SOLDIERS OF THE IMPERIUM

These datasheets allow you to fight Apocalypse battles with your Astra Militarum miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the <**Regiment**> keyword. This is shorthand for a keyword of your choosing, as described below.

<REGIMENT>

Most Astra Militarum units are drawn from a regiment. Some datasheets specify which regiment the unit is drawn from (e.g. Mukaali Riders have the **Tallarn** keyword, so are drawn from the Tallarn Regiment), but where a datasheet does not, it will have the <**Regiment**> keyword. When you include such a unit in your army, you must nominate which regiment that unit is from. You then simply replace the <**Regiment**> keyword in every instance on that unit's datasheet with the name of your chosen regiment.

For example, if you were to include an Atlas Recovery Tank in your army, and you decided it was from Vostroya, its <**Regiment**> Faction keyword is changed to **Vostroyan** and its Recovery Vehicle ability would then read: 'At the end of the Action phase, this unit can to repair one friendly **Vostroyan Vehicle** unit in base contact with it. If it does, remove one damage marker from that **Vehicle** unit. Only one attempt to repair each unit can be made each turn.'

ATLAS RECOVERY TANK

5

An Atlas Recovery Tank is a unit that contains 1 model. It is equipped with: Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Atlas Recovery Tank	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Recovery Vehicle: At the end of the Action phase, this unit can to repair one friendly <Regiment> Vehicle unit in base contact with it. If it does, remove one damage marker from that Vehicle unit. Only one attempt to repair each unit can be made each turn.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Atlas Recovery Tank

SALAMANDER COMMAND VEHICLE

8

A Salamander Command Vehicle is a unit that contains 1 model. It is equipped with: Heavy Flamer; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Salamander Command Vehicle	**12"**	**6+**	**3+**	**1**	**2**	**6**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Infiltrators

Auspex Surveyor: At the start of the Action phase, you can select one friendly **<Regiment> Vehicle** unit within 24" of this unit. Until the end of that phase, add 1 to hit rolls for attacks made with ranged weapons by that unit. A unit cannot be targeted by this ability more than once in a turn.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Salamander, Salamander Command Vehicle

HADES BREACHING DRILL SQUADRON

8

A Hades Breaching Drill Squadron is a unit that contains 11 models. It is equipped with: Shotguns; Melta-cutter Drill; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Hades Breaching Drill Squadron (11 models)	6"	3+	4+	1	3	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shotguns	Small Arms	12"	x2	8+	11+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-
Melta-cutter Drill	Melee	Melee	User	9+	4+	-

ABILITIES

Deep Strike

Fortification Breacher: When this unit makes an attack with its Melta-cutter Drill that targets a **Building**, add the Destroyer ability to its Melta-cutter Drill for that attack.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Light, Infantry, Hades Breaching Drill Squadron

CENTAUR LIGHT CARRIER

7

A Centaur Light Carrier is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Centaur Light Carrier	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Artillery Tractor: When this unit makes a Move action, you can select one friendly **<Regiment> Artillery** unit from the same Detachment that is within 3" of this unit, as long as that unit has not made a Move action this turn, and neither unit is within 1" of any enemy units. Change the Move characteristic of that unit to 12" until the end of the turn. If that unit makes a Move action this turn, it must end that move within 1" of this unit.

TRANSPORT

This unit can transport up to 5 **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Transport, Centaur Light Carrier

GRYPHONNE PATTERN CHIMERA

9

A Gryphonne Pattern Chimera is a unit that contains 1 model. It is equipped with: Heavy Bolter; Twin Heavy Bolter; 2 Lasgun Arrays; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Gryphonne Pattern Chimera	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Lasgun Array	Small Arms	24"	1	8+	10+	Rapid Fire
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Autocannon.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

TRANSPORT

This unit can transport up to 12 **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Transport, Gryphonne Pattern Chimera

TROJAN SUPPORT VEHICLE

6

A Trojan Support Vehicle is a unit that contains 1 model. It is equipped with: Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Trojan Support Vehicle	12"	6+	3+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Support Vehicle: When this unit makes a Shoot action, you can select one friendly **<Regiment> Vehicle** within 6" of this unit. Until the end of the turn, you can re-roll hit rolls for attacks made with ranged weapons by that unit.

TRANSPORT

This unit can transport up to 6 **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Transport, Trojan Support Vehicle

ARTEMIA PATTERN HELLHOUND

6

An Artemia Pattern Hellhound is a unit that contains 1 model. It is equipped with: Artemia Inferno Cannon; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Artemia Pattern Hellhound	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Artemia Inferno Cannon	Heavy	16"	1	5+	8+	Inferno
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Multi-melta.

