VALKYRIE SKY TALON

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Hellstrike missile [ANTI-FLY 2+]	48"	1	4+	10	-3	D6
Multiple rocket pod [BLAST]	36"	D6	4+	6	0	1

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

ABILITIES

CORE: **Deadly Demise D6, Hover**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this **Transport** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

💀 DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Vehicle, Fly, Aircraft, Imperium, Transport, Valkyrie Sky Talon**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- This model's 2 hellstrike missiles can be replaced with 2 multiple rocket pods.

UNIT COMPOSITION

- **1 Valkyrie Sky Talon**

This model is equipped with: heavy bolter; 2 hellstrike missiles; armoured hull.

TRANSPORT

This model has a transport capacity of 1 **Tauros** model or 2 **Astra Militarum Walker** models.

KEYWORDS: **Vehicle, Fly, Aircraft, Imperium, Transport, Valkyrie Sky Talon**

FACTION KEYWORDS:
Astra Militarum

AQUILA LANDER

M	T	SV	W	LD	OC
20+"	9	3+	12 💀	7+	0

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Multi-laser	36"	4	4+	6	0	1

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

ABILITIES

CORE: **Deadly Demise D3, Hover**

Aerial Deployment: If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

💀 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, Fly, Aircraft, Imperium, Transport, Aquila Lander**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- This model's heavy bolter can be replaced with one of the following:
  - 1 autocannon
  - 1 multi-laser

UNIT COMPOSITION

- **1 Aquila Lander**

This model is equipped with: heavy bolter; 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, Aquila Lander**

FACTION KEYWORDS:
Astra Militarum

DOMINUS ARMOURED SIEGE BOMBARD

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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: Deadly Demise D6+2

Pinning Bombardment: In your Shooting phase, after this model has shot, if one or more of those attacks made with its Dominus triple bombard scored a hit against an enemy INFANTRY unit, that unit must take a Battle-shock test.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Dominus Armoured Siege Bombard**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Dominus Armoured Siege Bombard**

This model is equipped with: Dominus triple bombard; 2 heavy bolters; armoured tracks.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Dominus Armoured Siege Bombard**

FACTION KEYWORDS:
Astra Militarum

GORGON HEAVY TRANSPORT

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

5+* INVULNERABLE SAVE ** Against ranged attacks only*

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gorgon mortar [BLAST, INDIRECT FIRE]	48"	D6	4+	5	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Twin heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Landing ramp	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6+2**

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: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Transport, Gorgon Heavy Transport**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Gorgon Heavy Transport**

This model is equipped with: 2 Gorgon mortars; 2 twin heavy stubbers; landing ramp.

TRANSPORT

This model has a transport capacity of 30 **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, Smoke, Transport, Gorgon Heavy Transport**

FACTION KEYWORDS:
Astra Militarum

DEATH KORPS GRENADIER SQUAD

M	T	SV	W	LD	OC	
6"	3	4+	1	7+	2	**HEAVY WEAPONS TEAM**
6"	3	4+	2	7+	1	**OTHER MODELS**

⊕ RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
▶ Grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
▶ Grenade launcher – krak	24"	1	3+	9	-2	D3
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [HEAVY, RAPID FIRE 3]	36"	3	4+	4	0	1
Hot-shot lasgun [RAPID FIRE 1]	24"	1	3+	3	-1	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
▶ Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
▶ Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
Sergeant's pistol [PISTOL]	12"	1	3+	3	-1	1
Sniper rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	2

⚒ MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Sergeant's close combat weapon	Melee	2	4+	4	-2	1

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

ABILITIES

Primed and Ready: In your Shooting phase, you can select one unit from your army with this ability as the target of the Grenade Stratagem for 0CP, provided that unit has not already been the target of that Stratagem this phase. This can allow you to use the Grenade Stratagem for a second time this phase.

