

ASTRA MILITARUM

ARMY RULE

VOICE OF COMMAND

Officers of the Imperial Guard command their forces with imperious bellows that cut through the clamour of war.

If your Army Faction is **ASTRA MILITARUM**, **OFFICER** models with this ability can issue Orders. Each **OFFICER**'s datasheet will specify how many Orders it can issue in a battle round 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. **OFFICER** models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a **TRANSPORT** or were set up on the battlefield.

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!

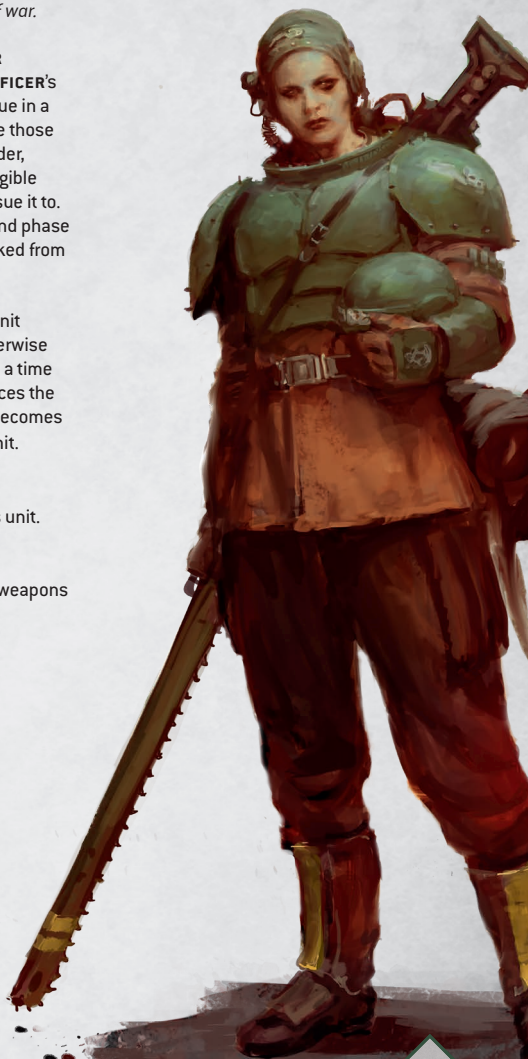
Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

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.



ASTRA MILITARUM – COMBINED REGIMENT

DETACHMENT RULE

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 a model in a **REGIMENT** unit from your army makes a ranged attack that targets a visible unit (excluding **MONSTERS** and **VEHICLES**), that attack has the **[LETHAL HITS]** ability.

Each time a model in a **SQUADRON** unit from your army makes a ranged attack that targets a visible **MONSTER** or **VEHICLE** unit, that attack has the **[LETHAL HITS]** ability.



ASTRA MILITARUM – COMBINED REGIMENT

ENHANCEMENTS

If you are using the Combined Regiment Detachment rule, you can use these Combined Regiment Enhancements.

DEATH MASK OF OLLANIUS

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.





TO SUFFER
IS TO LIVE
TO DIED IS TO
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OF

ASTRA MILITARUM – COMBINED REGIMENT

STRATAGEMS

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.

2CP

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.

1CP

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.

2CP

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.



ASTRA MILITARUM – COMBINED REGIMENT

STRATAGEMS

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.

1CP



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.

1CP



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.

2CP



LORD SOLAR LEONTUS

M	T	SV	W	LD	OC
12"	4	3+	8	6+	2



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Sol's Righteous Gaze [PISTOL]	12"	2	2+	8	-2	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Conquest	Melee	6	2+	6	-2	2
Konstantin's hooves [EXTRA ATTACKS]	Melee	2	4+	4	0	1

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 Astrox: 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+

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, IMPERIUM, OFFICER, LORD SOLAR LEONTUS



FACTION KEYWORDS:
ASTRA MILITARUM

LORD SOLAR LEONTUS

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:

- ATILAN 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

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Duty and Vengeance [PISTOL]	12"	4	3+	5	-2	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power weapon	Melee	4	3+	4	-2	1

ABILITIES

CORE RULES: **Leader**

FACTION: **Voice of Command**

Lord Castellán: 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 **REGIMENT** unit from your army within 12" of this model can be targeted with a Stratagem for OCP, 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+

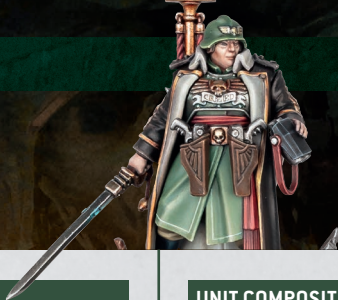
KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, OFFICER, URSULA CREED



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




RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	3+	4	0	1
Laspistol [PISTOL]	12"	1	3+	3	0	1
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	4	3+	4	-2	1

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

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, GRENADES, OFFICER, CADIAN, CADIAN CASTELLAN

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+



FACTION KEYWORDS:
ASTRA MILITARUM

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; close combat weapon.