ABILITIES

Tank Squadron: Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Hellhound, Artemia Pattern Hellhound

SALAMANDER SCOUT TANK

6

A Salamander Scout Tank is a unit that contains 1 model. It is equipped with: Autocannon; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Salamander Scout Tank	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Infiltrators

Tank Squadron: Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Salamander, Salamander Scout Tank

TAUROS ASSAULT VEHICLE

3

A Tauros Assault Vehicle is a unit that contains 1 model. It is equipped with: Heavy Flamer; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Tauros Assault Vehicle	**15"**	**4+**	**4+**	**1**	**1**	**5**	**7+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Tauros Grenade Launcher	Heavy	36"	1	7+	7+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Flamer, this unit can be equipped with 1 Tauros Grenade Launcher.

ABILITIES

Tank Squadron: Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Tauros, Tauros Assault Vehicle

TAUROS VENATOR

4

A Tauros Venator is a unit that contains 1 model. It is equipped with: Twin Multi-laser; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Tauros Venator	15"	4+	4+	1	1	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Multi-laser	Heavy	36"	2	6+	10+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Twin Multi-laser, this unit can be equipped with 1 Twin Lascannon.

ABILITIES

Tank Squadron: Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Tauros, Tauros Venator

ARMAGEDDON PATTERN BASILISK

7

An Armageddon Pattern Basilisk is a unit that contains 1 model. It is equipped with: Earthshaker Cannon; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Armageddon Pattern Basilisk	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Earthshaker Cannon	Heavy	240"	1	6+	5+	Barrage
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Basilisk, Armageddon Pattern Basilisk

ARMAGEDDON PATTERN MEDUSA

7

An Armageddon Pattern Medusa is a unit that contains 1 model. It is equipped with: Heavy Bolter; Medusa Siege Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Armageddon Pattern Medusa	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Medusa Siege Cannon	Heavy	36"	1	7+	4+	Barrage
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Medusa, Armageddon Pattern Medusa

COLOSSUS BOMBARD

9

A Colossus Bombard is a unit that contains 1 model. It is equipped with: Colossus Siege Mortar; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	SV
Colossus Bombard	8"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Colossus Siege Mortar	Heavy	240"	4	8+	8+	Barrage, Siege Mortar
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Siege Mortar: This unit does not suffer the penalty for attacks made with its Colossus Siege Mortar that target obscured units.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Colossus Bombard

CYCLOPS DEMOLITION VEHICLE

6

A Cyclops Demolition Vehicle is a unit that contains 1 model. It is equipped with: Cyclops Demolition Charge (Ranged); Cyclops Demolition Charge (Melee).

	M	WS	BS	A	W	Ld	Sv
Cyclops Demolition Vehicle	10"	6+	4+	1	1	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cyclops Demolition Charge (Ranged)	Heavy	*	2	8+	8+	Inferno
Cyclops Demolition Charge (Melee)	Melee	*	2	8+	8+	Inferno

ABILITIES

Self-destruct: When targets would be picked for a Shoot action made by this unit, it instead targets all visible units within 6": it is treated as having one Cyclops Demolition Charge (Ranged) targeting each such unit. When these attacks are resolved, remove this unit from the battlefield.

When targets would be picked for a Fight action made by this unit, it instead targets all units with which it is in base contact: it is treated as having one Cyclops Demolition Charge (Melee) targeting each such unit. When these attacks are resolved, remove this unit from the battlefield.

Vehicle Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Heavy, Vehicle, Cyclops Demolition Vehicle

EARTHSHAKER PLATFORM

2

An Earthshaker Platform is a unit that contains 1 model. It is equipped with: Earthshaker Cannon.

	M	WS	BS	A	W	Ld	Sv
Earthshaker Platform	-	-	4+	-	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Earthshaker Cannon	Heavy	240"	1	6+	5+	Barrage

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Heavy, Artillery, Earthshaker Platform

EARTHSHAKER CARRIAGE BATTERY

3

An Earthshaker Carriage Battery is a unit that contains 5 models. It is equipped with: Earthshaker Cannon; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Earthshaker Carriage Battery (5 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Earthshaker Cannon	Heavy	240"	1	6+	5+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Heavy, Vehicle, Earthshaker Carriage Battery

GRIFFON MORTAR CARRIER

5

A Griffon Mortar Carrier is a unit that contains 1 model. It is equipped with: Griffon Heavy Mortar; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Griffon Mortar Carrier	8"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Griffon Heavy Mortar	Heavy	48"	2	8+	9+	Barrage
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Griffon Mortar Carrier

HEAVY MORTAR

2

A Heavy Mortar is a unit that contains 4 models. It is equipped with: Heavy Mortar; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Heavy Mortar (4 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Mortar	Heavy	48"	1	7+	9+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Heavy, Vehicle, Artillery, Heavy Mortar

HEAVY QUAD LAUNCHER

3

A Heavy Quad Launcher is a unit that contains 4 models. It is equipped with: Heavy Quad Launcher; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Heavy Quad Launcher (4 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Quad Launcher	Heavy	48"	2	6+	8+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Heavy, Vehicle, Artillery, Heavy Quad Launcher

HYDRA PLATFORM

3

A Hydra Platform is a unit that contains 1 model. It is equipped with: Hydra Quad Autocannon.

