [BLAST]</td>
<td>36&quot;</td>
<td>D3</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma cannon – supercharge [BLAST, HAZARDOUS]</td>
<td>36&quot;</td>
<td>D3</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>7</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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

### ABILITIES

**CORE:** Deadly Demise D3

**Line-breaker:** When making ranged attacks with its demolisher battle cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

**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.

---

**FACTION KEYWORDS:**

- Astra Militarum

**KEYWORDS:**

- Vehicle
- Imperium
- Squadron
- Smoke
- Leman Russ Demolisher
LEMAN RUSS DEMOLISHER

The Leman Russ Demolisher excels in line-breaking. Its short-ranged but highly destructive demolisher cannon makes the battle tank utterly lethal in close-range firefights, where its thick armour enables it to bludgeon its way through enemy fire to close the gap on their lines before explosively forcing a breach.

WARGEAR OPTIONS

- This model's lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer

- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons

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

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

UNIT COMPOSITION

- 1 Leman Russ Demolisher
  This model is equipped with: demolisher battle cannon; lascannon; armoured tracks.

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

FACTION KEYWORDS: Astra Militarum
**LEMAN RUSS VANQUISHER**

**FACTION KEYWORDS:** Astra Militarum

**ABILITY**

**CORE:** Deadly Demise D3

*Tank-killer:* Each time this model makes a ranged attack with its vanquisher battle cannon that targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll.

**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.

---

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Hunter-killer missile [ONE SHOT]</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
</tbody>
</table>

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

- **Lascannon**
  - 48" 1 4+ 12 -3 D6+1

- **Multi-melta [MELTA 2]**
  - 18" 2 4+ 9 -4 D6

- **Plasma cannon – standard [BLAST]**
  - 36" D3 4+ 7 -2 1

- **Plasma cannon – supercharge [BLAST, HAZARDOUS]**
  - 36" D3 4+ 8 -3 2

- **Storm bolter [RAPID FIRE 2]**
  - 24" 2 4+ 4 0 1

- **Vanquisher battle cannon [HEAVY]**
  - 72" 1 4+ 18 -4 D6+6

---

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>7</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

---

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

---

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

No other battle tank of the Imperial Guard possesses more raw stopping power than the Leman Russ Vanquisher. Often deployed against heavily armoured enemies, the long range and high first-hit kill ratio of its main armament make it the anti-tank weapon of choice for many commanders.

WARGEAR OPTIONS

- This model’s lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer

- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons

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

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

UNIT COMPOSITION

- 1 Leman Russ Vanquisher

This model is equipped with: lascannon; vanquisher battle cannon; armoured tracks.

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

FACTION KEYWORDS: Astra Militarum
### Leman Russ Punisher

**Keywords:** Vehicle, Imperium, Squadron, Smoke, Leman Russ Punisher

<table>
<thead>
<tr>
<th>Ranged Weapons</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy flamers [IGNORES COVER, TORRENT]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Hunter-killer missile [ONE SHOT]</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
</tbody>
</table>

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

| Multi-melta [MELTA 2] | 18” | 2 | 4+ | 9 | 4 | D6 |
| Plasma cannon standard [BLAST] | 36” | D3 | 4+ | 7 | -2 | 1 |
| Plasma cannon supercharge [BLAST, HAZARDOUS] | 36” | D3 | 4+ | 8 | -3 | 2 |
| Punisher gatling cannon | 24” | 20 | 4+ | 6 | 0 | 1 |
| Storm bolter [RAPID FIRE 2] | 24” | 2 | 4+ | 4 | 0 | 1 |

<table>
<thead>
<tr>
<th>Melee Weapons</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>7</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities**

**Core:** Deadly Demise D3

**Mow Down the Enemy:** Each time this model makes an attack with its punisher gatling cannon that targets an enemy unit (excluding Monsters and Vehicles), that attack has the [DEVASTATING WOUNDS] ability.

**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.

**Faction Keywords:** Astra Militarum

---

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

The Punisher variant of the Leman Russ holds a dreaded reputation for mowing down enemy infantry in vast quantities. Its turret-mounted multi-barrelled cannon is an unsubtle sprayer of solid ammunition that applies the maxim of overwhelming firepower to overcome hordes of foes.

WARGEAR OPTIONS

- This model's lascannon can be replaced with one of the following:
  ◦ 1 heavy bolter
  ◦ 1 heavy flamer
- This model can be equipped with one of the following:
  ◦ 2 heavy bolters
  ◦ 2 heavy flamers
  ◦ 2 multi-meltas
  ◦ 2 plasma cannons
- This model can be equipped with one of the following:
  ◦ 1 heavy stubber
  ◦ 1 storm bolter
- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- 1 Leman Russ Punisher
  This model is equipped with: lascannon; punisher gatling cannon; armoured tracks.

