IMPERIAL! ARMOUR!

INDEX: FORCES OF THE ADEPTUS ASTARTES





INDEX: FORCES OF THE ADEPTUS ASTARTES

Forge World



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INTRODUCTION

Welcome to *Imperial Armour – Index: Forces of the Adeptus Astartes*. This book is designed to update the rules for Forge World's current and recent ranges of models for use with the latest incarnation of the Warhammer 40,000 game. Inside you will find rules for Forge World's Space Marines, Grey Knights, Inquisition and Sisters of Battle units, including ancient relics from the age of the Horus Heresy for your Adeptus Astartes forces, as well as revisiting characters from Forge World's Badab Wars campaign.

This book and its contents are fully compatible with *Warhammer 40,000 – Index: Imperium 1* and *Warhammer 40,000 – Index: Imperium 2*, expanding on the range of datasheets to be found there and contain all the information which you will need to field your Forge World models in the new edition of the Warhammer 40,000 game. Also included are both Power Ratings and an appendix for their use in Battle-forged armies.

You will need copies of the *Warhammer 40,000* rulebook, *Warhammer 40,000 – Index: Imperium 1* and *Warhammer 40,000 – Index: Imperium 2* to make full use of this book and its contents.

ADDITIONAL RULES

While the majority of the rules found within this book should be familiar to you from *Warhammer 40,000 – Index: Imperium 1* and the *Warhammer 40,000* rulebook, owing to the sheer size and scale of some of the units we produce, we've had to create certain new overarching rules to encompass them, which you can find detailed here:

MACRO WEAPONS

This is an additional weapon type to the five types presented in the main *Warhammer 40,000* rulebook. Macro weapons are truly gigantic in proportion, often the size of armoured vehicles in their own right in many cases. Such mighty weapons are unwieldy and only able to be mounted on the largest of war engines such as Titans, but their power is enough to annihilate the most well-protected target and is particularly effective against fortifications and the largest war machines, against which their power can be fully spent.

A model armed with a Macro weapon may not fire it if it has moved previously in the turn, unless the firing unit also has the **TITANIC** keyword. No Macro weapon may be used to make Overwatch attacks. When used against units with the **TITANIC** or **BUILDING** keyword, the damage inflicted by a Macro weapon is doubled (this doubling takes place after any randomised damage has been rolled for).

RELIC

If your army is Battle forged, no Detachment may contain more **RELIC** units than it does non **RELIC** units of the same battlefield role.

In addition, as long as a Battle-forged army includes at least one **RELIC** unit, you gain access to the following Stratagem:

2CP

RELIC OF ANCIENT GLORY

Stratagem

This Stratagem is used at the beginning of your Fight phase. Choose a single friendly **RELIC** unit, all friendly **ADEPTUS ASTARTES** models within 6" of the chosen **RELIC** unit may re-roll the first failed hit roll of that phase.

DATASHEETS

1. Battlefield Role

This is typically used when making a Battle-forged army.

2. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

3. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-', it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-', it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

Toughness (T): This reflects the model's resilience against physical harm.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.

10	DE				ERN DES				ÓR	DAMAGE Some of a Deimos V change as it suffers shown below:			
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	М	BS	
Deimos Vindicator	*	6+	*	6	8	12	*	8	3+	7-12+	10"	3+	_
A Deimos Vindicator Las	ser Destroye	er is a sir	ngle mo	del. It is	s equippe	d with a	laser w	olley car	non	3-6	5"	4+	I
and a storm bolter.			236.5A				12.20			1-2	3"	5+	
WEAPON	RANGE	TYP			S	AP	0	ABILI					_
Laser volley cannon		firing thi	is weapo	on, cho	ose one o	f the fol	lowing	profiles:					- 1
- Volley fire	36"		avy 2		9	-3	3	-					- 1
- Overcharge fire	36"	Hea	avy 2		10	-5	6		e results	s made for this weapo of a '1', the firing vehic			
Storm bolter	24"	Rap	id Fire	2	4	0	1	-					
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	may only be fired onc	e per game	в.	П
WARGEAR OPTIONS	• AD	eimos V	indicate	r may a	also be ed	quipped	with a h	unter-k	iller mis	sile.		July (1975)	П
ABILITIES	Smoke smoke from al	Launch Launcher launcher lhit roll Capacit	vithin 6' ners: On rs. Until ls for Sh nor: On :	suffers ce per g the co coting	s D3 mor game, ins ntrolling attacks m	tal wour tead of a player's nade aga th the D	nds. shooting next Sh inst this eimos V	g any we ooting p unit.	eapons ir bhase, an or does n	ing it from the battlefi the Shooting phase, t y enemy units targetin ot move in the Moven	his model g this unit	can use its	s 1
				-									-
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	ASTART	TES, <0	HAPT	ER>					

5. Unit Composition & Wargear

This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

6. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.

7. Wargear Options

Some units have a number of choices as to which gear they take into battle – this section describes these options. Weapons which a unit may take as an optional choice are typically described in the Appendices.

8. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

9. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise, both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'all **ORKS** models'. This means it would only apply to models that have the **ORKS** keyword on their datasheet.

10. Damage

Some large models' characteristics can change as the model suffers damage, these characteristics are indicated with the '*' symbol instead of a number – here you will find a table that details how these characteristics change as wounds are lost. To determine the characteristics of a model with a Damage table, check the model's remaining wounds and consult the appropriate row of the chart on their datasheet. Not all units have Damage tables. If one is not included on a datasheet then that unit's characteristics do not change as it loses wounds.