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

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

 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
Leman Russ battle cannon [BLAST]	48"	D6+3	4+	10	-1	3
 Militarum plasma cannon – standard [BLAST]	36"	D3	4+	7	-2	1
 Militarum plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	4+	8	-3	2
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

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

KEYWORDS: VEHICLE, CHARACTER, IMPERIUM, SMOKE, OFFICER, TANK COMMANDER



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:
 - 2 heavy bolters
 - 2 heavy flamers
 - 2 multi-meltas
 - 2 Militarum 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.

**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

M	T	SV	W	LD	OC	
6"	3	5+	3	7+	1	PLATOON COMMANDER
6"	3	5+	1	7+	1	VETERAN GUARDSMAN

M	T	SV	W	LD	OC	
6"	3	5+	2	7+	2	VETERAN HEAVY WEAPONS TEAM

 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
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	5+	5	-1	2
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
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
Sniper rifle [HEAVY, PRECISION]	36"	1	4+	4	-2	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power fist	Melee	3	4+	6	-2	2
Power weapon	Melee	3	4+	4	-2	1

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

KEYWORDS – ALL MODELS: **INFANTRY, IMPERIUM, GRENADES, PLATOON, COMMAND SQUAD** | PLATOON COMMANDER: **CHARACTER, OFFICER**

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.



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
- 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

* 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 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

M	T	SV	W	LD	OC	
6"	3	5+	3	7+	1	CADIAN COMMANDER
6"	3	5+	1	7+	1	VETERAN GUARDSMAN



🎯 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
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
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

⚔️ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power fist	Melee	3	4+	6	-2	2
Power weapon	Melee	3	4+	4	-2	1

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

KEYWORDS – ALL MODELS: INFANTRY, IMPERIUM, GRENADES, CADIAN, COMMAND SQUAD | CADIAN COMMANDER: CHARACTER, OFFICER

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:
las pistol; chainsword.

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

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



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

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bionic arm with devil's claw [ANTI-MONSTER 4+]	Melee	6	2+	6	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRENADES, OFFICER, 'IRON HAND' STRAKEN

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+

FACTION KEYWORDS: ASTRA MILITARUM

'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.



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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRENADES, OFFICER, 'IRON HAND' STRAKEN




FACTION KEYWORDS: ASTRA MILITARUM

PRIMARIS PSYKER

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Laspistol [PISTOL]	12"	1	3+	3	0	1
 Psychic Maelstrom – witchfire [BLAST, DEVASTATING WOUNDS, PSYCHIC]	18"	D6	3+	6	-2	1
 Psychic Maelstrom – focused witchfire [BLAST, DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	18"	D6+3	3+	6	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	3	4+	6	-1	D3

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

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, PRIMARIS PSYKER

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.



FACTION KEYWORDS:
ASTRA MILITARUM

PRIMARIS PSYKER

Primaris Psykers' empirically 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

M	T	SV	W	LD	OC	
6"	3	4+	3	6+	1	IBRAM GAUNT
6"	3	5+	2	7+	1	TANITH GHOST



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bragg's autocannon [HEAVY]	48"	4	5+	9	-1	3
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Corbec's hot-shot lascarbine [ASSAULT]	24"	3	3+	3	-1	1
Larkin's long-las [HEAVY, PRECISION]	36"	1	2+	5	-2	4
Lascarbine [ASSAULT]	24"	3	3+	3	0	1
Rawne's lascarbine [ASSAULT, SUSTAINED HITS]	24"	3	3+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Gaunt's chainsword	Melee	5	2+	3	-1	1
Straight silver knife	Melee	3	3+	3	0	1
Mkoll's straight silver knife [DEVASTATING WOUNDS, PRECISION]	Melee	5	2+	3	-1	1

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*

5+

* Ibram Gaunt only.

KEYWORDS – ALL MODELS: **INFANTRY, IMPERIUM, GRENADES, GAUNT'S GHOSTS**
IBRAM GAUNT: CHARACTER, EPIC HERO, OFFICER



FACTION KEYWORDS:
ASTRA MILITARUM

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; Mkol'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

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Las pistol [PISTOL]	12"	1	4+	3	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Astropath's stave [PSYCHIC]	Melee	1	4+	6	-1	D3

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.

KEYWORDS – ALL MODELS: INFANTRY, IMPERIUM, REGIMENTAL ATTACHÉS |
ASTROPATH: PSYKER



FACTION KEYWORDS:
ASTRA MILITARUM

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 staff.

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

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



🎯 RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Grenadier gauntlet [BLAST]	18"	D6	4+	4	0	1
Ripper gun [SUSTAINED HITS 1]	18"	3	4+	5	-1	2

⚔️ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	5	3+	7	-1	2
Close combat weapon	Melee	4	3+	6	0	1
Huge knife	Melee	6	3+	8	-1	2
Ripper gun	Melee	5	3+	6	-1	1

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.

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, LOYAL PROTECTOR, OGRYN, OGRYN BODYGUARD



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; close combat weapon; 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	T	SV	W	LD	OC
6"	6	4+	6	7+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Ripper gun [SUSTAINED HITS 1]	18"	3	3+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Huge knife [DEVASTATING WOUNDS]	Melee	6	2+	8	-1	2

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.