KEYWORDS: Vehicle, Imperium, Squadron, Smoke, Leman Russ Punisher

FACTION KEYWORDS: Astra Militarum
LEMAN RUSS EXECUTIONER

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

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Executioner plasma cannon – standard [BLAST]</td>
<td>36&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Executioner plasma cannon – supercharge [BLAST, HAZARDOUS]</td>
<td>36&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
</tr>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Hunter-killer missile [ONE SHOT]</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
</tr>
</tbody>
</table>

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

- Lascannon: 48" 1 4+ 12 -3 D6+1
- Multi-melta [MELTA 2]: 18" 2 4+ 9 -4 D6
- Plasma cannon – standard [BLAST]: 36" D3 4+ 7 -2 1
- Plasma cannon – supercharge [BLAST, HAZARDOUS]: 36" D3 4+ 8 -3 2

**Storm bolter [RAPID FIRE 2]:**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>7</td>
<td>0</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Deadly Demise D3

**Gung-ho Executioners:** Each time this model makes an attack with its executioner plasma cannon that targets a unit that is Below Half-strength, add 1 to the Hit roll.

**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.

---

FACTION KEYWORDS: Astra Militarum

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Leman Russ Executioner
**LEMAN RUSS EXECUTIONER**

The Executioner’s plasma cannon fires with the fury of a miniature sun, incinerating tightly packed infantry and burning through vehicle armour with ease. Though extended engagements threaten containment breach of the main weapon, its gung-ho crews are known to risk death to kill ever more of the foe.

**WAR GEAR OPTIONS**

- This model’s lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer

- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons

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

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

**UNIT COMPOSITION**

- 1 Leman Russ Executioner

This model is equipped with: executioner plasma cannon; lascannon; armoured tracks.

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

**FACTION KEYWORDS:** Astra Militarum
# Leman Russ Exterminator

**Keywords:** Vehicle, Imperium, Squadron, Smoke, Leman Russ Exterminator

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exterminator autocannon (RAPID FIRE, TWIN-LINKED)</td>
<td>48&quot;</td>
<td>4</td>
<td>4+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Heavy bolter (SUSTAINED HITS 1)</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy flamers (IGNORES COVER, TORRENT)</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Heavy stubber (RAPID FIRE 3)</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Hunter-killer missile (ONE SHOT)</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6+1</td>
</tr>
<tr>
<td>Multi-melta (MELTA 2)</td>
<td>18&quot;</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma cannon – standard [BLAST]</td>
<td>36&quot;</td>
<td>D3</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma cannon – supercharge [BLAST, HAZARDOUS]</td>
<td>36&quot;</td>
<td>D3</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Storm bolter (RAPID FIRE 2)</td>
<td>24&quot;</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>7</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities**

**Core: Deadly Demise D3**

**Withering Hail:** In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with its exterminator autocannon. Until the end of the phase, each time a friendly Astra Militarum unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

**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.

**Faction Keywords:** Astra Militarum
LEMAN RUSS EXTERMINATOR

The Leman Russ Exterminator fills an adaptive role well-liked by commanders. Capable of laying down a withering hail of heavy fire, this tank’s shells can tear through lightly armoured chassis as easily as they rip through flesh and bone. Ranks of elite infantry are devastated with equal ease.

WARGEAR OPTIONS

■ This model’s lascannon can be replaced with one of the following:
  ◦ 1 heavy bolter
  ◦ 1 heavy flamer

■ This model can be equipped with one of the following:
  ◦ 2 heavy bolters
  ◦ 2 heavy flamers
  ◦ 2 multi-meltas
  ◦ 2 plasma cannons

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

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

UNIT COMPOSITION

■ 1 Leman Russ Exterminator

This model is equipped with: exterminator autocannon; lascannon; armoured tracks.

KEYWORDS: Vehicle, Imperium, Squadron, Smoke, Leman Russ Exterminator

FACTION KEYWORDS: Astra Militarum
**LEMAN RUSS ERADICATOR**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eradicator nova cannon [BLAST, IGNORES COVER]</td>
<td>36&quot;</td>
<td>D3+6</td>
<td>4+</td>
<td>7</td>
<td>-1</td>
</tr>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Heavy flamers [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Hunter-killer missile [ONE SHOT]</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
</tr>
</tbody>
</table>

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

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>7</td>
<td>0</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise D3

**Urban Warfare:** When making ranged attacks with its eradicator nova cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

**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.

**FACTION KEYWORDS:** Astra Militarum

**KEYWORDS:** Vehicle, Imperium, Squadron, Smoke, Leman Russ Eradicator
LEMAN RUSS ERADICATOR

The nova cannon carried by Leman Russ Eradicators fires shells containing a sub-atomic core. Their detonations produce powerful shock waves that pulverise enemy barricades and the infantry sheltering behind them. This battle tank is therefore a mainstay in the dense confines of urban firefights.

WARGEAR OPTIONS

- This model's lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer

- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons

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

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

UNIT COMPOSITION

- 1 Leman Russ Eradicator

This model is equipped with: eradicator nova cannon; lascannon; armoured tracks.

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

FACTION KEYWORDS: Astra Militarum
# Basilisk

**Keywords:** Vehicle, Artillery, Imperium, Squadron, Smoke, Basilisk

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Earthshaker cannon</td>
<td>240&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Hunter-killer missile [ONE SHOT]</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
</tbody>
</table>

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

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Abilities

**Core:** Deadly Demise D3

**Earthshaker Rounds:** In your Shooting phase, after this model has shot, if one or more of those attacks made with its earthshaker cannon scored a hit against an enemy Infantry unit, until the end of your opponent’s next turn, that unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

**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.
BASILISK

Basilisks are self-propelled artillery tanks, armed with a fearsome earthshaker cannon. Able to keep pace with infantry advances – their barrels levelled for direct fire – or deploy to rear positions from which they unleash relentless shelling, Basilisks are amongst the most numerous of the Imperial Guard’s ordnance tanks.