ADEPTUS STARTES BALL ARMOUR

11		D R	EIN ELI	108 C F	S PA PRE	ATT DA	ER TO	N R		DAMAGE Some of a Deimos I change as it suffers			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:	D/I	BS	
Deimos Predator	*	6+	*	6	7	12	*	8	3+	REMAINING W 7-12+	M 12"	<u> </u>	
A Deimos Predator is a si	ingle model	It is ea	uipped w	ith a pl	lasma de	estrover		. 770 (.T 3570	3-6	6"	3+ 4+	
WEAPON	RANGE	TYP		iiii u pi	S	AP	D	ARII	ITIES	1-2	3"	5+	
Storm bolter	24"		id Fire 2		4	0	1						
Hunter-killer missile	48"		vy 1		8	-2	D6	Thi	s weapon	can only be fired once	e per game.		
Infernus cannon	8"		vy 2D6		5	-1	2		•	hits its target automat			
Magna-melta cannon	24"		wy D3		10	-4	D6	If th	ne target o ge, roll ar	of an attack by this wean additional dice when the lowest result,	apon is wit		
C-beam cannon	72"	Hea	avy 1		6	-3	D3	betw by + from wea at S	del carrying ween the -2 and the play as pon, the strength 6	may not be fired on an ing it has moved. In ad bearer and the target, is e Damage by +D3. If a a casualty due to wourn the target unit suffers, AP 0, causing 1 Damrigger further hits then	dition, for increase th model is r nds caused s 2D6 addi age. These	each 24" e Strength emoved by this tional hits	n S
Plasma destroyer	36"	Hea	vy 2D3		7	-3	2	7					
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
Predator autocannon	48"	Hea	vy 2D3		7	-1	3	-					
Lascannon	48"	Hea	vy 1		9	-3	D6	_					
Heavy bolter	36"	Hea	ivy 3		5	-1	1	-					
Heavy flamer	8"	Hea	vy D6		5	-1	1	Thi	s weapon	hits its target automat	ically.		
WARGEAR OPTIONS	- Ma - C-l - Inf - Pre - Tw • A De • A De	gna-me peam ca pernus ca dator au in lasca pimos Pr pimos Pr pimos Pr	lta canno nnon nnon atocanno nnon	n nay also nay also	be equ	ipped w ipped w	ith eithe ith a sto	er two h rm boli	neavy bol	f the following weapor ters, two lascannon or le.		flamers.	
ABILITIES	Explod and eac Smoke smoke	es: If the h unit w Launch auncher	is model vithin 6" s ers: Onc rs. Until t	is reductions is suffers to the continuous c	ced to 0 D3 mor ame, ins trolling	wound tal wou stead of player's	s, roll a l nds. shooting next Sh	D6 before any wooting	eapons in	ving it from the battlefi in the Shooting phase, t ay enemy units targetin	his model	can use it	s
FACTION VEVWODDO			s for Sho						- 11 ₋₇₋ 41161 = 1-301			1 (1 (1) (1) (1) (1) (1) (1) (1)	
FACTION KEYWORDS			ADEPT						I DELT	O DDED AFFOR	0.7.7.53		
KEYWORDS	VEHI	JLE, R	ELIC, P	KEDA	TOR,	DEIM	OS PAI	TEKN	KELI(C PREDATOR			1

10	DEI				ERN DES				ГOR	change as it suffers				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below: REMAINING W	M	BS	A	
Deimos Vindicator	*	6+	*	6	8	12	*	8	3+	7-12+	10"	3+	3	
A Deimos Vindicator Las and a storm bolter.	er Destroye	r is a sir	ngle mod	del. It is	equippe	ed with	a laser v	olley ca	nnon	3-6 1-2	5" 3"	4+ 5+	D3	
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES	1-2	3	3+	1	
Laser volley cannon	When f	iring thi	is weapo	n, cho	ose one o	f the fo	llowing	profiles	:					
- Volley fire	36"	Hea	ivy 2		9	-3	3	_					193	
- Overcharge fire	36"	Hea	avy 2		10	-5	6	mor		lls made for this weapo s of a '1', the firing vehic				
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	-					98	
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	s weapor	n may only be fired onc	e per gam	e.		
WARGEAR OPTIONS	• A De	eimos V	indicato	r may a	lso be ec	quipped	with a l	nunter-l	killer mi	ssile.		Der 1	11-193	
ABILITIES	and eac Smoke smoke l	h unit w Launch auncher	vithin 6" a ers: One rs. Until	suffers ce per g the cor	D3 mor game, ins	tal wou tead of player's	nds. shootin next Sh	g any w	eapons i	wing it from the battlef in the Shooting phase, ny enemy units targetin	this model	can use i	ts	
					n in whic					not move in the Mover	nent phase	e, it may f	ire	
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, <0	CHAPT	TER>	2				43	
KEYWORDS	VEHIC	CLE, R	ELIC,	VIND	ICATO	R, DEI	MOS I	PATTE	RN VI	NDICATOR LASER	R DESTR	OYER		

(5) (5)		INI	FER RA	NU AZ(M DRI	PAT BAC	TTE CK			DAMAGE Some of an Infernui characteristics chan battle, as shown belo	ge as it su		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Infernum Razorback	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	
An Infernum Pattern Razo	orback is a s	single m	nodel. It	is equip	ped wit	h a mul	ti-melta.	Colle		3-5	6"	4+	Γ
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	1-2	3"	5+	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					\neg
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapo	n can only be fired once	per game	•	
Multi-melta	24"	Hea	vy 1		8	-4	D6	two c		is within half range of t nen inflicting damage wi lt.			e
WARGEAR OPTIONS								iller miss d with a		bolter.			
TRANSPORT	This mo					R> INF	ANTRY	models	. It can	not transport JUMP PA	CK, TER	MINATO	R,
ABILITIES										oving it from the battlefi 6" suffers D3 mortal wo		efore any	
		aunchei	rs. Until	the con	trolling	player's	next Sh	ooting p		in the Shooting phase, that the shooting phase, the shoot in the shoot			
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	ΓUS A	START	TES, <0	СНАРТ	ER>					171
KEYWORDS	VEHIC	TE T	DANICE	OPT	D 4 70	DRAC	Z INIC	EDNIIIA	A DAT	TERN RAZORBAC	V	ET 10-10	