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.






KEYWORDS: INFANTRY, EPIC HERO, IMPERIUM, GRENADES, LOYAL PROTECTOR, OGRYN, NORK DEDDOG




FACTION KEYWORDS:
ASTRA MILITARUM

INFANTRY SQUAD

M	T	SV	W	LD	OC	
6"	3	5+	1	7+	2	GUARDSMAN
6"	3	5+	2	7+	4	HEAVY WEAPONS TEAM

 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
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	5+	5	-1	2
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
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
Sniper rifle [HEAVY, PRECISION]	36"	1	4+	4	-2	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

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

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, GRENADES, REGIMENT, PLATOON, INFANTRY SQUAD



FACTION KEYWORDS: ASTRA MILITARUM

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.

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 meltagun
 - 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 boltgun
- 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.

Designer's Note: Each Heavy Weapons Team model in this unit counts as 2 models for the purposes of wargear options.

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, GRENADES, REGIMENT, PLATOON, INFANTRY SQUAD



FACTION KEYWORDS: ASTRA MILITARUM

CADIAN SHOCK TROOPS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2



☒ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Drum-fed autogun	24"	2	4+	3	0	1
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
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
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

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

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

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, GRENADES, REGIMENT, PLATOON, CADIAN, CADIAN SHOCK TROOPS

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.



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

M	T	SV	W	LD	OC
6"	3	5+	1	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
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
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
Sniper rifle [HEAVY, PRECISION]	36"	1	4+	4	-2	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

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

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, GRENADES, REGIMENT, PLATOON, DEATH KORPS OF KRIEG



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.

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.



WARGEAR 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's lasgun can be replaced with one of the following:
 - 1 lasgun and 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
- 1 Death Korps Trooper equipped with a lasgun can be equipped with 1 Death Korps medi-pack (that model's lasgun cannot be replaced).

*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 OR
- 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: ASTRAMILITARUM

CATACHAN JUNGLE FIGHTERS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Laspistol [PISTOL]	12"	1	4+	3	0	1

MELEE WEAPONS

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

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.

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, REGIMENT, GRENADES, PLATOON, CATACHAN JUNGLE FIGHTERS



FACTION KEYWORDS: ASTRAL MILITARUM

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
- OR
- 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

M

6"

T

3

SV

5+

W

4

LD

7+

OC

1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Ripper pistol [ANTI-INFANTRY 2+, PISTOL, PRECISION]	12"	3	2+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Envenomed blade [ANTI-INFANTRY 2+, PRECISION]	Melee	5	2+	5	-1	2

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.



WARGEAR OPTIONS

- None

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**.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRENADES, REGIMENT, SLY MARBO



**FACTION KEYWORDS:
ASTRA MILITARUM**

KASRKIN

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



⚔ 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
Hot-shot lasgun [RAPID FIRE 1]	24"	1	3+	3	-1	1
Hot-shot laspistol [PISTOL]	12"	1	3+	3	-1	1
Hot-shot marksman rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	3
Hot-shot volley gun [RAPID FIRE 2]	30"	2	3+	4	-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

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power weapon	Melee	3	4+	4	-2	1

▶ 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.



FACTION KEYWORDS:
ASTRA MILITARUM

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

MINISTORUM PRIEST



M

6"

T

3

SV

6+

W


3

LD

7+

OC

1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autogun [RAPID FIRE 1]	24"	1	4+	3	0	1
Holy pistol [PISTOL]	12"	3	4+	4	0	1
Preacher shotgun [ASSAULT]	12"	2	4+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Power weapon	Melee	3	4+	4	-2	1

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+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, GRENADES, MINISTORUM PRIEST



FACTION KEYWORDS:
ASTRA MILITARUM

MINISTORUM PRIEST

Serving amongst the Imperial Guard's regiments to bolster the spiritual strength of its soldiers, Ministorum Priests 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 Ministorum Priest

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, MINISTORUM PRIEST



FACTION KEYWORDS:
ASTRA MILITARUM

SERGEANT HARKER

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Payback [SUSTAINED HITS 1]	36"	3	3+	5	-1	2

MELEE WEAPONS

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

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.

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



FACTION KEYWORDS: **ASTRA MILITARUM**

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

TECH-PRIEST ENGINEER

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



◉ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Archeotech pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	6	0	1

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Engineer axe	Melee	3	4+	6	-2	2
Servo-arm [EXTRA ATTACKS]	Melee	1	4+	6	-2	2

ABILITIES

CORE: **Leader**

Engineer: 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 Engineer axe has an Attacks characteristic of 6.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TECH-PRIEST ENGINEER



FACTION KEYWORDS:
ASTRA MILITARUM

TECH-PRIEST ENGINEER

Adepts of the Omnissiah, Engineers 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 Tech-Priest Engineer

This model is equipped with: archeotech pistol; Engineer 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, TECH-PRIEST ENGINEER