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 Basilisk

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

KEYWORDS: Vehicle, Artillery, Imperium, Squadron, Smoke, Basilisk

FACTION KEYWORDS: Astra Militarum
**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Hunter-killer missile [ONE SHOT]</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
</tr>
</tbody>
</table>

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

**Hydra autocannon [ANTI-FLY 2+, TWIN-LINKED] | 72" | 4  | 4+ | 9  | -1 | 3  |

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise D3

**Flak Battery:** Each time this model makes an attack that targets a unit that can FLY, you can re-roll the Hit roll.

**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.
HYDRA
A primary anti-aircraft asset, the Hydra is a flak tank equipped with an array of specially adapted autocannons. As many allied tanks are vulnerable from the air, the Hydra is highly valuable. Once it locks on to enemy aircraft, even the most evasive targets cannot escape its storm of shells.

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

UNIT COMPOSITION
- 1 Hydra
  This model is equipped with: heavy bolt; Hydra autocannon; armoured tracks.

KEYWORDS: Vehicle, Imperium, Squadron, Smoke, Hydra
FACTION KEYWORDS: Astra Militarum
### MANTICORE

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>10&quot;</td>
<td>10</td>
<td>3+</td>
<td>11</td>
<td>7+</td>
<td>3</td>
</tr>
</tbody>
</table>

#### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Heavy bolter</strong> [SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td><strong>Heavy flamer</strong> [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td><strong>Hunter-killer missile</strong> [ONE SHOT]</td>
<td>48&quot;</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
<td></td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Storm eagle rockets</strong> [BLAST, HEAVY, INDIRECT FIRE]</td>
<td>120&quot;</td>
<td>D6+1</td>
<td>4+</td>
<td>10</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

#### ABILITIES

**CORE:** Deadly Demise D3

**Furious Barrage:** Each time this model makes an attack with its storm eagle rockets that targets an enemy unit that contains five or more models, you can re-roll the Hit roll.

**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.

#### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Armoured tracks</strong></td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>
**MANTICORE**

Capable of firing its limited supply of storm eagle rockets to unleash furious barrages at incredible distances, the Manticore can lay waste to enemy formations. Multiple warheads release a moment before each rocket’s impact, signalling the panicking foe’s doom no matter how far they try to flee at the last moment.

**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 Manticore

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

**KEYWORDS:** Vehicle, Artillery, Imperium, Squadron, Smoke, Manticore

**FACTION KEYWORDS:**

Astra Militarum
**WYVERN**

**KEYWORDS:** Vehicle, Artillery, Imperium, Squadron, Smoke, Wyvern

---

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Hunter-killer missile [ONE SHOT]</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
</tr>
<tr>
<td>Hunter-killer missile [BLAST, IGNORES COVER, HEAVY, INDIRECT FIRE, TWIN-LINKED]</td>
<td>48&quot;</td>
<td>2D6</td>
<td>4+</td>
<td>5</td>
<td>0</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

---

**ABILITIES**

**CORE:** Deadly Demise D3

**Suppression Bombardment:** In your Shooting phase, after this model has shot, select one enemy unit (excluding Monster and Vehicle units) that was hit by one or more attacks made with this model's Wyvern quad stormshard mortar this phase. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

**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.

---

**FACTION KEYWORDS:** Astra Militarum

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**M T SV W LD OC**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>10&quot;</td>
<td>9</td>
<td>3+</td>
<td>11</td>
<td>7+</td>
<td>3</td>
</tr>
</tbody>
</table>
WYVERN

The Wyvern excels in claustrophobic urban combat, raining curtains of shells down upon luckless enemy infantry without needing to expose itself to harm. The suppression tank’s stormshard mortars are lethal to tightly packed foes, their shells detonating in blizzards of eviscerating Aquila-shaped flechettes.

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 Wyvern

This model is equipped with: heavy bolter, Wyvern quad stormshard mortar, armoured tracks.

KEYWORDS: Vehicle, Artillery, Imperium, Squadron, Smoke, Wyvern

FACTION KEYWORDS: Astra Militarum
## Deathstrike

### Keywords:
Vehicle, Artillery, Imperium, Squadron, Smoke, Deathstrike

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Deathstrike missile</strong> [Blast, One Shot, Plasma Warhead]</td>
<td>N/A</td>
<td>2D6</td>
<td>2+</td>
<td>16</td>
<td>-4</td>
<td>1</td>
</tr>
<tr>
<td><strong>One Shot</strong>: The bearer can only shoot with this weapon once per battle.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Plasma Warhead</strong>: The bearer can only shoot with this weapon in your Shooting phase, and only if it Remained Stationary this turn and you did not use its Deathstrike Missile ability to Designate Target or Adjust Target this phase. When the bearer shoots with this weapon, do not select a target. Instead, resolve this weapon's attacks, rolling for each unit within 6” of the centre of its Deathstrike Target marker individually.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Heavy bolter</strong> [Sustained Hits 1]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td><strong>Heavy flamer</strong> [Ignores Cover, Torrent]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td><strong>Hunter-killer missile</strong> [One Shot]</td>
<td>48”</td>
<td>1</td>
<td>3+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**Core**: Deadly Demise D6

**Deathstrike Missile**: In your Shooting phase, each time this model is selected to shoot, if it has not shot with its Deathstrike missile this battle, you can do one of the following in addition to resolving this model's ranged attacks:

- **Designate Target**: If this model does not have a Deathstrike Target marker on the battlefield, place a Deathstrike Target marker for this model anywhere on the battlefield.
- **Adjust Target**: If this model has a Deathstrike Target marker on the battlefield, move that marker to anywhere else on the battlefield.