	M	WS	BS	A	W	Ld	Sv
Hydra Platform	-	-	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hydra Quad Autocannon	Heavy	72"	2	8+	6+	Anti-air

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Heavy, Vehicle, Artillery, Hydra Platform

LEMAN RUSS ANNIHILATOR

10

A Leman Russ Annihilator is a unit that contains 1 model. It is equipped with: Heavy Bolter; Twin Lascannon; Grinding Tracks.

	M	WS	BS	A	W	Ld	Sv
Leman Russ Annihilator	10"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Grinding Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Multi-meltas; 2 Plasma Cannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Grinding Advance: When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Twin Lascannon for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Leman Russ, Leman Russ Annihilator

LEMAN RUSS CONQUEROR

11

A Leman Russ Conqueror is a unit that contains 1 model. It is equipped with: Conqueror Battle Cannon; Heavy Bolter; Storm Bolter; Grinding Tracks.

	M	WS	BS	A	W	Ld	Sv
Leman Russ Conqueror	10"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Conqueror Battle Cannon	Heavy	48"	2	7+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Grinding Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Multi-meltas; 2 Plasma Cannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Grinding Advance: When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Conqueror Battle Cannon for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Leman Russ, Leman Russ Conqueror

LEMAN RUSS STYGIES VANQUISHER

11

A Leman Russ Stygies Vanquisher is a unit that contains 1 model. It is equipped with: Heavy Bolter; Stygies Vanquisher Battle Cannon; Storm Bolter; Grinding Tracks.

	M	WS	BS	A	W	Ld	Sv
Leman Russ Stygies Vanquisher	10"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Stygies Vanquisher Battle Cannon	Heavy	72"	2	9+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Grinding Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Multi-meltas; 2 Plasma Cannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Grinding Advance: When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Stygies Vanquisher Battle Cannon for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Leman Russ, Leman Russ Stygies Vanquisher

RYZA PATTERN LEMAN RUSS VANQUISHER

11

A Ryza Pattern Leman Russ Vanquisher is a unit that contains 1 model. It is equipped with: Heavy Bolter; Heavy Stubber; Stygies Vanquisher Battle Cannon; Grinding Tracks.

	M	WS	BS	A	W	Ld	Sv
Ryza Pattern Leman Russ Vanquisher	10"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Stygies Vanquisher Battle Cannon	Heavy	72"	2	9+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Grinding Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Multi-meltas; 2 Plasma Cannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Grinding Advance: When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Stygies Vanquisher Battle Cannon for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Leman Russ, Ryza Pattern Leman Russ Vanquisher

MALCADOR ANNIHILATOR

12

A Malcador Annihilator is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Lascannon; Twin Lascannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Malcador Annihilator	10"	6+	4+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Autocannons; 2 Lascannons.
- Instead of 1 Lascannon, this unit can be equipped with one of the following (**Power Rating +2** per Demolisher Cannon): 1 Autocannon; 1 Demolisher Cannon.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Lumbering Advance: When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Demolisher Cannon for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Malcador, Malcador Annihilator

MALCADOR DEFENDER

18

A Malcador Defender is a unit that contains 1 model. It is equipped with: Demolisher Cannon; 7 Heavy Bolters; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Malcador Defender	10"	6+	4+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Bolters, this unit can be equipped with one of the following: 2 Autocannons; 2 Lascannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Lumbering Advance: When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Demolisher Cannon for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Malcador, Malcador Defender

MALCADOR HEAVY TANK

10

A Malcador Heavy Tank is a unit that contains 1 model. It is equipped with: Battle Cannon; Heavy Bolter; 2 Heavy Stubbers; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Malcador Heavy Tank	10"	6+	4+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Battle Cannon	Heavy	72"	1	6+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Autocannons; 2 Lascannons.
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Autocannon; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Malcador, Malcador Heavy Tank

MALCADOR INFERNUS

11

A Malcador Infernus is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Inferno Gun; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Malcador Infernus	10"	6+	4+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Inferno Gun	Heavy	16"	2	4+	8+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following (**Power Rating +1**): 2 Autocannons; 2 Heavy Bolters; 2 Heavy Flamers; 2 Lascannons.
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Autocannon; 1 Lascannon.
- This unit can also be equipped with 1 Heavy Stubber (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Malcador, Malcador Infernus

MANTICORE PLATFORM

2

A Manticore Platform is a unit that contains 1 model. It is equipped with: 4 Sky Eagle Rockets.

	M	WS	BS	A	W	Ld	Sv
Manticore Platform	-	-	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Sky Eagle Rocket	Heavy	120"	1	6+	6+	Anti-air, One Use Only
Manticore Missile	Heavy	300"	1	5+	5+	One Use Only

WARGEAR OPTIONS

- Instead of 4 Sky Eagle Rockets, this unit can be equipped with 4 Manticore Missiles.