FACTION KEYWORDS:
ASTRA MILITARUM

MUNITORUM SERVITORS



M	T	SV	W	LD	OC
6"	3	4+	1	8+	0

⚔ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	6+	5	-1	2
Multi-melta [HEAVY, MELTA 2]	18"	2	6+	9	-4	D6
▶ Plasma cannon – standard [BLAST, HEAVY]	36"	D3	6+	7	-2	1
▶ Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	6+	8	-3	2

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	3	0	1
Servitor's servo-arm	Melee	1	5+	6	-2	3

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

KEYWORDS: INFANTRY, IMPERIUM, MUNITORUM SERVITORS

ABILITIES

Mindlock: While a friendly **REGIMENTAL ENGINEER** 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+



FACTION KEYWORDS:
ASTRA MILITARUM

MUNITORUM SERVITORS

Lobotomised and augmented, Servitors attend the Departmento 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 ENGINEER** (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

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



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

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	3	0	1
Power weapon	Melee	3	3+	4	-2	1

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

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, OFFICER, COMMISSAR

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+

FACTION KEYWORDS:
ASTRA MILITARUM

COMMISSAR

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

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



🎯 RANGED WEAPONS

RANGE	A	BS	S	AP	D	
Ripper gun [RAPID FIRE 3]	18"	3	4+	5	-1	2

⚔️ MELEE WEAPONS

RANGE	A	WS	S	AP	D	
Ripper gun	Melee	4	3+	6	-1	1

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.

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, OGRYN, OGRYN SQUAD



FACTION KEYWORDS:
ASTRA MILITARUM

OGRYN SQUAD

Ogryns 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. Ogryns 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 Ogryns

Every model is equipped with: ripper gun.

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, OGRYN, OGRYN SQUAD



FACTION KEYWORDS:
ASTRA MILITARUM

BULLGRYN SQUAD

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



RANGED WEAPONS		RANGE	A	BS	S	AP	D
Grenadier gauntlet [BLAST]		18"	D6	4+	4	0	1
MELEE WEAPONS		RANGE	A	WS	S	AP	D
Bullgryn maul		Melee	4	3+	7	-1	2
Close combat weapon		Melee	4	3+	6	0	1

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.

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, OGRYN, BULLGRYN SQUAD



FACTION KEYWORDS:
ASTRA MILITARUM

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

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Sniper rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	2

MELEE WEAPONS

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

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.

KEYWORDS: INFANTRY, IMPERIUM, RATLING, RATLING SNIPERS



FACTION KEYWORDS:
ASTRA MILITARUM

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, RATLING SNIPERS



FACTION KEYWORDS:
ASTRA MILITARUM

ATTILAN ROUGH RIDERS



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




RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Las pistol [PISTOL]	12"	1	4+	3	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Goad lance [LANCE]	Melee	2	3+	6	-2	2
 Hunting lance – frag tip [LANCE]	Melee	D6	3+	4	0	1
 Hunting lance – melta tip [LANCE]	Melee	1	3+	9	-4	D6
Power sabre	Melee	4	3+	4	-2	1
Steed's hooves [EXTRA ATTACKS]	Melee	2	4+	4	0	1

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

KEYWORDS: MOUNTED, IMPERIUM, GRENADES, REGIMENT, ATILAN ROUGH RIDERS



FACTION KEYWORDS:
ASTRA MILITARUM

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.

ATTILAN 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.

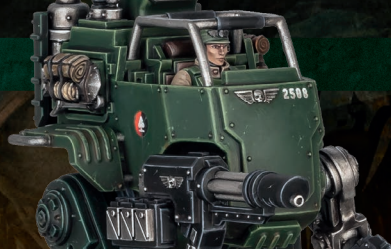
KEYWORDS: MOUNTED, IMPERIUM, GRENADES, REGIMENT, ATTILAN ROUGH RIDERS







**FACTION KEYWORDS:
ASTRA MILITARUM**

SCOUT SENTINELS

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




RANGED WEAPONS

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

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	6	0	1
Sentinel chainsaw	Melee	3	4+	6	-1	1

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

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

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.



FACTION KEYWORDS: ASTRA MILITARUM

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.

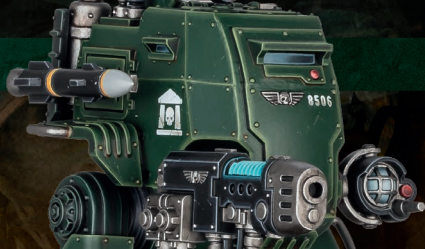
KEYWORDS: VEHICLE, WALKER, IMPERIUM, REGIMENT, SQUADRON, SMOKE, SCOUT SENTINELS



FACTION KEYWORDS: ASTRA MILITARUM

ARMoured SENTINELS

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



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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	6	0	1
Sentinel chainsaw	Melee	3	4+	6	-1	1

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

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

ABILITIES

CORE: Deadly Demise 1

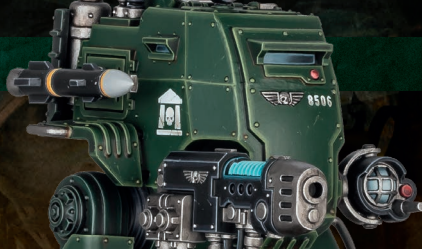
Mobile Hunter-killers: Each time a model in this unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll.