**Damaged: 1-4 Wounds Remaining**

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
DEATHSTRIKE
The sanctioned use of a Deathstrike – designated ‘Ordnance Extremis’ – is often an excessive measure to combat the Imperial Guard’s most heinous enemies. Its huge missile, capable of mounting various catastrophic payloads, is able to visit the undimmed wrath of the Emperor on a foe half a world away.

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

KEYWORDS: Vehicle, Artillery, Imperium, Squadron, Smoke, Deathstrike
FACTION KEYWORDS: Astra Militarum
## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chimera heavy bolter</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Chimera heavy flamer</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Chimera multi-laser</td>
<td>36”</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Heavy bolter</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy flamer</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Heavy stubber</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Hunter-killer missile</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lasgun array</td>
<td>24”</td>
<td>6</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Storm bolter</td>
<td>24”</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Abilities

**Core:** Deadly Demise D3, Firing Deck 2

**Mobile Command Vehicle:** In your Command phase, one **Officer** model embarked within this **Transport** can issue Orders even though it is not on the battlefield. When doing so, measure distances to and from this **Transport**.

---

**Keywords:** Vehicle, Imperium, Squadron, Transport, Dedicated Transport, Smoke, Chimera

**Faction Keywords:** Astra Militarum
CHIMERA

A workhorse armoured troop carrier, the Chimera is a durable and practical tank, employed to ferry infantry into the harshest war zones. While embarked, its passengers operate the tank’s in-built lasgun arrays in safety; once they dismount, the Chimera provides fire support with its versatile heavy weapons.

WARGEAR OPTIONS

- This model’s heavy bolter can be replaced with 1 heavy flamer.
- This model’s Chimera multi-laser can be replaced with one of the following:
  - 1 Chimera heavy bolter
  - 1 Chimera heavy flamer
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter
- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- 1 Chimera

This model is equipped with: Chimera multi-laser, heavy bolter, lasgun array, armoured tracks.

TRANSPORT

This model has a transport capacity of 12 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

KEYWORDS: Vehicle, Imperium, Squadron, Transport, Dedicated Transport, Smoke, Chimera

FACTION KEYWORDS: Astra Militarum
**TAUROX**

**KEYWORDS:** Vehicle, Imperium, Squadron, Transport, Dedicated Transport, Taurox

**FACTION KEYWORDS:** Astra Militarum

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>8</td>
<td>3+</td>
<td>10</td>
<td>7+</td>
<td>2</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin autocannon [TWIN-LINKED]</td>
<td>48”</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Storm bolter [RAPID FIRE 2]</td>
<td>24”</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise D3

**Rapid Deployment:** Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally.
**TAUROX**

Designed to exploit gaps in the enemy battle line or plug holes torn in the Astra Militarum’s own, the Taurox is a swift armoured transport, its rugged tracks enabling it to cross difficult terrain with ease. The Taurox’s autocannons mow down the foe as it roars forward, eliminating threats to its passengers as they rapidly deploy.

**WARGEAR OPTIONS**
- This model can be equipped with 1 storm bolter.

**UNIT COMPOSITION**
- 1 Taurox

This model is equipped with:
- twin autocannon;
- armoured tracks.

**TRANSPORT**

This model has a transport capacity of 12 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

**KEYWORDS:** Vehicle, Imperium, Squadron, Transport, Dedicated Transport, Taurox

**FACTION KEYWORDS:** Astra Militarum
### Valkyrie

**Keywords:** Vehicle, Fly, Aircraft, Imperium, Transport, Valkyrie

**ABILITIES**

**Core:** Deadly Demise D6, Hover

**Grav Chute Insertion:** At the end of your opponent's Movement phase, one or more units embarked within this Transport can disembark from it, provided every model in each of those disembarking units has the Deep Strike ability.

**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.

---

**Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter ([Sustained Hits 1])</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Hellstrike missiles ([Anti-Fly 2+])</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>10</td>
<td>-3</td>
<td>D6</td>
</tr>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Militarum multi-laser</td>
<td>36&quot;</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Multiple rocket pod ([Blast])</td>
<td>36&quot;</td>
<td>D6</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Faction Keywords:** Astra Militarum
VALKYRIE
Well-armed and heavily armoured, Valkyries are agile carrier-gunships with experienced crews. Their pilots weave them through enemy fighters and ground fire to deliver their payload of soldiers, dropping them from high altitude via grav-chutes or hovering at lower levels while the troops jump out to storm the landing zone.

WARGEAR OPTIONS
■ This model’s Militarum multi-laser can be replaced with 1 lascannon.
■ This model’s hellstrike missiles can be replaced with 2 multiple rocket pods.
■ This model can be equipped with 2 heavy bolters.

UNIT COMPOSITION
■ 1 Valkyrie
This model is equipped with: hellstrike missiles; Militarum multi-laser; armoured hull.

TRANSPORT
This model has a transport capacity of 12 Astra Militarum Infantry models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each Ogryn model takes up the space of 3 models. It cannot transport Artillery models.