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, Imperium, Grenades, Regiment, Platoon, Death Korps Grenadier Squad**

FACTION KEYWORDS:
Astra Militarum

DEATH KORPS GRENADIER SQUAD

WARGEAR OPTIONS

- Up to 2 Grenadier models can each have their hot-shot lasgun replaced with one of the following:
  - 1 flamer
  - 1 grenade launcher
  - 1 heavy stubber
  - 1 meltagun
  - 1 plasma gun
  - 1 sniper rifle

UNIT COMPOSITION

One of the following:

- 1 Grenadier Sergeant and 9 Grenadiers
- 1 Grenadier Sergeant, 7 Grenadiers and 1 Heavy Weapons Team

The Grenadier Sergeant is equipped with: sergeant's pistol; sergeant's close combat weapon.

Every Grenadier model is equipped with: hot-shot lasgun; close combat weapon.

The Heavy Weapons Team is equipped with: heavy flamer; close combat weapon.

GRENADIER SQUAD

If a model from your army with the Leader ability can be attached to a **Death Korps of Krieg** unit, it can be attached to this unit instead.

KEYWORDS: **Infantry, Imperium, Grenades, Regiment, Platoon, Death Korps Grenadier Squad**

FACTION KEYWORDS:
Astra Militarum

STORM CHIMERA

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

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

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

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, Storm Chimera**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Storm Chimera**

This model is equipped with: autocannon; heavy bolter; 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, Storm Chimera**

FACTION KEYWORDS:
Astra Militarum

CENTAUR LIGHT CARRIER

M	T	SV	W	LD	OC
10"	7	3+	7	7+	1

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6

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

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

ABILITIES

CORE: **Deadly Demise 1**

Blistering Advance: 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 in the remainder of the turn.

KEYWORDS: **Vehicle, Imperium, Squadron, Transport, Smoke, Centaur Light Carrier**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Centaur Light Carrier**

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

TRANSPORT

This model has a transport capacity of 6 **Astra Militarum Infantry** models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. It cannot transport **Ogryn** or **Artillery** models.

KEYWORDS: **Vehicle, Imperium, Squadron, Transport, Smoke, Centaur Light Carrier**

FACTION KEYWORDS:
Astra Militarum

MACHARIUS OMEGA

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

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
➤ Omega-pattern plasma blastgun – standard [BLAST]	60"	2D6	4+	8	-2	2
➤ Omega-pattern plasma blastgun – supercharge [BLAST, HAZARDOUS]	60"	2D6	4+	9	-3	3
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

MELEE WEAPONS

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

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

ABILITIES

CORE: **Deadly Demise D6+2**

Overwhelming Short-range Firepower: Each time this model makes an attack that targets the closest eligible enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll or 1.

☠ DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

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

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Macharius Omega**

This model is equipped with: omega-pattern plasma blastgun; armoured tracks.

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

FACTION KEYWORDS:
Astra Militarum

STYGIES DESTROYER TANK HUNTER

M	T	SV	W	LD	OC
10"	11	2+	13	7+	3

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Stygies laser destroyer [HEAVY]	72"	2	4+	14	-4	D6+3

MELEE WEAPONS

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

ABILITIES

CORE: **Deadly Demise D3**

Tank Hunter: Each time this model makes a ranged attack that targets a **Vehicle** unit, add 1 to 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.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Stygies Destroyer Tank Hunter**

FACTION KEYWORDS:
Astra Militarum

STYGIES DESTROYER TANK HUNTER

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Stygies Destroyer Tank Hunter**

This model is equipped with: Stygies laser destroyer; armoured tracks.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Stygies Destroyer Tank Hunter**

FACTION KEYWORDS:
Astra Militarum

REIN AND RAUS

M	T	SV	W	LD	OC
6"	2	6+	1	8+	1

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Demolition charge [BLAST, HAZARDOUS, ONE SHOT]	6"	D6+3	4+	12	-2	2
One Shot: The bearer can only shoot with this weapon once per battle.						
Sniper rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	2
Stub pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	2	0	1

ABILITIES

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

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

The Ratling Twins: While this unit contains 2 models, each time a model in this unit makes a ranged attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

KEYWORDS: **Infantry, Imperium, Character, Epic Hero, Rein and Raus**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Rein – Epic Hero**
- **1 Raus – Epic Hero**

Rein is equipped with: sniper rifle; stub pistol; close combat weapon.