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

HELLHOUND

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Chem cannon [ANTI-INFANTRY 2+, TORRENT]	12"	D6+1	N/A	2	-2	2
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.						
Inferno cannon [IGNORES COVER, TORRENT]	18"	2D6	N/A	6	-2	1
Melta cannon [BLAST, MELTA 4]	18"	D3	4+	9	-4	D6
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6

MELEE WEAPONS

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

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

ROGAL DORN BATTLE TANK

M	T	SV	W	LD	OC
10"	12	2+	18	7+	5



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Castigator gatling cannon	24"	12	4+	5	0	1
Co-axial autocannon	48"	2	3+	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
Meltagun [MELTA 2]	12"	1	4+	9	-4	D6
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
Oppressor cannon [BLAST]	72"	D6+3	4+	12	-2	3
Pulveriser cannon [BLAST]	24"	D6	4+	9	-3	3
Twin battle cannon [BLAST, TWIN-LINKED]	48"	D6+3	4+	10	-1	3

MELEE WEAPONS

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

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.

KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, SMOKE, ROGAL DORN BATTLE TANK



FACTION KEYWORDS:
ASTRA MILITARUM

ROGAL DORN BATTLE TANK

The immense Rogal Dorn Battle Tank is a lumbering behemoth equally suited to anchoring a battle line or grinding forward in support of an assault. Bristling with immensely powerful guns, they pound breaches in the foe's defences with enormous shells and riddle infantry with storms of bullet-fire.



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

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




RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autocannon [HEAVY]	48"	2	5+	9	-1	3
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	5+	5	-1	2
Las small arms [PISTOL]	18"	1	4+	3	0	1
Lascannon [HEAVY]	48"	1	5+	12	-3	D6+1
 Missile launcher – frag [BLAST, HEAVY]	48"	D6	5+	4	0	1
 Missile launcher – krak [HEAVY]	48"	1	5+	9	-2	D6
Mortar [BLAST, HEAVY, INDIRECT FIRE]	48"	D6	5+	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Weapons team close combat weapons	Melee	2	4+	3	0	1

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

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, REGIMENT, HEAVY WEAPONS SQUAD



FACTION KEYWORDS:
ASTRA MILITARUM

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.

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

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bombast field gun [BLAST, HEAVY, INDIRECT FIRE]	48"	D6	5+	7	-1	2
Heavy lascannon [HEAVY]	48"	2	5+	14	-3	D6+1
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Las pistol [PISTOL]	12"	1	4+	3	0	1
Malleus rocket launcher [BLAST, HEAVY]	48"	D6+6	5+	6	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Battery close combat weapons	Melee	3	4+	3	0	1

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

LEMEN RUSS BATTLE TANK

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



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
Leman Russ battle cannon [BLAST]	48"	D6+3	4+	10	-1	3
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
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

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

KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, SMOKE, LEMEN RUSS BATTLE TANK

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

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

LEMAN RUSS DEMOLISHER

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



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Demolisher battle cannon [BLAST]	24"	D6+3	4+	14	-3	D6
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-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

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

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

KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, SMOKE, LEMAN RUSS DEMOLISHER

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

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

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



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

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

KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, SMOKE, LEMAN RUSS VANQUISHER

ABILITIES

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.



FACTION KEYWORDS:
ASTRA MILITARUM

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

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



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-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

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

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

KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, SMOKE, LEMAN RUSS PUNISHER

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

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 flammers
 - 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

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



⚔	RANGED WEAPONS	RANGE	A	BS	S	AP	D
➤	Executioner plasma cannon – standard [BLAST]	36"	D6+3	4+	7	-2	2
➤	Executioner plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D6+3	4+	8	-3	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
	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

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

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

KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, SMOKE, LEMAN RUSS EXECUTIONER

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

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.



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 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

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Exterminator autocannon [RAPID FIRE 4, TWIN-LINKED]	48"	4	4+	9	-1	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
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
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

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

KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, SMOKE, LEMAN RUSS EXTERMINATOR



FACTION KEYWORDS:
ASTRA MILITARUM

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.

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

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




RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Eradicator nova cannon [BLAST, IGNORES COVER]	36"	D3+6	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
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-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

MELEE WEAPONS

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

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

KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, SMOKE, LEMAN RUSS ERADICATOR

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

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

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Earthshaker cannon [BLAST, HEAVY, INDIRECT FIRE]	240"	D6+3	4+	8	-2	2
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6

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

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

ABILITIES

CORE: **Deadly Demise D3**

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.

KEYWORDS: **VEHICLE, ARTILLERY, IMPERIUM, SQUADRON, SMOKE, BASILISK**



FACTION KEYWORDS:
ASTRA MILITARUM

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

HYDRA

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



 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.						
Hydra autocannon [ANTI-FLY 2+, TWIN-LINKED]	72"	4	4+	9	-1	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

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.