KEYWORDS: Vehicle, Fly, Aircraft, Imperium, Transport, Valkyrie
FACTION KEYWORDS: Astra Militarum
**Emplacement Platform:** Friendly **Astra Militarum Infantry** models can be set up or end any type of move on top of the platform section of this **Fortification**.

**Reinforced Cover:** Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **Fortification**, that model has the Benefit of Cover against that attack.

**Defence Line:** While an **Astra Militarum Infantry** model has the Benefit of Cover as a result of this terrain feature (see above), that model has a 4+ invulnerable save.

**Fortification:** While an enemy unit is only within Engagement Range of one or more **Fortifications** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.
AEGIS DEFENCE LINE

Aegis Defence Lines are barricades comprising crenellated armoured panels that link together in a solid shield-wall. Thanks to their simple design they can be built and deployed at great speed, and are thus ideal for establishing defensive perimeters before more permanent structures can be erected.

UNIT COMPOSITION

- 1 Aegis Defence Line

WARGEAR OPTIONS

- None

KEYWORDS: Fortification, Imperium, Aegis Defence Line

FACTION KEYWORDS: Astra Militarum
**Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baneblade cannon [BLAST]</td>
<td>72&quot;</td>
<td>3D6</td>
<td>4+</td>
<td>12</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Co-axial autocannon</td>
<td>48&quot;</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Demolisher cannon [BLAST]</td>
<td>24&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Twin heavy bolter</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin heavy flamer</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities**

**Core:** Deadly Demise D6+2

**Rolling Fortress:** Each time a ranged attack is allocated to an Astra Militarum model from your army, if that model is not fully visible to every model in the attacking unit because of this Baneblade model, that model has the Benefit of Cover against that attack.

**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.
**BANEBLADE**

More rolling fortress than vehicle, Baneblade super-heavy tanks are possessed of overwhelming firepower. Wherever a Baneblade sees battle, it becomes the centre of the battle line, Imperial Guardsmen and even smaller tanks sheltering in its lee as its enormous primary cannon and numerous other guns pulverise the foe.

**WARGEAR OPTIONS**

- This model’s 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- 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 Baneblade

  This model is equipped with: Baneblade cannon; co-axial autocannon; demolisher cannon; heavy stubber; 2 lascannons; twin heavy bolter; 2 twin heavy flamers; armoured tracks.

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

**FACTION KEYWORDS:** Astra Militarum
## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Tremor cannon [BLAST]</td>
<td>36”</td>
<td>2D6+3</td>
<td>4+</td>
<td>12</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Twin heavy bolter</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin heavy flamer</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
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## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>S</th>
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<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Abilities

**Core:** Deadly Demise D6+2, Firing Deck 12

**Tremor Quake:** In your Shooting phase, just after selecting a target for this model’s tremor cannon, the target unit and every other enemy infantry unit within 3” of that unit must take a Battle-shock test.

**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, Transport, Smoke, Banehammer

**Faction Keywords:** Astra Militarum
BANEHAMMER

Where the Banehammer excels is as a defensive anchor in the Imperial Guard’s formations. Those enemies not blasted apart by its tremor cannon’s shells are brought to a crawl as the ground splits beneath them. The stunned foe is then forced to push slowly forward beneath a further barrage, or else retreat in disarray.

WARGEAR OPTIONS

- This model’s 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- 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 Banehammer

This model is equipped with: 2 lascannons; tremor cannon; twin heavy bolter; 2 twin heavy flamers; armoured tracks.

TRANSPORT

This model has a transport capacity of 26 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, Titanic, Imperium, Transport, Smoke, Banehammer

FACTION KEYWORDS: Astra Militarum
### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>BS</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Quake cannon (Blast, Ignores Cover)</td>
<td>72&quot;</td>
<td>D6+6</td>
<td>4+</td>
<td>16</td>
<td>-4</td>
<td>4</td>
</tr>
<tr>
<td>Twin heavy bolter (Sustained Hits 1, Twin-Linked)</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin heavy flamer (Ignores Cover, Torrent, Twin-Linked)</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
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<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**Core: Deadly Demise D6+2**

**Armour Obliteration:** Each time an attack made with this model’s quake cannon destroys an enemy model that has the Deadly Demise ability, that model’s Deadly Demise ability inflicts mortal wounds on a D6 roll of 3+ instead of on a 6.

**Damaged: 1-8 Wounds Remaining**

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
BANESWORD
The Banesword obliterates enemy vehicles and fortifications that prove insurmountable to the Imperial Guard's remaining arsenal. Its quake cannon tears gaping voids in the strongest defensive lines at extreme range, enabling it to open breaches for allied forces to exploit before the enemy has a chance to return fire.

WARGEAR OPTIONS
- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- 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 Banesword
  This model is equipped with: 2 lascannons; quake cannon; twin heavy bolter; 2 twin heavy flamers; armoured tracks.

KEYWORDS: Vehicle, Titanic, Imperium, Smoke, Banesword

FACTION KEYWORDS: Astra Militarum
### Ranged Weapons

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<tr>
<th>Weapon</th>
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<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Magma cannon [Blast, Melta 6]</td>
<td>24”</td>
<td>D6+3</td>
<td>4+</td>
<td>12</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Twin heavy bolter [Sustained Hits 1, Twin-Linked]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin heavy flamer [Ignore Cover, Torrent, Twin-Linked]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
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### Melee Weapons

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<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**CORE:** Deadly Demise D6+2, Firing Deck 12

**Close-range Titan Killer:** Each time this model's magma cannon targets an enemy **Monster** or **Vehicle** unit, that target is always considered to be within half range of that weapon.