Raus is equipped with: demolition charge; stub pistol; close combat weapon.

QUARTERMASTER CADRE SQUAD

M	T	SV	W	LD	OC	
6"	3	4+	3	7+	1	QUARTERMASTER REVENANT
6"	3	4+	1	8+	0	MEDICAE SERVITOR

◇ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Quartermaster's pistol [PISTOL]	12"	1	3+	3	-1	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Medical scalpels	Melee	1	5+	3	0	1
Quartermaster's close combat weapon	Melee	2	3+	4	-2	1

ABILITIES

CORE: **Leader**

Medicae Medi-packs: Whilst this unit contains one or more Medicae Servitors, models in this unit have the Feel No Pain 5+ ability.

Mindlock: While this unit contains a Quartermaster Revenant model, improve the Weapon Skill characteristic of this unit's Medical scalpels by 1.

KEYWORDS: ALL MODELS: **Infantry, Imperium, Grenades, Regiment, Quartermaster Cadre Squad** | QUARTERMASTER REVENANT: **Character**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Quartermaster Revenant
- 4 Medicae Servitors

The Quartermaster Revenant is equipped with: Quartermaster's pistol; Quartermaster's close combat weapon.

Every Medicae Servitor is equipped with: medical scalpels.

LEADER

This unit can be attached to the following units:

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

KEYWORDS: ALL MODELS: **Infantry, Imperium, Grenades, Regiment, Quartermaster Cadre Squad** | QUARTERMASTER REVENANT: **Character**

FACTION KEYWORDS:
Astra Militarum

ATLAS RECOVERY VEHICLE

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

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

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

ABILITIES

CORE: **Deadly Demise D3**

Recovery Vehicle: At the end of your Movement phase, you can select one friendly **Astra Militarum Vehicle** model within 3" of this model. That **Vehicle** model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Atlas Recovery Vehicle**

FACTION KEYWORDS:
Astra Militarum

ATLAS RECOVERY VEHICLE

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Atlas Recovery Vehicle**
This model is equipped with: heavy bolter; armoured tracks.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Atlas Recovery Vehicle**

FACTION KEYWORDS:
Astra Militarum

SABRE WEAPONS BATTERY

M	T	SV	W	LD	OC
-	4	4+	4	7+	1

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin autocannon [TWIN-LINKED]	48"	2	4+	9	-1	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	4+	4	0	1
Twin lascannon [TWIN-LINKED]	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

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.

ABILITIES

Sentinel Directives: Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ when resolving that Stratagem.

WARGEAR ABILITIES

Defence Searchlight: At the start of your Shooting phase, you can select one enemy unit within 24" and visible to the bearer. Until the end of the phase, that unit cannot have the Benefit of Cover.

KEYWORDS: **Fortification, Imperium, Artillery, Sabre Weapons Battery**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- Any number of models' twin heavy bolters can each be replaced with one of the following:
  - 1 defence searchlight
  - 1 twin autocannon
  - 1 twin heavy stubber
  - 1 twin lascannon

UNIT COMPOSITION

- **1-2 Sabre Gun Platforms**

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

KEYWORDS: **Fortification, Imperium, Artillery, Sabre Weapons Battery**

FACTION KEYWORDS:
Astra Militarum

ELYSIAN DROP SENTINEL

M	T	SV	W	LD	OC
10"	6	3+	6	7+	2

RANGED WEAPONS

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

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	6	0	1

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

Meteoric Descent: When this model is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this model can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