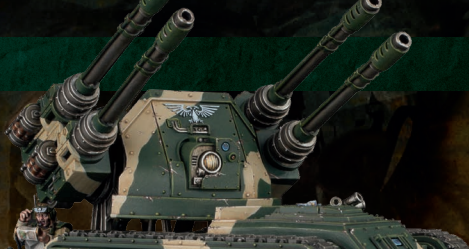
KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, SMOKE, HYDRA



FACTION KEYWORDS:
ASTRA MILITARUM

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 bolter 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 bolter; Hydra autocannon; armoured tracks.

KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, SMOKE, HYDRA




FACTION KEYWORDS:
ASTRA MILITARUM

MANTICORE

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



 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.						
Storm eagle rockets [BLAST, HEAVY, INDIRECT FIRE]	120"	D6+1	4+	10	-2	3

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

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.

KEYWORDS: VEHICLE, ARTILLERY, IMPERIUM, SQUADRON, SMOKE, MANTICORE



FACTION KEYWORDS:
ASTRA MILITARUM

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.

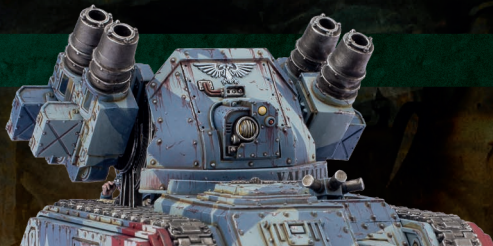
KEYWORDS: VEHICLE, ARTILLERY, IMPERIUM, SQUADRON, SMOKE, MANTICORE



FACTION KEYWORDS:
ASTRA MILITARUM

WYVERN

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



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.						
Wyvern quad stormshard mortar [BLAST, IGNORES COVER, HEAVY, INDIRECT FIRE, TWIN-LINKED]	48"	2D6	4+	5	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) 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.

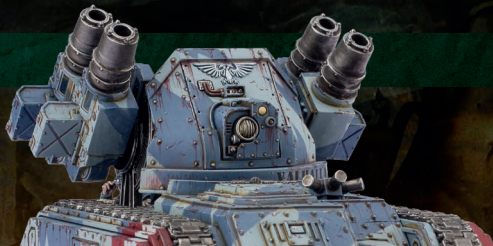
KEYWORDS: **VEHICLE, ARTILLERY, IMPERIUM, SQUADRON, SMOKE, WYVERN**



FACTION KEYWORDS:
ASTRA MILITARUM

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

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



☯ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
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Deathstrike missile [BLAST, ONE SHOT, PLASMA WARHEAD]	N/A	2D6	2+	16	-4	1
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One Shot: The bearer can only shoot with this weapon once per battle.

Plasma Warhead: 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.

Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
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Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
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Hunter-killer missile [ONE SHOT]	48"	1	3+	14	-3	D6
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One Shot: The bearer can only shoot with this weapon once per battle.

⚔ MELEE WEAPONS

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

KEYWORDS: VEHICLE, ARTILLERY, IMPERIUM, SQUADRON, SMOKE, DEATHSTRIKE



FACTION KEYWORDS:
ASTRA MILITARUM

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

CHIMERA

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Chimera heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Chimera heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Chimera multi-laser	36"	4	4+	6	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
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.						
Lasgun array [RAPID FIRE 6]	24"	6	4+	3	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, 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

M	T	SV	W	LD	OC
12"	8	3+	10	7+	2



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin autocannon [TWIN-LINKED]	48"	2	4+	9	-1	3
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**

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.

KEYWORDS: **VEHICLE, IMPERIUM, SQUADRON, TRANSPORT, DEDICATED TRANSPORT, TAUROX**



FACTION KEYWORDS:
ASTRA MILITARUM

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.

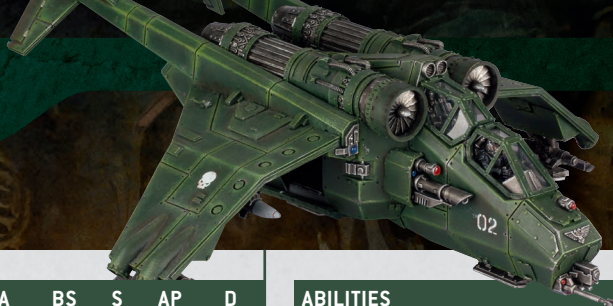
KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, TRANSPORT, DEDICATED TRANSPORT, TAUROX



FACTION KEYWORDS: ASTRA MILITARUM

VALKYRIE

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 missiles [ANTI-FLY 2+]	48"	1	4+	10	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Militarum multi-laser	36"	4	4+	6	0	1
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

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.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, TRANSPORT, VALKYRIE



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

AGIS DEFENCE LINE

M	T	SV	W	LD	OC
-	12	2+	10	7+	0

ABILITIES

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.