**Damaged: 1-8 Wounds Remaining**

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
DOOMHAMMER

Part mobile bastion and part close-range Titan-killer, the Doomhammer contains a sizeable troop compartment, enabling it to transport a number of battle-ready soldiers. At the front lines, the troops are deployed to engage light targets while the tank’s magma cannon melts monstrous chitin and armour to cinder and slag.

WARGEAR OPTIONS

- This model’s 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- 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 Doomhammer

  This model is equipped with: 2 lascannons; magma cannon; twin heavy bolter; 2 twin heavy flamers; armoured tracks.

TRANSPORT

This model has a transport capacity of 26 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, Titanic, Imperium, Transport, Smoke, Doomhammer

FACTION KEYWORDS: Astra Militarum
### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Co-axial autocannon</td>
<td>48&quot;</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Demolisher cannon [Blast]</td>
<td>24&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Hellhammer cannon [BLAST, IGNORES COVER]</td>
<td>30&quot;</td>
<td>4D6</td>
<td>4+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
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### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>AP</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Deadly Demise D6+2

**Close-quarters Warfare:** This model does not suffer the penalty to its Hit rolls for making ranged attacks while enemy units are within Engagement Range of it.

**Damaged: 1-8 Wounds Remaining**

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

---

**Keywords:** Vehicle, Titanic, Imperium, Smoke, Hellhammer

**Faction Keywords:** Astra Militarum
HELLHAMMER
The Hellhammer is optimised for close-quarters warfare, its armour proof against most infantry seeking to attack from nearby. The tank’s multiple rapid-firing guns shred exposed targets, while the concussive blast radius of its primary cannon pounds dug-in enemy lairs to dust.

WARGEAR OPTIONS
- This model’s 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- 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 Hellhammer
  This model is equipped with: co-axial autocannon; demolisher cannon; heavy stubber; Hellhammer cannon; 2 lascannons; twin heavy bolt; 2 twin heavy flamers; armoured tracks.

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

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Volcano cannon [BLAST, HEAVY]</td>
<td>96&quot;</td>
<td>D3+1</td>
<td>4+</td>
<td>24</td>
<td>-5</td>
<td>12</td>
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</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise D6+2

**Titan-killer:** Each time this model makes a ranged attack with its volcano cannon that targets a **Monster** or **Vehicle** unit, that attack has the [DEVASTATING WOUNDS] ability.

**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.
**Wargear Options**

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- 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 Shadowsword

  This model is equipped with: 2 lascannons; twin heavy bolter; 2 twin heavy flamers; volcano cannon; armoured tracks.

**Keywords:** Vehicle, Titanic, Imperium, Smoke, Shadowsword

**Faction Keywords:** Astra Militarum
STORMLORD

**KEYWORDS:** Vehicle, Titanic, Imperium, Transport, Smoke, Stormlord

### ABILITIES

**CORE:** Deadly Demise D6+2, Firing Deck 24

**Mount Up!:** At the end of your opponent’s Movement phase, if there are no models currently embarked within this Transport, you can select one friendly Astra Militarum Infantry unit (excluding Artillery units) that is wholly within 6” of this Transport. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this Transport.

**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.

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy stubber [RAPID FIRE 3]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Lascannon</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
</tr>
<tr>
<td>Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Vulcan mega-bolter [SUSTAINED HITS 1]</td>
<td>48”</td>
<td>20</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
</tr>
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</table>

### MELEE WEAPONS

<table>
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<tr>
<th>RANGE</th>
<th>A</th>
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<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
</tr>
</tbody>
</table>

### M T SV W LD OC

| 9”    | 13 | 2+ | 24 | 7+ | 8 |

**FACTION KEYWORDS:**

Astra Militarum
STORMLORD

Boasting an expanded transport capacity, the Stormlord is the ultimate assault vehicle. From firing steps, the squads it carries level their own firepower at the enemy, but their shots are eclipsed by the hurricane of huge, mass-reactive shells unloaded by the twin barrels of the Stormlord’s vulcan mega-bolter.

WARGEAR OPTIONS

- This model’s 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- 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 Stormlord
  - This model is equipped with: 2 heavy stubbers; 2 lascannons; twin heavy bolter; 2 twin heavy flamers; vulcan mega-bolter; armoured tracks

TRANSPORT

This model has a transport capacity of 40 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, Titanic, Imperium, Transport, Smoke, Stormlord

FACTION KEYWORDS: Astra Militarum
### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Stormsword siege cannon (BLAST, IGNORES COVER)</td>
<td>48”</td>
<td>D6+6</td>
<td>4+</td>
<td>16</td>
<td>-4</td>
<td>D6+2</td>
</tr>
<tr>
<td>Twin heavy bolter (SUSTAINED HITS 1, TWIN-LINKED)</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin heavy flamer (IGNORES COVER, TORRENT, TWIN-LINKED)</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
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<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Deadly Demise D6+2

**Concussive Wave:** In your Shooting phase, just after selecting a target for this model's Stormsword siege cannon, roll one D6 for the target unit and every other unit within 3” of that unit: on a 5+, the unit being rolled for is struck by a concussive wave. After this model has finished making its attacks against that target unit this phase, each unit struck by a concussive wave suffers D3 mortal wounds.