KEYWORDS: **Vehicle, Walker, Imperium, Regiment, Squadron, Smoke, Elysian Drop Sentinel**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy flamer
  - 1 multi-melta

UNIT COMPOSITION

- **1 Elysian Drop Sentinel**

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

KEYWORDS: **Vehicle, Walker, Imperium, Regiment, Squadron, Smoke, Elysian Drop Sentinel**

FACTION KEYWORDS:
Astra Militarum

ELYSIAN SNIPER SQUAD

M	T	SV	W	LD	OC
6"	3	5+	2	7+	2

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Sniper rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

CORE: **Deep Strike**

Mark the Target: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

KEYWORDS: **Infantry, Imperium, Grenades, Regiment, Elysian Sniper Squad**

FACTION KEYWORDS:
Astra Militarum

ELYSIAN SNIPER SQUAD

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3 Elysian Sniper Teams

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

SNIPER TEAMS

For the purposes of embarking within **Transports**, each Elysian Sniper Team model counts as one Heavy Weapons Team model.

KEYWORDS: **Infantry, Imperium, Grenades, Regiment, Elysian Sniper Squad**

FACTION KEYWORDS:
Astra Militarum

HEAVY MORTAR TEAM

M	T	SV	W	LD	OC
4"	5	3+	4	7+	2

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy mortar [HEAVY, BLAST, INDIRECT FIRE]	48"	D6	5+	6	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

ABILITIES

Rearm, Reload, Fire: While this model is being affected by an Order, provided it Remained Stationary this turn, ranged weapons equipped by this model have the [SUSTAINED HITS 1] ability.

KEYWORDS: **Infantry, Artillery, Imperium, Grenades, Regiment, Heavy Mortar Team**

FACTION KEYWORDS:
Astra Militarum

HEAVY MORTAR TEAM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Heavy Mortar Team**

This model is equipped with: heavy mortar; close combat weapons.

ARTILLERY TEAM

Designer's Note: *Place three Crew tokens next to this model when it is first set up, removing one each time this model loses a wound (the Heavy Mortar Team model itself is considered to represent its final wound).*

KEYWORDS: **Infantry, Artillery, Imperium, Grenades, Regiment, Heavy Mortar team**

FACTION KEYWORDS:
Astra Militarum

ARMAGEDDON-PATTERN MEDUSA

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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: Deadly Demise D3

Pinning Bombardment: In your Shooting phase, after this model has shot, if one or more of those attacks made with its Medusa siege cannon scored a hit against an enemy **INFANTRY** unit, that unit must take a Battle-shock test.

☠ 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, Artillery, Imperium, Squadron, Smoke, Armageddon-pattern Medusa**

FACTION KEYWORDS: **Astra Militarum**

ARMAGEDDON-PATTERN MEDUSA

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Armageddon-pattern Medusa**

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

KEYWORDS: **Vehicle, Artillery, Imperium, Squadron, Smoke, Armageddon-pattern Medusa**

FACTION KEYWORDS:
Astra Militarum

HEAVY QUAD LAUNCHER TEAM

M	T	SV	W	LD	OC
4"	5	3+	4	7+	2

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy quad launcher [BLAST, INDIRECT FIRE]	48"	2D6	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

ABILITIES

Suppression Bombardment: In your Shooting phase, after this model has shot, select one enemy unit (excluding **Monster** and **Vehicle** units) hit by one or more of those attacks. Unit 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.

KEYWORDS: **Infantry, Artillery, Imperium, Grenades, Regiment, Heavy Quad Launcher Team**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Heavy Quad Launcher Team**

This model is equipped with: heavy quad launcher; close combat weapons.