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Heavy, Vehicle, Artillery, Manticore Platform

MEDUSA CARRIAGE

3

A Medusa Carriage is a unit that contains 5 models. It is equipped with: Medusa Siege Gun; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Medusa Carriage (5 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Medusa Siege Gun	Heavy	48"	2	8+	4+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Heavy, Vehicle, Artillery, Medusa Carriage

RAPIER LASER DESTROYER

4

A Rapier Laser Destroyer is a unit that contains 3 models. It is equipped with: Laser Destroyer; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Rapier Laser Destroyer (3 models)	**3"**	**3+**	**4+**	**1**	**1**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Laser Destroyer	Heavy	36"	1	9+	3+	Destroyer
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Artillery, Rapier Laser Destroyer

SABRE GUN PLATFORM

4

A Sabre Gun Platform is a unit that contains 1 model. It is equipped with: 1 Twin Heavy Stubber.

	M	WS	BS	A	W	Ld	Sv
Sabre Gun Platform	-	-	4+	-	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Stubber, this unit can be equipped with one of the following: 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Lascannon.

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Skyfire: This unit's weapons have the Anti-air ability.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Heavy, Vehicle, Artillery, Sabre Gun Platform

SENTINEL POWERLIFTERS

3

Sentinel Powerlifters are a unit that contains 1 model. It can contain 2 models (**Power Rating 5**) or 3 models (**Power Rating 7**). It is equipped with: Powerlifters.

	M	WS	BS	A	W	Ld	Sv
Sentinel Powerlifters (1 model)	9"	4+	4+	1	1	5	8+
Sentinel Powerlifters (2 models)	9"	4+	4+	2	2	5	8+
Sentinel Powerlifters (3 models)	9"	4+	4+	3	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Powerlifters	Melee	Melee	User	10+	5+	-

ABILITIES

Infiltrators

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Sentinel Powerlifters

STYGIES DESTROYER TANK HUNTER

9

A Stygies Destroyer Tank Hunter is a unit that contains 1 model. It is equipped with: Heavy Laser Destroyer Array; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Stygies Destroyer Tank Hunter	10"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Laser Destroyer Array	Heavy	60"	1	8+	3+	Destroyer
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Heavy, Vehicle, Stygies Destroyer Tank Hunter

STYGIES THUNDERER SIEGE TANK

10

A Stygies Thunderer Siege Tank is a unit that contains 1 model. It is equipped with: Demolisher Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Stygies Thunderer Siege Tank	10"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Lumbering Advance: When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Demolisher Cannon for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Heavy, Vehicle, Stygies Thunderer Siege Tank

TARANTULA SENTRY GUN

2

A Tarantula Sentry Gun is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter.

	M	WS	BS	A	W	Ld	Sv
Tarantula Sentry Gun	-	-	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter this unit can be equipped with 1 Twin Lascannon.

ABILITIES

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

Automated Artillery: This unit must target the closest enemy unit when it makes a Shoot action: if more than one unit is equally close, select one of those units to target. If this unit is equipped with a Twin Lascannon, it can instead target the closest enemy unit that does not have the **Infantry** keyword.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Heavy, Artillery, Tarantula Sentry Gun

ARKURIAN PATTERN STORMBLADE

An Arkurian Pattern Stormblade is a unit that contains 1 model. It is equipped with: Heavy Bolter; Plasma Blastgun; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
Arkurian Pattern Stormblade	10"	5+	4+	2	5	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Plasma Blastgun	Heavy	96"	4	6+	5+	Supercharge
Stormblade Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.
- This unit can also be equipped with Stormblade Anti-personnel Weapons (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Super-heavy, Vehicle, Titanic, Stormblade, Arkurian Pattern Stormblade

ARKURIAN PATTERN STORMHAMMER

An Arkurian Pattern Stormhammer is a unit that contains 1 model. It is equipped with: Stormhammer Cannon; Twin Battle Cannon; Multi-laser; Lascannon; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
Arkurian Pattern Stormhammer	10"	5+	4+	2	5	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Stormhammer Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Stormhammer Cannon	Heavy	60"	4	7+	4+	-
Twin Battle Cannon	Heavy	72"	2	6+	6+	-
Adamantium Tracks	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- This unit must be equipped with six of the following in any combination: 1 Heavy Bolter; 1 Heavy Flamer; 1 Lascannon; 1 Multi-laser.
- This unit can also be equipped with Stormhammer Anti-personnel Weapons (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Titanic, Stormhammer, Arkurian Pattern Stormhammer

ARKURIAN PATTERN STORMSWORD

26

An Arkurian Pattern Stormsword is a unit that contains 1 model. It is equipped with: Stormsword Siege Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
Arkurian Pattern Stormsword	10"	5+	4+	2	5	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lascannon	Heavy	48"	1	10+	5+	-
Stormsword Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Stormsword Siege Cannon	Heavy	36"	6	3+	7+	Siege Weapon
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- This unit can also be equipped with Stormsword Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

ABILITIES

Siege Weapon: This weapon does not suffer any penalties for firing at obscured targets.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Titanic, Stormsword, Arkurian Pattern Stormsword

SHADOWSWORD

25

A Shadowsword is a unit that contains 1 model. It is equipped with: Volcano Cannon; Twin Heavy Bolter; Adamantium Tracks.