**DAMAGED: 1-8 WOUNDS REMAINING**

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
**STORMSWORD**

A Stormsword is ideal for clearing enemy-held choke points. The shells fired by its siege cannon release a concentrated concussive wave on detonation. Those not pulverised outright are torn apart by slivers of the cover they cowered behind, barricades becoming lacerating shards and battlements storms of razor-edged fragments.

---

**WARGEAR OPTIONS**

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- 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 Stormsword**

  This model is equipped with: 2 lascannons; Stormsword siege cannon; twin heavy bolter; 2 twin heavy flamers; armoured tracks.

---

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

**FACTION KEYWORDS:** Astra Militarum
MILITARUM TEMPESTUS COMMAND SQUAD

KEYWORDS – ALL MODELS: Infantry, Imperium, Grenades, Regiment, Militarum Tempestus, Command Squad

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Flamer [IGNORES COVER, TORRENT]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Grenade launcher – frag [BLAST]</td>
<td>24”</td>
<td>D3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Grenade launcher – krak</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td>Hot-shot lasgun [RAPID FIRE 1]</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Hot-shot laspistol [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Hot-shot volley gun [RAPID FIRE 2]</td>
<td>30”</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Meltagun [MELTA 2]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td>Plasma gun – standard [RAPID FIRE 1]</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Tempestus dagger</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

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

**ABILITIES**

**CORE:** Deep Strike, Leader

**Tempestor Prime:** While this unit contains a Tempestor Prime, ranged weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

**WARGEAR ABILITIES**

**Medi-pack:** The bearer’s unit has the Feel No Pain 6+ ability.

**Regimental Standard:** Add 1 to the Objective Control characteristic of models in the bearer’s unit.

**Command Rod:** While the bearer is leading a unit, that unit can be affected by up to two different Orders at the same time.

**Master Vox:** Each time the OFFICER in the bearer’s unit issues an Order, it can issue it to an eligible unit up to 24” away.

**ORDERS**

This unit’s OFFICER can issue 1 Order to a REGIMENT unit.

FACTION KEYWORDS: Astra Militarum
WARGEAR OPTIONS

- Any number of Tempestus Scions can each have their hot-shot lasgun replaced with one of the following:*  
  - 1 flamer  
  - 1 grenade launcher  
  - 1 hot-shot volley gun  
  - 1 meltagun  
  - 1 plasma gun
- 1 Tempestus Scion equipped with a hot-shot lasgun can be equipped with 1 regimental standard.**
- 1 Tempestus Scion’s hot-shot lasgun can be replaced with 1 hot-shot laspistol and 1 master vox.
- 1 Tempestus Scion’s hot-shot lasgun can be replaced with one of the following:
  - 1 hot-shot laspistol and 1 medi-pack  
  - 1 hot-shot lasgun, 1 hot-shot laspistol and 1 medi-pack**
- The Tempestor Prime’s bolt pistol can be replaced with one of the following:
  - 1 plasma pistol  
  - 1 command rod

* You cannot select the same weapon from this list more than once per unit.
** That model’s hot-shot lasgun cannot be replaced.

UNIT COMPOSITION

- 1 Tempestor Prime
- 4 Tempestus Scions

The Tempestor Prime is equipped with: bolt pistol; Tempestus dagger.

Every Tempestus Scion is equipped with: hot-shot lasgun; close combat weapon.

LEADER

This unit can be attached to the following unit:

- Tempestus Scions

TEMPESTOR PRIME

If this unit’s Tempestor Prime model is your Warlord, Tempestus Scions units from your army have the Battleline keyword.

KEYWORDS – ALL MODELS: Infantry, Imperium, Grenades, Regiment, Militarum Tempestus, Command Squad | Tempestor Prime: Character, Officer

FACTION KEYWORDS: Astra Militarum
# Tempestus Scions

**Keywords:** Infantry, Imperium, Grenades, Regiment, Militarum Tempestus, Tempestus Scions

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flamer [Ignores Cover, Torrent]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Grenade launcher – frag [Blast]</td>
<td>24&quot;</td>
<td>D3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Grenade launcher – krap</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td>Hot-shot lasgun [Rapid Fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Hot-shot laspistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Hot-shot volley gun [Rapid Fire 2]</td>
<td>30&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Meltagun [Melta 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
</tr>
<tr>
<td>Plasma gun – standard [Rapid Fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma gun – supercharge [Hazardous, Rapid Fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainsword</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

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

## Abilities

**Core:** Deep Strike

**Storm Troopers:** Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

## WarGear Abilities

**Vox-caster:** Each time you target the bearer’s unit with a Stratagem, roll one D6, adding 1 to the result if there are one or more friendly Officer models within 6”; on a 5+, you gain 1CP.

---

**Faction Keywords:** Astra Militarum
**TEMPESTUS SCIONS**

Tempestus Scions are elite soldiers, well-trained in numerous combat styles, equipped to the highest standard and protected by reinforced carapace armour. Primed for a wide variety of specialist missions, their most common armament is an armour-piercing hot-shot lasgun fitted with advanced sights.