20 tower		R	RI AII	ELI DEF	C L R PI	AN ROI	ID ΓEU	JS		DAMAGE Some of a Relic Lan characteristics chan	ige as it su		age in
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel		ne	Λ
Land Raider Proteus	*	6+	*	8	8	16	*	9	2+	REMAINING W 9-16+	M 10"	BS 3+	A 6
A Relic Land Raider Prote	eus is a sing	le mode	el. It is ec	nuipped	l with tw	vo twin	lascanno	m.		5-8	5"	3+ 4+	De
WEAPON	RANGE	ТҮРІ		1 PP C	S	AP	0	ABILI	TIFS	1-4	3"	5+	1
Twin lascannon	48"		.vy 2		9	-3	D6		11110				-
Twin heavy bolter	36"		vy 6		5	-1	1	_					8
Twin heavy flamer	8"		vy 2D6		5	-1	1	This	weapon	hits its target automati	ically.		8
, Multi-melta	24"		vy 1		8	-4	D6	If the	e target i	s within half range of t in inflicting damage wi	this weapo	on, roll discard the	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					8
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once	per game		1
WARULAN OF HONO	• A Re - Hea - Mu		l Raider er a				r of mod of the foll			eus may transport is re	educed to	6.	
WARGEAR OPTIONS TRANSPORT	of the	lic Land avy bolte lti-melte in heavy in heavy lic Land lic Land	Raider er a bolter flamer Raider Raider transpo	Proteus Proteus Proteus rt 10 <	s may ta s may als s may als CHAPT	ke one o so be eq so be eq ER> IN	of the following	lowing of with a his with a st	options: unter-kil orm bolt ls. Each	ler missile. er. TERMINATOR or JU	МР РАСК	C model	
	of the A Re - Hea - Mu - Tw - Tw A Re A Re This mo takes up	lic Land avy bolto liti-melto in heavy in heavy lic Land lic Land odel can o the spa	Raider er a bolter flamer Raider Raider transpo	Proteus Proteus Proteus rt 10 < 0	s may ta s may als chapt models	ke one o so be eq so be eq ER> IN	of the following	lowing of with a his with a st	options: unter-kil orm bolt ls. Each	ler missile. er.	МР РАСК	C model	
	of the A Re - Hea - Mu - Tw - Tw - A Re - A Re - A Re - A Re - This mo - takes up - cannot - Power of - Heavy v	lic Land avy bolti-melti in heavy in heavy lic Land lic Land odel can o the spatransport of the M weapons	Raider er a bolter flamer Raider Raider transpo ace of tw rt PRIM	Proteus Proteus Proteus rt 10 < 0 o other ARIS r Spirit:	s may also may also may also may also CHAPT models models.	so be eq so be eq ER> IN s, and ea	uipped v uipped v FANTRY ch CEN'	lowing of with a high with a standary mode TURIO	options: unter-kil orm bold ls. Each N mode	ler missile. er. TERMINATOR or JU I takes up the space of thit rolls for moving a	MP PACK three mod and firing	C model lels. It	
TRANSPORT ABILITIES	of the A Re - Hei - Mu - Tw - Tw - A Re A Re - A Re - A Re This mo takes up cannot Power of Heavy v Explod	lic Land avy bolt liti-melti in heavy in heavy lic Land lic Land odel can o the spa transpon of the M weapons	Raider er a bolter flamer Raider transpo ace of tw rt PRIM	Proteus Proteus Proteus rt 10 < 0 o other ARIS r Spirit: '	s may also may also may also may also may also cHAPT models models.	so be eq so be eq ER> IN s, and ea	uipped vuipped voipped	with a hi with a st Y mode TURIO fer the p	options: unter-kil orm bold ls. Each N mode	ler missile. er. TERMINATOR or JU I takes up the space of	MP PACK three mod and firing tield and be	C model lels. It	
TRANSPORT	of the A Re - Hea - Mu - Tw - Tw - A Re A Re This mo takes up cannot Power of Heavy v Explod embark Smoke smoke l	lic Land avy bolti-melta in heavy in heavy lic Land lic Land odel can o the spatransport of the May weapons es: If this ed model Launch	Raider er a bolter by flamer Raider transponce of tweet rt PRIM tachine to is model els disen ers: Onces. Until	Proteus Proteus Proteus Proteus rt 10 < 0 o other (ARIS r Spirit: ' is redunbark; one per g the con	s may also may also may also may also may also cHAPT models. This models. CHAPT models models. This models may also may also models.	so be eq so be eq ER> IN s, and ea del does wound explode stead of player's	uipped vuipped voipped voipped voipped voipped voipped voipped voipped sonot suffice suffice and early shooting	with a hi with a st Y mode TURIO fer the p Of befor ch unit g any we ooting p	unter-kil orm bold ls. Each N mode enalty to re remove within 6	ler missile. TERMINATOR or JU I takes up the space of hit rolls for moving a	TMP PACK three mod and firing ield and be bunds. his model	C model dels. It efore any can use its	
TRANSPORT ABILITIES	of the A Re - Hea - Mu - Tw - Tw - Tw - A Re A Re This mo takes up cannot Power of Heavy Explod embark Smoke smoke l from all Explora deploy of	lic Land avy bolt liti-melta in heavy in heavy lic Land lic Land odel can o the spa transpor of the M weapons es: If thi ed model Launch auncher hit rolls ator Augoutside	Raider er a bolter by flamer Raider transponce of tweet PRIM Cachine control of the control is modelels disences. Until s for Shoogury Weet	Proteus Proteus Proteus Proteus rt 10 <0 o other (ARIS r Spirit: ' is redu nbark; o ce per g the con poting a b: Ener	s may also may also may also may also may also models. This models. This models are a fit in a fit i	so be eq so be eq ER> IN s, and ea del does wound explode stead of player's nade agas s opting nt zone	uipped vuipped voipped voipped voipped voipped voipped voipped voipped sonot suffice and eashooting next Shooting to deplo	with a howith a st Y mode TURIO fer the p Ch before ch unit g any we ooting p to unit. y using	unter-kil orm bold ls. Each N mode enalty to re remove within 6 rapons ir chase, an	ler missile. er. TERMINATOR or JU I takes up the space of thit rolls for moving a ing it from the battlefi " suffers D6 mortal wo	three model and becomes. The sum of the sum	C model lels. It efore any can use its t subtract 1	
TRANSPORT ABILITIES	of the A Re - Hei - Mu - Tw - Tw - A Re A Re A Re This mo takes up cannot Power of Heavy v Explod embark Smoke smoke l from all Explora deploy of within 1	lic Land avy bolt liti-melti in heavy in heavy lic Land lic Land odel can o the spa transpor of the M weapons es: If thi ed model Launcher litit rolls auncher litit rolls autor Aug outside (12" of a 12")	Raider er a bolter flamer Raider transpo ace of tw rt PRIM achine sis model els disen ers: Onc s. Until s for Sho gury We their Lai	Proteus Proteus Proteus Proteus Proteus rt 10 < 0 o other ARIS r Spirit: ' is redu nbark; o ce per g the con ooting a ch: Ener rmal de nd Raid	s may also may also may also may also may also celected to 0 on a 6 it ame, insutrolling attacks no my units apploymentar Protest	so be eq so be eq ER> IN s, and ea del does wound explode stead of player's nade aga s opting nt zone eus.	uipped vuipped voipped voipped voipped voipped voipped voipped voipped sonot suffice and eashooting next Shooting to deplo	with a hi with a st Y mode TURIO fer the p D6 befor ch unit g any we ooting p unit. y using via telep	unter-kil orm bold ls. Each N mode enalty to re remove within 6 rapons ir chase, an	ler missile. TERMINATOR or JU I takes up the space of Thit rolls for moving a ring it from the battlefi " suffers D6 mortal wo I the Shooting phase, to y enemy units targeting	three model and becomes. The sum of the sum	C model lels. It efore any can use its t subtract 1	

20	I	AN	ID R	AIL	EΙ	R I	HEI	OL	S	DAMAGE Some of a Land Rai change as it suffers shown below:			
NAME	M	WS	BS	S 1	ſ	W	A	Ld	Sv	REMAINING W	М	BS	ß
Land Raider Helios	*	6+	*	8 8	8	16	*	9	2+	8-16+	10"	3+	
A Land Raider Helios is a two twin lascannon.	a single mod	el. It is e	quipped w	ith a heli	os lau	nchei	and			4-7 1-3	5" 3"	4+ 5+	D 1
WEAPON	RANGE	TYPE		!	S	AP	0	ABILI	TIES				
Helios launcher	72"	Hea	vy 2D6	7	7	-1	1		weapor	a can target units that a	re not visi	ble to	
Twin lascannon	48"	Hea	vy 2	Ģ	9	-3	D6	-					
Storm bolter	24"	Rap	id Fire 2	4	4	0	1	-					_
Hunter-killer missile	48"	Hea	vy 1	8	3	-2	D6	This	weapor	can only be fired once	per game		
WARGEAR OPTIONS			er Helios m er Helios m							ssile.			
TRANSPORT	takes up	the spa		ther mo	dels, a					TERMINATOR or JUN up the space of three of			
ABILITIES	smoke l	auncher		controll	ing pl	ayer's	next Sh	ooting p		n the Shooting phase, t ny enemy units targetin			
	Power of Heavy v		_	rit: This	mode	l does	not suf	er the p	enalty t	o hit rolls for moving a	nd firing		
										ving it from the battlefi 6" suffers D6 mortal wo		efore any	