	M	WS	BS	A	W	Ld	Sv
Shadowsword	10"	5+	4+	2	5	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lascannon	Heavy	48"	1	10+	5+	-
Shadowsword Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Volcano Cannon	Heavy	72"	4	7+	3+	Destroyer
Adamantium Tracks	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- This unit can also be equipped with Shadowsword Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with 2 Twin Heavy Bolters (**Power Rating +1**).

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Titanic, Shadowsword

CRASSUS ARMOURED ASSAULT VEHICLE

14

A Crassus Armoured Assault Vehicle is a unit that contains 1 model. It is equipped with: Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Crassus Armoured Assault Vehicle	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit must be equipped with four of the following in any combination: 1 Autocannon; 1 Heavy Bolter; 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

TRANSPORT

This unit can transport up to 35 friendly **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Transport, Titanic, Crassus Armoured Assault Vehicle

DOMINUS ARMOURED SIEGE BOMBARD

14

A Dominus Armoured Siege Bombard is a unit that contains 1 model. It is equipped with: Dominus Triple Bombard; 2 Heavy Bolters; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Dominus Armoured Siege Bombard	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Dominus Triple Bombard	Heavy	60"	3	6+	6+	Barrage
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Autocannon; 1 Heavy Flamer; 1 Lascannon.
- Instead of 2 Heavy Bolters, this unit can be equipped with two of the following in any combination: 1 Autocannon; 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Lumbering Advance: When this unit makes a Shoot action, if it has remained stationary this turn, add 2 to the Attacks characteristic of its Dominus Triple Bombard for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Titanic, Dominus Armoured Siege Bombard

GORGON HEAVY TRANSPORTER

20

A Gorgon Heavy Transporter is a unit that contains 1 model. It is equipped with: 2 Gorgon Mortars; 2 Twin Heavy Stubbers; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Gorgon Heavy Transporter	10"	5+	4+	1	6	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gorgon Mortar	Heavy	48"	2	8+	8+	Siege Weapon
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Gorgon Mortars, this unit can be equipped with one of the following: 4 Heavy Bolters; 4 Heavy Flamers; 4 Lascannons.

ABILITIES

Siege Weapon: This weapon does not suffer any penalties for firing at obscured targets.

TRANSPORT

This unit can transport up to 50 friendly **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Transport, Titanic, Gorgon Heavy Transporter

MACHARIUS HEAVY TANK

A Macharius Heavy Tank is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Macharius Battle Cannon; Twin Heavy Stubber; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Heavy Tank	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Macharius Battle Cannon	Heavy	72"	4	5+	5+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Heavy Tank

MACHARIUS OMEGA

A Macharius Omega is a unit that contains 1 model. It is equipped with: Omega Pattern Plasma Blastgun; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Omega	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Omega Pattern Plasma Blastgun	Heavy	60"	6	6+	5+	Supercharge
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Autocannons; 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Omega

MACHARIUS VANQUISHER

18

A Macharius Vanquisher is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Macharius Vanquisher Cannon; Twin Heavy Stubber; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Vanquisher	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Macharius Vanquisher Cannon	Heavy	72"	4	6+	4+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Vanquisher

MACHARIUS VULCAN

A Macharius Vulcan is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Macharius Vulcan Mega-bolter; Twin Heavy Stubber; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Vulcan	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Macharius Vulcan Mega-bolter	Heavy	60"	4	3+	6+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Lumbering Advance: When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Macharius Vulcan Mega-bolter for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Vulcan

MARAUDER BOMBER

20

A Marauder Bomber is a unit that contains 1 model. It is equipped with: 2 Twin Heavy Bolters; Twin Lascannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Marauder Bomber	**20"-45"**	**6+**	**4+**	**1**	**4**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Supersonic

Marauder Bombs: When this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll six D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is garrisoning a Defensible Terrain feature; for each result of 4+ place one blast marker next to that unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Aeronautica Imperialis

KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Titanic, Marauder, Marauder Bomber

MARAUDER DESTROYER

A Marauder Destroyer is a unit that contains 1 model. It is equipped with: Twin Assault Cannon; 3 Twin Autocannons; Twin Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Marauder Destroyer	**20"-45"**	**6+**	**4+**	**1**	**4**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellstrike Missile	Heavy	72"	1	6+	6+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 8 Hellstrike Missiles (**Power Rating +12**).