### WARGEAR OPTIONS

- For every 5 models in this unit, up to two Tempestus Scions can each have their hot-shot lasgun replaced with one of the following:*  
  - 1 flamer  
  - 1 grenade launcher  
  - 1 hot-shot volley gun  
  - 1 meltagun  
  - 1 plasma gun
- 1 Tempestus Scion’s hot-shot lasgun can be replaced with 1 hot-shot laspistol and 1 vox-caster.
- The Tempestor’s hot-shot laspistol can be replaced with one of the following:**  
  - 1 bolt pistol  
  - 1 plasma pistol
* You cannot select the same weapon from this list more than once per unit, unless this unit contains 10 models, in which case you cannot select the same weapon more than twice per unit.
** The profiles of these weapons can be found on the Astra Militarum Infantry Armoury card.

- The Tempestor’s chainsword can be replaced with one of the following:  
  - 1 power fist  
  - 1 power weapon

### UNIT COMPOSITION

- 1 Tempestor
- 4-9 Tempestus Scions

The Tempestor is equipped with: hot-shot laspistol; chainsword.

Every Tempestus Scion is equipped with: hot-shot lasgun; close combat weapon.

This unit can have up to two Leader units attached to it, provided no more than one of those units is a **COMMAND SQUAD** unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

### KEYWORDS:

- Infantry
- Imperium
- Grenades
- Regiment
- Militarum Tempestus
- Tempestus Scions

### FACTION KEYWORDS:

- Astra Militarum
**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Storm bolter <strong>[RAPID FIRE 2]</strong></td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Taurox battle cannon <strong>[BLAST]</strong></td>
<td>48&quot;</td>
<td>D6</td>
<td>3+</td>
<td>8</td>
<td>-1</td>
</tr>
<tr>
<td>Taurox gatling cannon</td>
<td>24&quot;</td>
<td>12</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Taurox missile launcher – frag <strong>[BLAST]</strong></td>
<td>48&quot;</td>
<td>2D6</td>
<td>3+</td>
<td>8</td>
<td>0</td>
</tr>
<tr>
<td>Taurox missile launcher – krak</td>
<td>48&quot;</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td>Twin autocannon <strong>[TWIN-LINKED]</strong></td>
<td>48&quot;</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-1</td>
</tr>
<tr>
<td>Twin Taurox hot-shot volley gun <strong>[RAPID FIRE 3, TWIN-LINKED]</strong></td>
<td>30&quot;</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

---

**ABILITIES**

**CORE:** Deadly Demise D3

**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.

---

**KEYWORDS:** Vehicle, Imperium, Squadron, Transport, Dedicated Transport, Taurox Prime

**FACTION KEYWORDS:** Astra Militarum
TAUROX PRIME

The Taurox Prime incorporates arcane technologies not available to the wider Astra Militarum, enabling it and its Tempestus Scion cargo to operate in the most hazardous of war zones. More heavily armed than its namesake, it fulfils a tactical support role, with an adaptability suited to the Tempestus Scions.

WARGEAR OPTIONS

- This model’s Taurox battle cannon can be replaced with one of the following:
  - 1 Taurox gatling cannon
  - 1 Taurox missile launcher
- This model’s twin Taurox hot-shot volley gun can be replaced with 1 twin autocannon.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Taurox Prime
  - This model is equipped with: Taurox battle cannon; twin Taurox hot-shot volley gun; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 Militarum Tempestus Infantry or Astra Militarum Infantry Character models.

KEYWORDS: Vehicle, Imperium, Squadron, Transport, Dedicated Transport, Taurox Prime

FACTION KEYWORDS: Astra Militarum
<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autocannon [HEAVY]</td>
<td>48”</td>
<td>2</td>
<td>5+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>4+*</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Boltgun [RAPID FIRE 1]</td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Lasercannon [HEAVY]</td>
<td>48”</td>
<td>1</td>
<td>5+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Missile launcher – frag [BLAST, HEAVY]</td>
<td>48”</td>
<td>D6</td>
<td>5+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Missile launcher – krak [HEAVY]</td>
<td>48”</td>
<td>1</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>Mortar [BLAST, HEAVY, INDIRECT FIRE]</td>
<td>48”</td>
<td>D6</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>4+*</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>4+*</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

* If this weapon is equipped by a Tempestor model, it has a Ballistic Skill characteristic of 3+.

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

WEAPON LISTS

Several Astra Militarum Infantry models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.
### ASTRA MILITARUM VEHICLE ARMOURY

#### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type (Description)</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demolisher battle cannon [BLAST]</td>
<td>24&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
<tr>
<td>Eradicator nova cannon [BLAST, IGNORES COVER]</td>
<td>36&quot;</td>
<td>D3+6</td>
<td>4+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Executioner plasma cannon – standard [BLAST]</td>
<td>36&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>7</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Executioner plasma cannon – supercharge [BLAST, HAZARDOUS]</td>
<td>36&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Exterminator autocannon [SUSTAINED HITS 1, TWIN-LINKED]</td>
<td>48&quot;</td>
<td>4</td>
<td>4+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Punisher gatling cannon</td>
<td>24&quot;</td>
<td>20</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Vanquisher battle cannon [HEAVY]</td>
<td>72&quot;</td>
<td>1</td>
<td>4+</td>
<td>18</td>
<td>-4</td>
<td>D6+6</td>
</tr>
</tbody>
</table>

#### WEAPON LISTS

Several **Astra Militarum Vehicle** models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.