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER HELIOS

FACTION KEYWORDS KEYWORDS

20 owe			LA PR	ND OM	RA ET	AID HE	ER US			DAMAGE Some of a Land Raio characteristics chan battle, as shown belo	ge as it sı		age
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Land Raider Prometheus	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	
A Land Raider Prometheus	is a single	e model.	It is eq	uipped v	vith two	quad h	neavy bo	lters.	19 24 18	5-8	5"	4+]
WEAPON	RANGE	TYPI			S	AP	0	ABILI	TIES	1-4	3"	5+	
Quad heavy bolter	36"	Hea	vy 12		5	-1	1	_					_
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					
Multi-melta	24"	Hea	vy 1		8	-4	D6	two o		s within half range of t n inflicting damage wi			:
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once	per game	е.	
WARGEAR OPTIONS TRANSPORT	A La A La This motakes up	nd Raid nd Raid odel can o the spa	er Promer Prometransponder		nay be onay be onay be on the contract of the	equippe equippe ER> IN	d with a d with a FANTR	storm b multi-n Y mode	olter. nelta. ls (each	TERMINATOR, or JU I takes up the space of			
ABILITIES	smoke l from all	auncher l hit roll:	s. Until s for Sh	the cont ooting at	trolling tacks n	player's nade aga	next Sho	ooting p unit.	hase, an	the Shooting phase, t y enemy units targetin	g this uni		
	Power of			Spirit: T	'his mo	del does	not suf	fer the p	enalty to	hit rolls for moving a	nd firing		
										ring it from the battlefi " suffers D6 mortal wo		efore any	
				units do is ability.	not rec	ceive the	benefit	to their	saving t	hrows for being in cov	er against	attacks	
										model, one Stratagem o a minimum of 1).	played in	a turn by	
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS AS	START	TES, <0	CHAPT	ER>					10
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	LAND	RAID	ER, LA	ND R	AIDER	PROMETHEUS		i dise	

21 (21)	\mathbf{L}^{A}	AND	RAI	DEI	R A	CHI		ES	DAMAGE Some of a Land Rai characteristics char battle, as shown bel	nge as it su		age i
NAME	M	WS B	S S	Ī	W	A	Ld	Sv	REMAINING W	M	BS	
Land Raider Achilles	*	6+	8	8	19	*	9	2+	10-19+	10"	3+	
A Land Raider Achilles is two twin multi-meltas.	a single mo	odel. It is eq	uipped wit	th one qu	ad launc	cher and	R. S	Y Y	5-9 1-4	5" 3"	4+ 5+	Γ
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES				_
Twin multi-melta	24"	Heavy 2	2	8	-4	D6	two o		is within half range of en inflicting damage w			
Quad launcher	When f	iring this w	eapon, sele	ect one of	the two	profiles	below:					
- Shatter shells	24"	Heavy 4	1	8	-2	3	-					
- Thunderfire shells	60"	Heavy 4	4D3	5	0	1	This mod		can target units not v	isible to the	e firing	
Storm bolter	24"	Rapid F	Fire 2	4	0	1	-					
Hunter-killer missile	48"	Heavy 1	l	8	-2	D6	This	weapon	can only be fired once	e per game		
WARGEAR OPTIONS	• A La	nd Raider A	chilles ma	ay also be	equippe	ed with a	hunter-	killer m	nissile and/or a storm l	oolter.		-
TRANSPORT	takes up		of two other	er models	s, and ea				TERMINATOR and JU up the space of three of			
ABILITIES	Inviola	te Armour:	This mod	el has a 4	+ invuln	nerable s	ave.			14.3	K KL	
P	smoke l		Intil the co	ontrolling	player's	next Sh	ooting p		n the Shooting phase, the superior of the Shooting phase pha			
	Dower	of the Mach	ine Snirit	· This mo	del does	not suf	for the n	onalty t	o hit rolls for moving	and firing		

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER ACHILLES

FACTION KEYWORDS

KEYWORDS

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

14		RI B	ELIC AT'I	C SIC	CAR TAI	RAN NK			DAMAGE Some of a Relic Si change as it suffer shown below:			
NAME	M	WS B	S S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Relic Sicaran	*	6+ *	6	7	14	*	8	3+		14"	3+	
A Relic Sicaran Battle Tar and a heavy bolter.	nk is a single	e model. It is	equippe	d with twi	in accele	rator au	tocannoi	n	3-6	10" 8"	4+ 5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES	1-2		3 +	
Twin accelerator autocannon	48"	Assault	8	7	-1	2	to its keyw	hit ro ord. I this w	ade with this weapon soll when targeting units in addition, every would weapon increases the A-3.	s with the F land roll of 6+	LY · made	
Lascannon	48"	Heavy 1		9	-3	D6	-					
Heavy bolter	36"	Heavy 3		5	-1	1	-					
Storm bolter	24"	Rapid F	ire 2	4	0	1	-					
Hunter-killer missile	48"	Heavy 1		8	-2	D6	This	weapo	on can only be fired on	ce per game	: .	
WARGEAR OPTIONS	 A Re 	lic Sicaran r lic Sicaran r lic Sicaran r	nay also b	e equippe	ed with a	hunter	-killer m	bolter issile.	rs or two lascannon.			The state of the s
ABILITIES	explode	es and each u	ınit withi	n 6" suffe	rs D6 m	ortal wo	unds.		oving it from the battle in the Shooting phase			ts
	smoke l from all	aunchers. U l hit rolls for	ntil the constant	ontrolling g attacks r	g player's made aga	next Sh inst this	ooting plants		any enemy units target			
FACTION KEYWORDS		RIUM, AD						<u> </u>		- 4-3		
KEYWORDS	VEHIC	CLE, RELI	C, RELI	C SICA	RAN B	ATTLE	TANK					,