KEYWORDS: FORTIFICATION, IMPERIUM, AEGIS DEFENCE LINE



FACTION KEYWORDS:
ASTRA MILITARUM

ÆGIS DEFENCE LINE

Ægis 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 Ægis Defence Line

WARGEAR OPTIONS

- None

DEPLOYMENT

When this model is set up, it will consist of 1 platform section, up to 5 shield section, up to 2 broken shield sections and up to 2 end sections. All sections must be connected to each other to form a continuous defence line; the 2 broken shield sections can be placed either at the end of the defence line, or in the middle of it such that both are within $\frac{1}{2}$ " of each other [in this case, these 2 sections count as being connected to each other]. All of the sections that have been set up are then treated as a single model for all rules purposes.



KEYWORDS: FORTIFICATION, IMPERIUM, ÆGIS DEFENCE LINE



**FACTION KEYWORDS:
ASTRA MILITARUM**

BANEBLADE

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Baneblade cannon [BLAST]	72"	3D6	4+	12	-2	3
Co-axial autocannon	48"	2	4+	9	-1	3
Demolisher cannon [BLAST]	24"	D6+3	4+	14	-3	D6
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Lascannon	48"	1	4+	12	-3	D6+1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1



MELEE WEAPONS

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

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.

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, SMOKE, BANEBLADE



FACTION KEYWORDS:
ASTRA MILITARUM

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

BANEHAMMER

M

9"

T

13

SV

2+

W

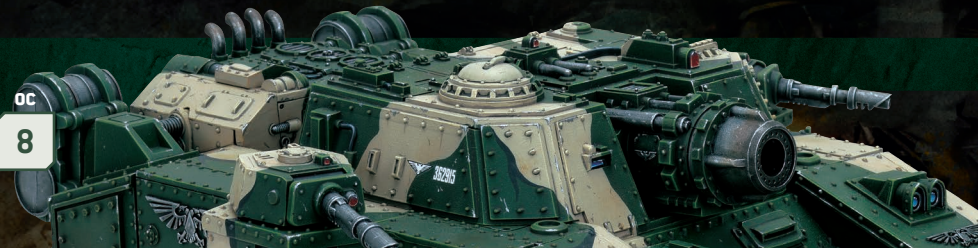
24

LD

7+

OC

8



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Tremor cannon [BLAST]	36"	2D6+3	4+	12	-2	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1



MELEE WEAPONS

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

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

BANESWORD

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Quake cannon [BLAST, IGNORES COVER]	72"	D6+6	4+	16	-4	4
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1



MELEE WEAPONS

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

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.

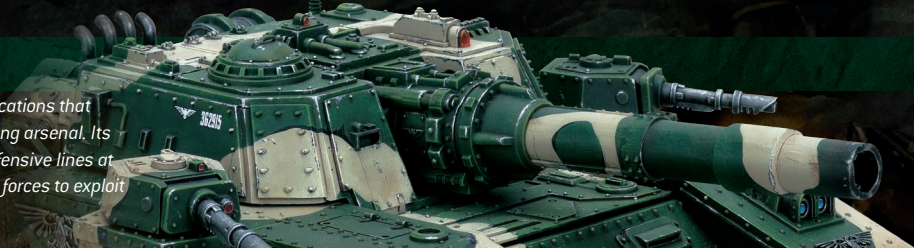
KEYWORDS: VEHICLE, TITANIC, IMPERIUM, SMOKE, BANESWORD



FACTION KEYWORDS:
ASTRA MILITARUM

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 flammers 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 flammers
-

UNIT COMPOSITION

- **1 Banesword**

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

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, SMOKE, BANESWORD



FACTION KEYWORDS:
ASTRA MILITARUM

DOOMHAMMER

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Magma cannon [BLAST, MELTA 6]	24"	D6+3	4+	12	-4	D6
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1



MELEE WEAPONS

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

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.

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, TRANSPORT, SMOKE, DOOMHAMMER



FACTION KEYWORDS:
ASTRA MILITARUM

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

HELLHAMMER

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Co-axial autocannon	48"	2	4+	9	-1	3
Demolisher cannon [BLAST]	24"	D6+3	4+	14	-3	D6
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hellhammer cannon [BLAST, IGNORES COVER]	30"	4D6	4+	7	-1	2
Lascannon	48"	1	4+	12	-3	D6+1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1

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

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 bolter; 2 twin heavy flamers; armoured tracks.

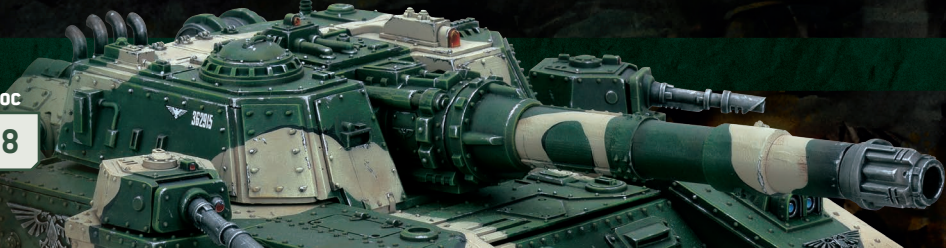
KEYWORDS: VEHICLE, TITANIC, IMPERIUM, SMOKE, HELLHAMMER




FACTION KEYWORDS:
ASTRA MILITARUM

SHADOWSWORD

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Volcano cannon [BLAST, HEAVY]	96"	D3+1	4+	24	-5	12

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

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.