ARTILLERY TEAM

Designer's Note: *Place three Crew tokens next to this model when it is first set up, removing one each time this model loses a wound (the Heavy Quad Launcher Team model itself is considered to represent its final wound).*

KEYWORDS: **Infantry, Artillery, Imperium, Grenades, Regiment, Heavy Quad Launcher Team**

FACTION KEYWORDS:
Astra Militarum

ARVUS LIGHTER

M	T	SV	W	LD	OC
20+"	8	3+	8	7+	0

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	2	4+	5	0	1

ABILITIES

CORE: **Deadly Demise 1, Hover**

Aerial Deployment: If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

KEYWORDS: **Vehicle, Fly, Aircraft, Imperium, Transport, Arvus Lighter**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Arvus Lighter

This model is equipped with: 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. It cannot transport **Ogryn** or **Artillery** models.

KEYWORDS: **Vehicle, Fly, Aircraft, Imperium, Transport, Arvus Lighter**

FACTION KEYWORDS:
Astra Militarum

VENDETTA GUNSHIP

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

⬦ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Vendetta hellstrike rack [ANTI-FLY 2+]	48"	2	4+	10	-3	D6
Vendetta twin lascannon [TWIN-LINKED]	48"	1	4+	12	-3	D6+1

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

ABILITIES

CORE: **Deadly Demise D3, Hover**

Anti-armour Gunship: Each time a ranged attack made by this model is allocated to a **Monster** or **Vehicle** model, re-roll a Damage roll of 1.

☠ DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Vehicle, Fly, Aircraft, Imperium, Transport, Vendetta Gunship**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- 2 of this model's Vendetta twin lascannons can be replaced with 1 Vendetta hellstrike rack.
- This model can be equipped with 2 heavy bolters.

UNIT COMPOSITION

- **1 Vendetta Gunship**

This model is equipped with: 3 Vendetta twin lascannons; armoured hull.

KEYWORDS: **Vehicle, Fly, Aircraft, Imperium, Transport, Vendetta Gunship**

FACTION KEYWORDS:
Astra Militarum

MINOTAUR

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Minotaur twin earthshaker cannon [BLAST, INDIRECT FIRE, TWIN-LINKED]	240"	D6+3	4+	8	-2	2

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

ABILITIES

CORE: **Deadly Demise D6**

Armoured Frontis: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

☠ DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: **Vehicle, Imperium, Artillery, Squadron, Transport, Smoke, Minotaur**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Minotaur**

This model is equipped with: Minotaur twin earthshaker cannon; armoured tracks.

KEYWORDS: **Vehicle, Imperium, Artillery, Squadron, Transport, Smoke, Minotaur**

FACTION KEYWORDS:
Astra Militarum

DEATH RIDER COMMISSAR

M	T	SV	W	LD	OC
12"	4	4+	4	6+	1

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Commissar's pistol [PISTOL]	12"	1	3+	3	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Commissar's close combat weapon	Melee	3	3+	4	-2	1
Savage claws [EXTRA ATTACKS]	Melee	2	4+	4	-1	1

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** or **Astra Militarum Mounted** 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.

KEYWORDS: **Mounted, Character, Imperium, Grenades, Officer, Death Rider Commissar**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Death Rider Commissar**

This model is equipped with: Commissar's pistol; Commissar's close combat weapon; savage claws.

LEADER

This model can be attached to the following unit:

- **Death Rider Squadron**

*You can attach this model to the above unit even if one **Death Rider Squadron Commander** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: **Mounted, Character, Imperium, Grenades, Officer, Death Rider Commissar**

FACTION KEYWORDS:
Astra Militarum

SENTINEL POWERLIFTER

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Powerlifter	Melee	3	4+	10	-2	D3

ABILITIES

CORE: **Deadly Demise 1**

Powerlifter Charge: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

KEYWORDS: **Vehicle, Walker, Imperium, Regiment, Squadron, Smoke, Sentinel Powerlifter**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Sentinel Powerlifter**

This model is equipped with: powerlifter.

KEYWORDS: **Vehicle, Walker, Imperium, Regiment, Squadron, Smoke, Sentinel Powerlifter**

FACTION KEYWORDS:
Astra Militarum

MANTICORE PLATFORM

M	T	SV	W	LD	OC
-	8	3+	8	7+	2

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm eagle rockets [BLAST, INDIRECT FIRE]	120"	D6+1	4+	10	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

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.