15	RE	LIC TA	NI	CA K D	RA ES	N V ΓR(EN DYE	ATC ER	OR —	DAMAGE Some of a Relic Sica characteristics char battle, as shown bel	ige as it su		ıge
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Relic Sicaran Venator	*	6+	*	6	7	14	*	8	3+	7-14+	14"	3+	
A Relic Sicaran Venator B and a heavy bolter,	attle Tank i	s a singl	e mode	l. It is ed	quipped	with a r	neutron	laser can	non	3-6 1-2	10" 8"	4+ 5+	
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-2		JT	
Neutron pulse cannon	48"	Hea	vy 3		12	-4	D6	but is Shoo	s not sla	LE which suffers wour in must subtract 1 from ase until the end of its	n its hit ro	lls in the	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Heavy bolter	36"	Hea	vy 3		5	-1	1	_					
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once	per game	•	
WARGEAR OPTIONS	• A Re	lic Sicar	an Vena	tor may	y also be	equipp	ed with	either tw a hunter a storm	-killer n	bolters or two lascani nissile.	non.		
ABILITIES					ced to 0 D6 mor			D6 befor	e remov	ving it from the battlef	ield; on a 6	it explodes	s
	smoke l	launcher	s. Until	the cor		player's	next Sh	ooting p		n the Shooting phase, t y enemy units targetir			
		t abilise c		ting: Th	nis mode	el does n	ot suffe	r the per	nalty to h	nit rolls for moving and	d firing		
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	СНАРТ	ER>	14/70		表	5/9r .):	
KEYWORDS	VEHIC	CLE, R	ELIC,	RELIC	SICAL	RAN V	ENATO	OR TAN	NK DES	STROYER	W S		

	PU				SIC ASS		RAN LT	I TA		DAMAGE Some of a Relic Sica characteristics chan battle, as shown bel	ige as it su		ıage
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	
Relic Sicaran Punisher	*	6+	*	6	7	14	*	8	3+	7-14+	14"	3+	
A Relic Sicaran Punisher is a heavy bolter.	s a single n	nodel. It	is equip	ped wi	th a pun	isher ro	tary can	non and	l	3-6 1-2	10" 8"	4+ 5+	
WEAPON	RANGE	TYP	•		S	AP	D	ABILI	TIES	12			_
Punisher rotary cannon	36"	Hea	vy 18		5	-1	1	-					\neg
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Lascannon	48"	Hea	vy 1		9	-3	D6	_					
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	may only be fired onc	e per game	e.	
WARGEAR OPTIONS										yy bolters or two lascar missile and/or a storm			N
ABILITIES	Rolling failed h Smoke smoke l	es and ea Thund it rolls of Launch launcher	er: If the f '1' for ers: One s. Until	within e Sicara the Pur ce per g the cor	6" suffer n Punisl nisher ro game, ins	es D6 mer does tary car stead of player's	ortal wor s not mo non in t shooting next Sh	unds. ve or Ac the Shoo g any we ooting p	dvance in oting pha	ving it from the battlef in the Movement phase ase of that turn. in the Shooting phase, t iny enemy units targetin	e, it may re	-roll all can use it	
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, <0	CHAPT	ER>			1164	16	
KEYWORDS	VEHIC	CLE, R	ELIC,	RELIC	SICAL	RANP	UNISH	ER AS	SAULT	TANK		1 1450	



NAME WS Ld Sv Relic Spartan 8 8 20 9 5+

A Relic Spartan is a single model. It is equipped with a twin heavy bolter, two quad lascannon

DAMAGE Some of a Relic Spartan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
12-20+	10"	3+	8
6-11	5"	4+	D6
1-5	3"	5+	D3

	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
		vy flamer				
TRANSPORT	- Stor					Y models (each TERMINATOR and JUMP PACK model
TRANSPORT	- Stor This mod takes up	m bolter del can transport 25	er models,			Y models (each TERMINATOR and JUMP PACK model TURION takes up the space of three other models). It
ABILITIES	- Stor This mod takes up cannot to Explode and each	m bolter del can transport 25 the space of two oth ransport PRIMARIS s: If this model is rec unit within 2D6" su	er models, 6 models. duced to 0 affers D6 m	wounds	ch CEN T s, roll a I ounds.	TURION takes up the space of three other models). It D6 before removing it from the battlefield; on a 6 it explodes
	- Stor This mod takes up cannot to Explode and each	m bolter del can transport 25 the space of two oth ransport PRIMARIS s: If this model is rec unit within 2D6" su f the Machine Spirit	er models, 6 models. duced to 0 affers D6 m	wounds	ch CEN T s, roll a I ounds.	TURION takes up the space of three other models). It
ABILITIES	- Stor This mode takes up cannot to Explode and each Heavy w Smoke I smoke la	m bolter del can transport 25 the space of two oth ransport PRIMARIS s: If this model is red unit within 2D6" su f the Machine Spirit eapons. aunchers: Once per	er models, 5 models. duced to 0 uffers D6 models. This models. This models game, instruction on trolling	wounds wortal w lel does tead of s	s, roll a I ounds. not suff shooting next Sho	TURION takes up the space of three other models). It 26 before removing it from the battlefield; on a 6 it explod For the penalty to hit rolls for moving and firing If any weapons in the Shooting phase, this model can use it boting phase, any enemy units targeting this unit subtract
ABILITIES	- Stor This mode takes up cannot to Explode and each Power of Heavy we Smoke I smoke la from all Steel Bel controlli	m bolter del can transport 25 the space of two oth ransport PRIMARIS s: If this model is red unit within 2D6" su f the Machine Spirit eapons. aunchers: Once per unchers. Until the co hit rolls for Shooting hemoth: This model ng player's turn. It m	er models, S models. I duced to 0 offers D6 models. This models. I game, instantional gattacks may Fall I may fire its	wounds wortal we del does tead of s player's ade aga Back in weapons	s, roll a I counds. not suff shooting next Sho inst this the Mower of the move of the mov	TURION takes up the space of three other models). It 26 before removing it from the battlefield; on a 6 it explode For the penalty to hit rolls for moving and firing I any weapons in the Shooting phase, this model can use its potting phase, any enemy units targeting this unit subtract
ABILITIES	- Stor This mode takes up cannot to Explode and each Power of Heavy w Smoke I smoke la from all Steel Bel controlling gains a b	m bolter del can transport 25 the space of two oth ransport PRIMARIS s: If this model is red unit within 2D6" su f the Machine Spirit eapons. aunchers: Once per unchers. Until the co hit rolls for Shooting hemoth: This model ng player's turn. It m	er models, S models. duced to 0 offers D6 m the This models game, instruction ontrolling gattacks m may Fall I may fire its over if at le	wounds wortal w lel does tead of s player's ade aga Back in weapon ast half	s, roll a I ounds. not suff shooting next Sho inst this the Move of the m	TURION takes up the space of three other models). It 26 before removing it from the battlefield; on a 6 it explod For the penalty to hit rolls for moving and firing I any weapons in the Shooting phase, this model can use it poting phase, any enemy units targeting this unit subtract unit. The penalty to hit rolls for moving and firing The penalty to hit rolls

E CONST	RELIC TYPHON HEAVY SIEGE TANK										
NAME	M	WS	BS	S	T	W	A	Ld	Sv		
Relic Typhon	*	5+	*	8	9	22	*	9	2+		

DAMAGE Some of a Relic Typhon's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
17-22+	10"	3+	8
6-16	5"	4+	6
1-5	3"	5+	D3

A Relic Typhon is a single	model. It is equipped	d with a dreadhamn	ner siege cannon
and crushing tracks.			