ABILITIES

Supersonic

Marauder Bombs: Once per battle, when this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll six D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is garrisoning a Defensible Terrain feature; for each result of 4+ place one blast marker next to that unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Aeronautica Imperialis

KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Titanic, Marauder, Marauder Destroyer

MINOTAUR ARTILLERY TANK

13

A Minotaur Artillery Tank is a unit that contains 1 model. It is equipped with: 2 Heavy Bolters; Twin Earthshaker Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Minotaur Artillery Tank	**10"**	**5+**	**4+**	**1**	**4**	**6**	**5+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Twin Earthshaker Cannon	Heavy	240"	2	6+	5+	Barrage
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Titanic, Minotaur Artillery Tank

PRAETOR ARMOURED ASSAULT LAUNCHER

12

A Praetor Armoured Assault Launcher is a unit that contains 1 model. It is equipped with: 2 Heavy Bolters; Praetor Launcher; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Praetor Armoured Assault Launcher	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Praetor Launcher	Heavy	120"	3	6+	6+	Praetor Missiles
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Autocannon; 1 Heavy Flamer; 1 Lascannon.
- Instead of 2 Heavy Bolters, this unit can be equipped with two of the following in any combination: 1 Autocannon; 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Praetor Missiles: When this unit makes a Shoot action, you can choose one of the following:

- This unit does not suffer any penalties for firing at obscured targets with its Praetor Launcher for this action.
- Change the range of this unit's Praetor Launcher to 72" for this action, and add the Anti-air ability to this unit's Praetor Launcher for this action.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Titanic, Praetor Armoured Assault Launcher

VALDOR TANK HUNTER

9

A Valdor Tank Hunter is a unit that contains 1 model. It is equipped with: Heavy Stubber; Neutron Laser Projector; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Valdor Tank Hunter	10"	6+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Neutron Laser Projector	Heavy	72"	2	11+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Stubber, this unit can be equipped with one of the following: 1 Autocannon; 1 Heavy Bolter; 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>

KEYWORDS: Super-heavy, Vehicle, Titanic, Valdor Tank Hunter

AQUILA LANDER

An Aquila Lander is a unit that contains 1 model. It is equipped with: Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Aquila Lander	**20"-45"**	**6+**	**4+**	**1**	**2**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Autocannon; 1 Multi-laser.

ABILITIES

Deep Strike, Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

TRANSPORT

This unit can transport up to 7 friendly **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models. It cannot transport **Ogryn** units.

FACTION KEYWORDS: Imperium, Astra Militarum, Aeronautica Imperialis
KEYWORDS: Heavy, Vehicle, Fly, Transport, Aircraft, Aquila Lander

ARVUS LIGHTER

8

An Arvus Lighter is a unit that contains 1 model. It is equipped with: Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Arvus Lighter	20"-30"	6+	4+	1	1	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Multi-laser	Heavy	36"	2	6+	10+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Hellstrike Missile	Heavy	72"	1	6+	6+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 2 Hellstrike Missiles; 1 Twin Autocannon; 2 Twin Heavy Stubbers; 1 Twin Multi-laser.

ABILITIES

Deep Strike, Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

Aircraft Squadron: Each Flyers slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Flyers slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

TRANSPORT

This unit can transport up to 12 friendly **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models. It cannot transport **Ogryn** units.

FACTION KEYWORDS: Imperium, Astra Militarum, Aeronautica Imperialis

KEYWORDS: Heavy, Vehicle, Fly, Transport, Aircraft, Arvus Lighter

AVENGER STRIKE FIGHTER

An Avenger Strike Fighter is a unit that contains 1 model. It is equipped with: Avenger Bolt Cannon; Defensive Heavy Stubber; 2 Lascannons; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Avenger Strike Fighter	**20"-45"**	**6+**	**3+**	**1**	**3**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Avenger Bolt Cannon	Heavy	36"	2	6+	8+	-
Avenger Missile	Heavy	72"	1	8+	8+	-
Defensive Heavy Stubber	Heavy	36"	1	8+	10+	Anti-air
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also have Tactical Bombs (**Power Rating +1**), or it can also be equipped with one of the following (**Power Rating +2**): 2 Autocannons; 2 Avenger Missiles; 2 Missile Launchers; 2 Multi-lasers. If this unit has Tactical Bombs, it has the following additional abilities: **Tactical Bombs**.