ABILITIES

CORE: **Deadly Demise 1**

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.

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.

KEYWORDS: **Fortification, Imperium, Artillery, Manticore Platform**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Manticore Platform**

This model is equipped with: storm eagle rockets; close combat weapons.

KEYWORDS: **Fortification, Imperium, Artillery, Manticore Platform**

FACTION KEYWORDS:
Astra Militarum

HYDRA PLATFORM

M	T	SV	W	LD	OC
-	8	3+	8	7+	2

⬡ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hydra quad autocannon [ANTI-FLY 2+, TWIN-LINKED]	72"	4	4+	9	-1	3

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

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.

ABILITIES

CORE: **Deadly Demise 1**

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

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.

KEYWORDS: **Fortification, Imperium, Artillery, Hydra Platform**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Hydra Platform**

This model is equipped with: Hydra quad autocannon; close combat weapons.

KEYWORDS: **Fortification, Imperium, Artillery, Hydra Platform**

FACTION KEYWORDS:
Astra Militarum

GRIFFON MORTAR CARRIER

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Griffon heavy mortar [BLAST, INDIRECT FIRE]	48"	D6	4+	7	-1	2
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

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

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) hit by one or more of those attacks made with this model's Griffon heavy mortar. Unit 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.

KEYWORDS: **Vehicle, Artillery, Imperium, Squadron, Smoke, Griffon Mortar Carrier**

FACTION KEYWORDS:
Astra Militarum

GRIFFON MORTAR CARRIER

WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 heavy flamer.
- This model can each be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- **1 Griffon Mortar Carrier**

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

KEYWORDS: **Vehicle, Artillery, Imperium, Squadron, Smoke, Griffon Mortar Carrier**

FACTION KEYWORDS:
Astra Militarum

EARTHSHAKER PLATFORM

M	T	SV	W	LD	OC
-	8	3+	8	7+	2

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Earthshaker cannon [BLAST, INDIRECT FIRE]	240"	D6+3	4+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

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.

ABILITIES

CORE: **Deadly Demise 1**

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.

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.

KEYWORDS: **Fortification, Imperium, Artillery, Earthshaker Platform**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Earthshaker Platform**

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

KEYWORDS: **Fortification, Imperium, Artillery, Earthshaker Platform**

FACTION KEYWORDS:
Astra Militarum

MUKAALI RIDERS

M	T	SV	W	LD	OC
8"	6	4+	5	7+	2

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
➤ Grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
➤ Grenade launcher – krak	24"	1	4+	9	-2	D3
Laspistol [PISTOL]	12"	1	4+	3	0	1
Meltagun [MELTA 2]	12"	1	4+	9	-4	D6
➤ Plasma gun – standard [RAPID FIRE 1]	24"	1	4+	7	-2	1
➤ Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	4+	8	-3	2
➤ Plasma pistol – standard [RAPID FIRE 1]	24"	1	4+	7	-2	1
➤ Plasma pistol – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	4+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Hunting lance [LANCE]	Melee	3	4+	4	0	1
Power weapon	Melee	3	4+	4	-2	1
Stomping feet [EXTRA ATTACKS]	Melee	2	4+	4	0	1

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

ABILITIES

CORE: **Scouts 6"**

Desert Riders: 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.

KEYWORDS: **Mounted, Imperium, Grenades, Regiment, Mukaali Riders**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- The Mukaali Rider Sergeant's laspistol can be replaced with 1 plasma pistol.
- The Mukaali Rider Sergeant's hunting lance can be replaced with one of the following:
  - 1 chainsword
  - 1 power weapon
- Up to 2 Mukaali Riders can each have their hunting lance replaced with one of the following:
  - 1 flamer
  - 1 grenade launcher
  - 1 meltagun
  - 1 plasma gun

UNIT COMPOSITION

- **1 Mukaali Rider Sergeant**
- **2 Mukaali Riders**

Every model is equipped with: laspistol; hunting lance; stomping feet.