FACTION KEYWORDS

KEYWORDS

and crushing tracks.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the Relic Typhon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration of the current turn,
	- Hea - Mul	vy bolter vy flamer ti-melta m bolter				
ABILITIES		s: If this model is re unit within 2D6" s				O6 before removing it from the battlefield; on a 6 it explodes
	Power of Heavy w	-	t: This mod	lel does	not suff	fer the penalty to hit rolls for moving and firing
	smoke la		ontrolling p	player's	next Sho	g any weapons in the Shooting phase, this model can use its ooting phase, any enemy units targeting this unit subtract 1 unit.
	controlli cannon	ng player's turn. It n	nay fire its v ther units).	veapon In addi	s if enen	rement phase and still shoot and/or Charge during the my units are within 1" of it (except for its dreadhammer is model only gains a bonus to its save in cover if at least half

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

TITANIC, VEHICLE, RELIC, RELIC TYPHON HEAVY SIEGE TANK

26	RI	ELIC C TANI	ERBE K DES	RU. TR	S HE OYE	EAV R	Y	DAMAGE Some of a Relic Cer change as it suffers			s
NAME	M	WS BS	S T	W	A	Ld	Sv	shown below: REMAINING W	M	BS	A
Relic Cerberus	*	5+ *	8 9	22	*	9	2+	17-22+	10"	3+	
A Relic Cerberus is a single crushing tracks.	model. It	is equipped wit	th a heavy net	itron lase	er array an	ıd		6-16 1-5	5" 3"	4+ 5+	e D
WEAPON	RANGE	TYPE	S	AP	D	ABILITII	ES				_
Crushing tracks	Melee	Melee	Use	er -2	D3	-					
Heavy bolter	36"	Heavy 3	5	-1	1	-					-
Lascannon	48"	Heavy 1	9	-3	D6	-					_
Heavy flamer	8"	Heavy D6	5	-1	1	This w	eapon	hits its target automat	ically.		
Multi-melta	24"	Heavy 1	8	-4	D6		ce wh	is within half range of t en inflicting damage w			
Storm bolter	24"	Rapid Fire 2	2 4	0	1	-					
Heavy neutron pulse array	72"	Heavy 3	14		3+D6	weapo hit roll Shooti	n but s unti ng ph		from its Sh	ooting	
WARGEAR OPTIONS ABILITIES	A Rel Hea Hea Mu Stor Unstabl	avy bolter avy flamer lti-melta rm bolter	ny also be equi	ipped wit	th one of t	he follow	ing ac	rs. Iditional weapons: ore removing it from th	e battlefiel	d; on a 5+	
						Luzounda					
7	Power o							o hit rolls for moving a	nd firing		
	Power of Heavy w Steel Be controll laser arr	of the Machine veapons. This rehis r	Spirit: This m model may Fa n. It may fire i target other u	nodel doe Il Back in Its weapon	es not suffor the Move ns if enem addition, t	er the per ement ph y units a	nalty t ase an re witl	o hit rolls for moving a d still shoot and/or Ch hin 1" of it (except for i gains a bonus to its sa	arge durin	eutron	The second secon
	Power of Heavy w Steel Be controll laser arr half of the smoke Is	of the Machine veapons. This raing player's turray which must he model is obs	Spirit: This model may Fan. It may fire is target other usecured from the ce per game, in the controllire.	ll Back in ts weapon inits). In the bearer, instead of player's	es not suffer the Move ns if enem addition, the f shooting s next Sho	er the per ement ph y units a this mode any weap ooting ph	ase an re with el only	d still shoot and/or Ch nin 1" of it (except for i	harge during ts heavy no ve in cover his model	eutron if at least can use its	
FACTION KEYWORDS	Power of Heavy w Steel Be controll laser arr half of ti Smoke I smoke I from all	of the Machine veapons. chemoth: This raing player's turray which must he model is obs Launchers: One aunchers. Until	Spirit: This memodel may Fa in. It may fire itarget other useured from the ce per game, it the controlliry the cotting attacks	ll Back in ts weapon inits). In the bearer, instead of ing player's inade ag	es not suffer the Move ns if enem addition, the f shooting s next Sho gainst this	er the per ement ph ny units a this mode any weap poting ph unit.	ase an re with el only	d still shoot and/or Ch nin 1" of it (except for i gains a bonus to its sa n the Shooting phase, t	harge during ts heavy no ve in cover his model	eutron if at least can use its	

RELIC FELLBLADE UPER-HEAVY TANK

S M WS BS Sv NAME Ld Relic Fellblade 5+ 9 9 26 9 2+

A Relic Fellblade is a single model. It is equipped with a twin heavy bolter, a demolisher cannon

DAMAGE Some of a Relic Fellblade's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
14-26+	10"	3+	9
7-13	7"	4+	6
1-6	4"	5+	3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Crushing tracks	Melee	Melee	User	-2	D3	_			
Twin heavy bolter	36"	Heavy 6	5	-1	1	-			
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon h	its its target automa	tically.	
Heavy bolter	36"	Heavy 3	5	-1	1	-			
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon h	its its target automa	tically.	
Quad lascannon	48"	Heavy 4	9	-3	D6	-			
Laser destroyer	36"	Heavy 1	12	-4	D6	additional D6. damage is incr	successfully inflicts. On a result of a '3-5 reased to 2D6. On a age is increased to 3	; the weaporesult of a '	on's
Demolisher cannon	24"	Heavy D3	10	-3	D6		ng units with 5 or mo	ore models	, change
Multi-melta	24"	Heavy 1	8	-4	D6		within half range of inflicting damage w		
Storm bolter	24"	Rapid Fire 2	4	0	1	-			
Fellblade accelerator cannor	n When f	iring this weapon, se	elect one of	the two	profiles	below:			
- HE shells	100"	Heavy 2D6	8	-3	2		ng units with 5 or mo le the number of sho		
- AE shells	100"	Heavy 2	14	-4	6	_			
WARGEAR OPTIONS ABILITIES	• A Reli • A Reli - Hea - Hea - Mul - Stor Explode and each	ic Fellblade may replic Fellblade may replic Fellblade may also vy bolter vy flamer ti-melta m bolter es: If this model is recautive the Machine Spirit	ace its twir be equipp duced to 0	n heavy ed with wounds ortal w	bolter w one of the s, roll a Γ ounds.	rith a twin heavy the following:	flamer.		it explode
	Smoke I smoke la		game, inst	ead of so	shooting next Sho	any weapons in tooting phase, any	the Shooting phase,	this model	
	the contracted accelerate	hemoth: This model rolling player's turn. or cannon and demo its save in cover if a	It may fire olisher can	its wea _l non wh	oons if en ich must	nemy units are w t target other uni	ithin 1" of it (except ts). In addition, this	for its Felll	olade
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	ES, <c< td=""><td>HAPT</td><td>ER></td><td>STATE TO THE STATE OF</td><td></td><td></td></c<>	HAPT	ER>	STATE TO THE STATE OF		

40	RELIC FALCHION SUPER-
Cower	HEAVY TANK DESTROYER

 NAME
 M
 WS
 BS
 S
 T
 W
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 Ld
 SV

 Relic Falchion
 *
 5+
 *
 9
 9
 26
 *
 9
 2+

A Relic Falchion is a single model. It is equipped with a twin heavy bolter, two quad lascannon, a twin volcano cannon and crushing tracks.