ABILITIES

Supersonic

Tactical Bombs: Once per battle, when this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll four D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is garrisoning a Defensible Terrain feature; for each result of 4+ place one blast marker next to that unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Aeronautica Imperialis
KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Avenger Strike Fighter

LIGHTNING STRIKE FIGHTER

A Lightning Strike Fighter is a unit that contains 1 model. It is equipped with: Long-barrelled Autocannon; Twin Lascannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Lightning Strike Fighter	**20"-45"**	**6+**	**3+**	**1**	**3**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lightning Missiles	Heavy	72"	2	7+	7+	Lightning Missiles
Long-barrelled Autocannon	Heavy	72"	1	8+	8+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also have Tactical Bombs (**Power Rating +1**), or it can also be equipped with Lightning Missiles (**Power Rating +1**). If this unit has Tactical Bombs, it has the following additional abilities: **Tactical Bombs**.

ABILITIES

Supersonic

Tactical Bombs: Once per battle, when this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll four D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is garrisoning a Defensible Terrain feature; for each result of 4+ place one blast marker next to that unit.

Lightning Missiles: Before this unit makes a Shoot action, you can choose to change the range of its Lightning Missiles to 60" for that action, If you do, add the Anti-air ability to its Lightning Missiles for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, Aeronautica Imperialis

KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Lightning Strike Fighter

THUNDERBOLT HEAVY FIGHTER

15

A Thunderbolt Heavy Fighter is a unit that contains 1 model. It is equipped with: 2 Twin Autocannons; Twin Lascannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Thunderbolt Heavy Fighter	**20"-45"**	**6+**	**3+**	**1**	**3**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Thunderbolt Missiles	Heavy	72"	2	7+	7+	Thunderbolt Missiles
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also have Tactical Bombs (**Power Rating +1**), or it can also be equipped with Thunderbolt Missiles (**Power Rating +1**). If this unit has Tactical Bombs, it has the following additional abilities: **Tactical Bombs**.

ABILITIES

Supersonic

Tactical Bombs: Once per battle, when this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll four D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is garrisoning a Defensible Terrain feature; for each result of 4+ place one blast marker next to that unit.

Thunderbolt Missiles: Before this unit makes a Shoot action, you can choose to change the range of its Thunderbolt Missiles to 60" for that action, If you do, add the Anti-air ability to its Thunderbolt Missiles for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, Aeronautica Imperialis

KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Thunderbolt Heavy Fighter

VENDETTA GUNSHIP

15

A Vendetta Gunship is a unit that contains 1 model. It is equipped with: 3 Twin Lascannons; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Vendetta Gunship	20"-45"	4+	4+	1	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Hellfury Missile	Heavy	72"	2	7+	10+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 2 Heavy Bolters (**Power Rating +2**).
- Instead of 2 Twin Lascannons, this unit can be equipped with 2 Hellfury Missiles.

ABILITIES

Supersonic

Grav-chute Insertion: Units may disembark from this unit during its Move action. Units that disembark in this manner must be set up more than 9" from any enemy units.

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

Aircraft Squadron: Each Flyers slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Flyers slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

TRANSPORT

This unit can transport up to 12 friendly **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models. It cannot transport **Ogryn** units.

FACTION KEYWORDS: Imperium, Astra Militarum, Aeronautica Imperialis

KEYWORDS: Heavy, Vehicle, Fly, Transport, Aircraft, Vendetta Gunship

VULTURE GUNSHIP

A Vulture Gunship is a unit that contains 1 model. It is equipped with: Heavy Bolter; Twin Multi-laser; Vulture Missiles; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Vulture Gunship	**20"-45"**	**6+**	**4+**	**1**	**3**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multiple Rocket Pod	Heavy	36"	1	7+	8+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Multi-laser	Heavy	36"	2	6+	10+	-
Twin Punisher Gatling Cannon	Heavy	24"	8	5+	8+	-
Vulture Missiles	Heavy	72"	1	8+	8+	Vulture Missiles
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Twin Multi-laser and Vulture Missiles, this unit can be equipped with 1 Twin Punisher Gatling Cannon (**Power Rating +9**).
- Instead of 1 Twin Multi-laser, this unit can be equipped with one of the following: 2 Multiple Rocket Pods; 1 Twin Autocannon; 1 Twin Lascannon.
- Instead of Vulture Missiles, this unit can have Tactical Bombs, or it can be equipped with 2 Multiple Rocket Pods. If this unit has Tactical Bombs, it has the following additional abilities: **Tactical Bombs**.

FACTION KEYWORDS: Imperium, Astra Militarum, Aeronautica Imperialis
KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Vulture Gunship

VULTURE GUNSHIP

ABILITIES

Supersonic

Strafing Run: Add 1 to hit rolls for attacks made by this unit when using ranged weapons and targeting units without the **Fly** keyword.

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

Tactical Bombs: Once per battle, when this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll four D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is garrisoning a Defensible Terrain feature; for each result of 4+ place one blast marker next to that unit.

Vulture Missiles: Before this unit makes a Shoot action, you can choose to change the range of its Vulture Missiles to 60" for that action, If you do, add the Anti-air ability to its Vulture Missiles for that action.