KEYWORDS: **VEHICLE, TITANIC, IMPERIUM, SMOKE, SHADOWSWORD**



FACTION KEYWORDS:
ASTRA MILITARUM

SHADOWSWORD

The Shadowsword is designed to bring a swift and crushing end to drawn out engagements against the most titanic opposition. Its volcano cannon emits a laser beam so powerful that infantry and vehicles are atomised, while its favoured super-heavy prey are cored and toppled by the lance of thrumming energy.



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

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Lascannon	48"	1	4+	12	-3	D6+1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Vulcan mega-bolter [SUSTAINED HITS 1]	48"	20	4+	6	-1	2

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

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.

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, TRANSPORT, SMOKE, STORMLORD



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

STORMSWORD

M

9"

T

13

SV

2+

W

24

LD

7+

OC

8



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Stormsword siege cannon [BLAST, IGNORES COVER]	48"	D6+6	4+	16	-4	D6+2
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	6	-1	1



MELEE WEAPONS

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

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.

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, SMOKE, STORMSWORD



FACTION KEYWORDS:
ASTRA MILITARUM

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 covered 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

M	T	SV	W	LD	OC	
6"	3	4+	1	7+	1	TEMPESTUS SCION
6"	3	4+	3	7+	1	TEMPESTOR PRIME



☉ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
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
Hot-shot lasgun [RAPID FIRE 1]	24"	1	3+	3	-1	1
Hot-shot laspistol [PISTOL]	12"	1	3+	3	-1	1
Hot-shot volley gun [RAPID FIRE 2]	30"	2	3+	4	-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
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Tempestus dagger	Melee	4	3+	3	0	1

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

KEYWORDS – ALL MODELS: INFANTRY, IMPERIUM, GRENADES, REGIMENT, MILITARUM TEMPESTUS, COMMAND SQUAD | TEMPESTOR PRIME: CHARACTER, OFFICER



FACTION KEYWORDS: ASTRA MILITARUM

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.

MILITARUM TEMPESTUS COMMAND SQUAD

Led by driven officers known as *Tempestor Primes*, the *Command Squads of the Militarum Tempestus* comprise veteran *Tempestus Scions*. These specialists guard and support the *Tempestor Prime* while the officer marshals their elite soldiers into the perfect positions for the mission at hand.



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

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



☯ 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
Hot-shot lasgun [RAPID FIRE 1]	24"	1	3+	3	-1	1
Hot-shot laspistol [PISTOL]	12"	1	3+	3	-1	1
Hot-shot volley gun [RAPID FIRE 2]	30"	2	3+	4	-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

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power fist	Melee	3	4+	6	-2	2
Power weapon	Melee	3	4+	4	-2	1

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

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, REGIMENT, MILITARUM TEMPESTUS, TEMPESTUS SCIONS

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 chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
- 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.*

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: ASTRAL MILITARUM

TAUROX PRIME

M	T	SV	W	LD	OC
12"	8	3+	10	7+	2




RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Taurox battle cannon [BLAST]	48"	D6	3+	8	-1	2
Taurox gatling cannon	24"	12	3+	4	0	1
 Taurox missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
 Taurox missile launcher – krak	48"	2	3+	9	-2	D6
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
Twin Taurox hot-shot volley gun [RAPID FIRE 3, TWIN-LINKED]	30"	3	3+	4	-1	1

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.

KEYWORDS: VEHICLE, IMPERIUM, SQUADRON, TRANSPORT, DEDICATED TRANSPORT, TAUROX PRIME

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.



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

ASTRA MILITARUM INFANTRY ARMOURY

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon [HEAVY]	48"	2	5+	9	-1	3
Bolt pistol [PISTOL]	12"	1	4+*	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	4+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Lascannon [HEAVY]	48"	1	5+	12	-3	D6+1
 Missile launcher – frag [BLAST, HEAVY]	48"	D6	5+	4	0	1
 Missile launcher – krak [HEAVY]	48"	1	5+	9	-2	D6
Mortar [BLAST, HEAVY, INDIRECT FIRE]	48"	D6	5+	5	0	1
 Plasma pistol – standard [PISTOL]	12"	1	4+*	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	4+*	8	-3	2

* If this weapon is equipped by a **MILITARUM TEMPESTUS** 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	RANGE	A	BS	S	AP	D
Demolisher battle cannon [BLAST]	24"	D6+3	4+	14	-3	D6
Eradicator nova cannon [BLAST, IGNORES COVER]	36"	D3+6	4+	7	-1	2
 Executioner plasma cannon – standard [BLAST]	36"	D6+3	4+	7	-2	2
 Executioner plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D6+3	4+	8	-3	3
Exterminator autocannon [RAPID FIRE 4, TWIN-LINKED]	48"	4	4+	9	-1	3
Punisher gatling cannon	24"	20	4+	5	0	1
Vanquisher battle cannon [HEAVY]	72"	1	4+	18	-4	D6+6

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

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.