KEYWORDS

DAMAGE

Some of a Relic Falchion's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	М	BS	A
14-26+	10"	3+	9
7-13	7"	4+	6
1-6	4"	5+	3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES 1-6 4" 5+
Crushing tracks	Melee	Melee	User	-2	D3	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's Damage is increased to 2D6. On a result of a '6', the weapon's Damage is increased to 3D6.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targeting TITANIC units with this weapon.
ABILITIES	• A Reli - Hea - Hea - Mul - Stor	ic Falchion may also vy bolter vy flamer ti-melta m bolter	be equipp	ed with	one of th	rith a twin heavy flamer. The following: D6 before removing it from the battlefield; on a 6 it explodes
		unit within 2D6" s				
=	Power o		t: This mod	del does	not suff	fer the penalty to hit rolls for moving and firing
	smoke la		controlling	player's	next Sho	g any weapons in the Shooting phase, this model can use its ooting phase, any enemy units targeting this unit subtract 1 s unit.
	controlli cannon	ng player's turn. It r	nay fire its t ther units).	weapon In add	s if enem	rement phase and still shoot and/or Charge during the ny units are within 1" of it (except for its twin volcano is model only gains a bonus to its save in cover if at least hal
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	ES, <0	CHAPT	ER>

TITANIC, VEHICLE, RELIC, RELIC FALCHION SUPER-HEAVY TANK DESTROYER

RELIC MASTODON HEAVY SIEGE TRANSPORT

NAME

DAMAGE Some of a Relic Mastodon's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A	VOID SHIELD
16-30+	10"	3+	8	5+
8-15	7"	4+	6	6+
1-7	4"	5+	D6	7+

D 1: M (1	· ·	-	4	_		20	4	_	_	REWAINING W	IVI	88	A	VUIU SH
Relic Mastodon	*	5+	*	9	9	30	*	9	2+	16-30+	10"	3+	8	5+
A Relic Mastodon is a sone skyreaper battery, a						mers, t	wo lasca	nnon,		8-15	7" 4"	4+ 5+	6 D6	6+ 7+
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-7	4	5+	D6	/+
Crushing tracks	Melee	Mele	ee		User	-2	D3	_						190
Lascannon	48"	Heav	лу 1		9	-3	D6	-						12
Heavy flamer	8"	Heav	yy D6		5	-1	1	This	weapon	hits its target auto	matically	7.		3
Skyreaper battery	48"	Heav	vy 8		7	-1	5	targe	ts that c	nit rolls made for t an FLY. Subtract on against all othe	l from th	e hit ro		de
Siege melta array	12"	Heav	yy 4D3		9	-4	D6	two c		s within half range en inflicting dama				he
WARGEAR OPTIONS	• None	e.	1 11 155			TO VIE		253			4.3			47:18
ABILITIES	Explod mortal	es: If this wounds,	oreADN s model in the model	OUGH is reducted lel is th	ced to 0	taking wounds wed.	up the s	pace of O6; on a	ten mod 6 it exp	HTS, VENERABLE dels. It cannot tran lodes and each un hit rolls for movi	sport PR it within	IMARIS 2D6" s	S MOD	
	Smoke smoke l from all	launchers l hit rolls nields: A	ers: Onco s. Until t for Shoo Relic M	he controlled the con	trolling ttacks m n is prot	player's ade aga ected by	next Sho inst this y special	ooting p unit. ised voi	hase, an	n the Shooting pha ay enemy units targ generators, near-i	geting th mpenetr	is unit s able ba	subtrac rriers c	et 1
	attacks shown i invulne void shi	and miss in the Da rable sav ield saves	siles agai amage bo e agains s are una	nst the ox above t any for affected	m. In ga re, which orm of at by the A case how	me term the contack exe AP of ar ever, ro	ns, void ntrolling cept fron attack, ll one di	shields a player on weapo but unli ce for ea	are repre can opt ons with ke invul	ect and absorb the esented by a unique to use instead of the the Melee type. Le linerable saves they tal wound that has	e kind of heir norn ike invul may als s been in	f saving nal save nerable o be us flicted	throw e or saves, ed to	
				wound	being ig	nored i	the sav	e roll inc	licated i	in the Damage box	t is passe	d.		
	Steel Be	with the ehemoth ling playe on can to	mortal v : This m er's turn. arget uni	odel m It may ts that	ay Fall I fire its are with	Back in weapon in 1" of	the Mov s if enen it—its c	ement p ny units ther gui	hase an are with as must	on the Damage book d still shoot and/on in 1" of it (but on target other units) cured from the be	r Charge ly its hea). In addi	during	ers and	
FACTION KEYWORDS	steel Bo controll lascann only gai	with the ehemoth ling playe on can to	mortal ver's turn. arget unitus to its	odel m It may ts that save in	ay Fall I fire its are with cover if	Back in weapon in 1" of at least	the Mov s if enen it its c half of t	ement p ny units ther gui he mod	hase an are with as must	d still shoot and/o nin 1" of it (but on target other units)	r Charge ly its hea). In addi	during	ers and	

ADEPTUS ASTARTES THE ADMINISTRATES



(8) (2)		MO	ORT	ΓIS	DR	EA	DN	OU	GHT
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Mortis Dreadnought	6"	3+	3+	6	7	8	4	8	3+
A Mortis Dreadnought is	a single mo	del. It is	equippe	ed with	two twi	n heavy	bolters.	2 11	
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-	
Twin autocannon	48"	Hea	vy 4		7	-1	2	-	
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-	
Missile launcher	When a	ttacking	with th	is weap	on, cho	ose one	of the pr	ofiles be	elow:
- Frag missile	48"	Hea	vy D6		4	0	1	٦	
- Krak missile	48"	Hea	vy 1		8	-2	D6	-	
Assault cannon	24"	Hea	vy 6		6	-1	1	-	
Multi-melta	24"	Hea	vy 1		8	-4	D6	two o	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.
Heavy plasma cannon	When a	ttacking	with th	is weap	on, cho	ose one	of the pr	ofiles be	elow:
- Standard	36"	Hea	vy D3		7	-3	1	٦	
- Supercharge	36"	Hea	vy D3		8	-3	2		each hit roll of 1, the bearer suffers 1 mortal wound all of this weapon's slots have been resolved,
WARGEAR OPTIONS	follov - Tw: - Tw: - Mis - Ass - Mu	ving: in autoc in lascar ssile laur ault can lti-melt:	annon non ncher non		exchang	ge both	of its twi	n heavy	bolters for two identical weapons from the
ABILITIES							s, roll a I ortal wou		re removing it from the battlefield; on a 6 it
	smoke l	auncher	s. Until	the con	trolling	player's		ooting p	rapons in the Shooting phase, this model can use it shase, any enemy units targeting this unit subtract
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	START	ES, <0	CHAPT	ER>	
KEYWORDS	VEHIC	CLE, D	READ	NOUG	НТ, М	ORTIS	DREA	DNOI	UGHT