Aircraft Squadron: Each Flyers slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Flyers slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Aeronautica Imperialis
KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Vulture Gunship

IMPERIAL FORTRESS WALL

30

An Imperial Fortress Wall is a unit that contains 1 model. It is equipped with: 2 Twin Heavy Bolters; 2 Twin Long-barrelled Autocannons.

	M	WS	BS	A	W	Ld	Sv
Imperial Fortress Wall	-	-	4+	-	8	10	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Long-barrelled Autocannon	Heavy	72"	2	8+	8+	-
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Lascannon.
- Instead of 2 Twin Heavy Bolters, this unit can be equipped with 2 Twin Lascannons.
- This unit can also be equipped with up to 2 of the following in any combination (**Power Rating +1** per weapon): 1 Twin Heavy Bolter; 1 Twin Lascannon.

ABILITIES

Open-topped

Mighty Bulwark: Units embarked aboard this transport can be targeted by enemy units when using ranged weapons and are treated as obscured targets. Add 1 to saving throws taken for units embarked aboard this transport.

TRANSPORT

This unit can transport up to 60 **Infantry** models.

FACTION KEYWORDS: Unaligned

KEYWORDS: Heavy, Building, Transport, Vehicle, Imperial Fortress Wall

PRIMARIS REDOUBT

14

A Primaris Redoubt is a unit that contains 1 model. It is equipped with: Dual Turbo-laser Destructor.

	M	WS	BS	A	W	Ld	Sv
Primaris Redoubt	-	-	4+	-	4	10	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Air Defence Missiles	Heavy	48"	1	10+	6+	Anti-air
Battle Cannon	Heavy	72"	1	6+	6+	-
Dual Turbo-laser Destructor	Heavy	96"	2	6+	3+	Destroyer
Heavy Bolter	Heavy	36"	1	7+	9+	-
Icarus Lascannon	Heavy	96"	1	10+	5+	Anti-air
Icarus Quad Lascannon	Heavy	96"	4	11+	5+	Anti-air
Multi-melta	Heavy	24"	1	10+	4+	-
Quad-gun	Heavy	48"	2	8+	8+	Anti-air
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Whirlwind Rocket Launcher	Heavy	72"	2	6+	8+	Barrage

FACTION KEYWORDS: Unaligned

KEYWORDS: Heavy, Building, Transport, Vehicle, Primaris Redoubt

PRIMARIS REDOUBT

14

WARGEAR OPTIONS

- This unit can also be equipped with one of the following:
  - Air Defence Missiles (**Power Rating +1**)
  - 1 Battle Cannon (**Power Rating +1**)
  - 1 Icarus Lascannon (**Power Rating +1**)
  - 1 Icarus Quad Lascannon (**Power Rating +6**)
  - 1 Multi-melta (**Power Rating +1**)
  - 1 Quad-gun (**Power Rating +2**)
  - 1 Twin Heavy Bolter (**Power Rating +1**)
  - 1 Twin Heavy Flamer (**Power Rating +1**)
  - 1 Twin Lascannon (**Power Rating +1**)
  - 1 Whirlwind Rocket Launcher (**Power Rating +1**).
- This unit can also be equipped with up to 4 Heavy Bolters (**Power Rating +1** per weapon).

ABILITIES

Realm of Battle: This unit is a feature of a Realm of Battle tile, and as such forms part of the battlefield. Once the tile has been placed, this unit it treated as an Obstacle and is not considered to be a unit for any rules purposes until the first turn begins. When this unit is destroyed it is not removed from the battlefield: instead it is treated as a Defensible Terrain feature and is not considered to be a unit for any rules purposes.

Primaris Redoubt: This unit can only be included in a Fortification Network Detachment that includes no other units. This unit begins the battle as the Commander of its Detachment.

TRANSPORT

This unit can transport up to 20 **Infantry** models.

FACTION KEYWORDS: Unaligned

KEYWORDS: Heavy, Building, Transport, Vehicle, Primaris Redoubt

MUKAALI RIDERS

6

Mukaali Riders are a unit that contains 3 models. It can contain 6 models (**Power Rating 11**). It is equipped with: Laspistols; Hunting Lances; Stomping Feet.

	M	WS	BS	A	W	Ld	Sv
Mukaali Riders (3 models)	8"	4+	4+	1	2	5	8+
Mukaali Riders (6 models)	8"	4+	4+	2	4	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Laspistols	Small Arms	12"	User	8+	9+	-
Hunting Lances	Melee	Melee	User	7+	7+	One Use Only
Stomping Feet	Melee	Melee	x2	7+	9+	-

ABILITIES

Deep Strike

Flanking Manoeuvres: When this units arrives as reinforcements, in addition to the normal Deep Strike restrictions it must be set up wholly within 7" of a battlefield edge.

FACTION KEYWORDS: Imperium, Astra Militarum, Tallarn

KEYWORDS: Light, Cavalry, Mukaali Riders