KEYWORDS: **Mounted, Imperium, Grenades, Regiment, Mukaali Riders**

FACTION KEYWORDS:
Astra Militarum

SALAMANDER SCOUT VEHICLE

M	T	SV	W	LD	OC
12"	8	3+	10	7+	3

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: **Deadly Demise D3, Scouts 9"**

Outflank: When this model arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Salamander Scout Vehicle**

FACTION KEYWORDS:
Astra Militarum

SALAMANDER SCOUT VEHICLE

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Salamander Scout Vehicle**

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

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Salamander Scout Vehicle**

FACTION KEYWORDS:
Astra Militarum

TAUROS ASSAULT VEHICLE

M	T	SV	W	LD	OC
12"	6	4+	6	7+	2

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
▶ Tauros grenade launcher – frag [BLAST]	24"	D6	4+	4	0	1
▶ Tauros grenade launcher – krak	24"	2	4+	9	-2	D3

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured frame	Melee	2	4+	5	0	1

ABILITIES

CORE: **Deadly Demise 1, Scouts 9"**

Turbo-boost: Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

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

KEYWORDS: **Mounted, Regiment, Imperium, Tauros, Tauros Assault Vehicle**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Tauros Assault Vehicle**

This model is equipped with: heavy flamer; armoured frame.

KEYWORDS: **Mounted, Regiment, Imperium, Tauros, Tauros Assault Vehicle**

FACTION KEYWORDS:
Astra Militarum

TAUROS VENATOR

M	T	SV	W	LD	OC
12"	6	4+	6	7+	2

◈ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Twin lascannon [TWIN-LINKED]	48"	1	4+	12	-3	D6+1
Twin multi-laser [TWIN-LINKED]	36"	4	4+	6	0	1

⚒ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured frame	Melee	2	4+	5	0	1

ABILITIES

CORE: **Deadly Demise 1**

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

KEYWORDS: **Mounted, Regiment, Imperium, Tauros, Tauros Venator**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- This model's twin multi-laser can be replaced with 1 twin lascannon.
- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- **1 Tauros Venator**

This model is equipped with: twin multi-laser; armoured frame.

KEYWORDS: **Mounted, Regiment, Imperium, Tauros, Tauros Venator**

FACTION KEYWORDS:
Astra Militarum

SALAMANDER COMMAND VEHICLE

M	T	SV	W	LD	OC
12"	8	3+	10	7+	3

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE: **Deadly Demise D3**

Auspex Surveyor: Each time this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Salamander Command Vehicle**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Salamander Command Vehicle**

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

KEYWORDS: **Vehicle, Imperium, Squadron, Smoke, Salamander Command Vehicle**

FACTION KEYWORDS:
Astra Militarum

ARKURIAN STORMHAMMER

M	T	SV	W	LD	OC
9"	13	2+	24	7+	8

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Multi-laser	36"	4	4+	6	0	1
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Stormhammer cannon [BLAST]	72"	3D6	4+	12	-2	3
Twin battle cannon [BLAST, TWIN-LINKED]	48"	D6+3	4+	9	-1	3

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

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 **Arkurian Stormhammer** 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.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Arkurian Stormhammer**

FACTION KEYWORDS:
Astra Militarum

WARGEAR OPTIONS

- This model's 7 multi-lasers can be replaced with one of the following:
  - 7 heavy bolters
  - 7 heavy flamers
  - 7 lascannons
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter

UNIT COMPOSITION

- **1 Arkurian Stormhammer**

This model is equipped with: lascannon; 7 multi-lasers; Stormhammer cannon; twin battle cannon; armoured tracks.

KEYWORDS: **Vehicle, Titanic, Imperium, Smoke, Arkurian Stormhammer**

FACTION KEYWORDS:
Astra Militarum