10		SI	EG	ΕI	ORE	EAL	NC	OUC	GHT
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Siege Dreadnought	6"	3+	3+	6	8	8	4	8	3+
A Siege Dreadnought is	a single mod	el. It is eq	uipped	with a	seismic	hamme	r, a melt	agun an	nd a Dreadnought inferno cannon.
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES
Dreadnought inferno cannon	8"	Heavy	Heavy D6		6	-1	2	This	weapon hits its target automatically,
Seismic hammer	Melee	Melee	:		x2	-4	5		en attacking with this weapon, you must subtract 1 a the hit roll.
Heavy flamer	8"	Heavy	y D6		5	-1	1	This	weapon hits its target automatically.
Meltagun	12"	Assau	ılt 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.
Multi-melta	24"	Heavy	y 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.
Twin lascannon	48"	Heavy	y 2		9	-3	D6	-	
Twin autocannon	48"	Heavy	y 4		7	-1	2	-	
WARGEAR OPTIONS ABILITIES	twin A Sie cann Explod explode Smoke use its s	autocanno ge Dreadi on. es: If this s and each Launcher moke laur	on. nought model h unit v	is reduwithin	ced to 0 3" suffer game, in	s seismi wound s D3 mo stead of rolling p	c hammers, roll a I ortal woo	er and n O6 befor Inds.zt g any we ext Sho	re removing it from the battlefield; on a 6 it eapons in the Shooting phase, this model can poting phase, any enemy units targeting this unit
	Sunder		es: Who	enever	attackin	g a BUI	LDING	or any r	nis unit. model with a Movement characteristic of 0" during by re-roll all wound rolls of 1 with this model.
	Fragsto unit suf	rm Laun fers D3 m	chers: l	If this 1 vounds	nodel fii	nishes a	charge r	nove wi	thin 1" of an enemy unit, roll a D6. On a 4+, that
FACTION KEYWORDS	IMPEI	RIUM, A	DEPT	ΓUS A	START	ES, <0	CHAPT	ER>	
KEYWORDS	VEHIC	CLE, DR	EADN	NOUG	HT, SI	EGE D	READ	NOUG	HT

NAME		D)	ΓΕΜΙ REAL	DN()U(Some of a Contemp change as it suffers shown below:			
NAME	M		BS S	_ I	W	A	Ld	Sv	REMAINING W	M	WS	B
Contemptor Mortis	*	*	* 7	7	10	4	8	3+	6-10+	9"	2+	2
A Contemptor Mortis Dr	eadnought i	is a single i	model. It is	equipped	with tw	o twin h	eavy bol	lters.	3-5	6"	3+	3
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES	1-2	3"	4+	4
Twin heavy bolter	36"	Heavy	6	5	-1	1	-					
Multi-melta	24"	Heavy	1	8	-4	D6	dice		s within half range of t flicting damage with it)
Twin autocannon	48"	Heavy	4	7	-1	2	-					-
Heavy plasma cannon	When a	ttacking w	ith this wea	apon, cho	ose one	of the pr	ofiles be	elow:				
- Standard	36"	Heavy	D3	7	-3	1	7					П
- Supercharge	36"	Heavy	D3	8	-3	2			coll of 1, the bearer suf is weapon's slots have b			Ĺ
Twin lascannon	48"	Heavy	2	9	-3	D6	-					
Kheres assault cannon	24"	Heavy	6	7	-1	1	-					
WARGEAR OPTIONS	the fo - Mu - Tw - Tw - He	ontemptor ollowing: ulti-melta in lascanno in autocan avy plasma eres assaul	on inon a cannon	adnought	may rep	place bot	h of its	twin hea	vy bolters with two id	entical we	apons fror	n
ABILITIES	Atomai	ntic Shield	ling: This m	nodel has	a 5+ inv	ulnerabl	e save.	1 315				
F			model is red unit within					e remov	ing it from the battlefi	eld; on a 6	5 it	
FACTION KEYWORDS	IMPEI	RIUM, A	DEPTUS	ASTART	TES, <c< td=""><td>CHAPT</td><td>ER></td><td>HAIR A</td><td></td><td>7.7</td><td></td><td></td></c<>	CHAPT	ER>	HAIR A		7.7		

			DK	EAD	INC			
NAME	M	WS	BS S	Ţ	W	A	Ld	Sv
Chaplain Dreadnought	6"	2+	2+ 6	7	9	4	10	3+
A Chaplain Venerable Dre	adnought i	s a single	model. It is	s equipped	with tw	o storm	bolters a	nd two Dreadnought combat weapons.
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	IES
Dreadnought combat weapon	Melee	Mele	e	x2	-3	3	-	
Dreadnought inferno cannon	8"	Heav	y D6	6	-1	2	This v	veapon hits its target automatically.
Assault cannon	24"	Heav	y 6	6	-1	1	-	
Multi-melta	24"	Heav	y 1	8	-4	D6	two d	target is within half range of this weapon, roll ice when inflicting damage with it and discard the tresult.
Twin lascannon	48"	Heav	y 2	9	-3	D6	_	
Storm bolter	24"	Rapi	l Fire 2	4	0	1	-	
Heavy flamer	8"	Heav	y D6	5	-1	1	This v	veapon hits its target automatically.
WARGEAR OPTIONS	A Ch follov	aplain Vo	enerable Dr nis is done,	eadnought also remov	may exc	change o	e or both one of its	storm bolters for heavy flamers. Dreadnought combat weapons for one of the
	• A Ch follov - Dre - Mu - Ass - Twi	aplain Vowing. If the adnough the later than the la	enerable Dr nis is done, at inferno ca non	eadnought also remov annon	may exc e one sto	change o	e or both one of its	storm bolters for heavy flamers. Dreadnought combat weapons for one of the
ABILITIES	• A Ch follow - Dre - Mu - Ass - Twi Reliqua Unstop	aplain Vowing. If the cadnough lti-melta can lascan arius: The	enerable Dr nis is done, at inferno ca non s s model has ry: You can	eadnought also remov annon s a 5+ invul	may excee one sto	change of orm bolt save.	e or both one of its ter or hea	storm bolters for heavy flamers. Dreadnought combat weapons for one of the
ABILITIES	• A Ch follow - Dre - Mu - Ass - Twi Reliqua Unstopp combat	aplain Vowing. If the adnough alti-melta ault cannin lascan arius: The weapons Hate: Al	enerable Dr nis is done, at inferno ca non s model has ry: You can friendly m	eadnought also remov annon s a 5+ invul re-roll hit	may excee one steed one st	save. HAPTER	e or both one of its ter or hea s model i	storm bolters for heavy flamers. Dreadnought combat weapons for one of the avy flamer.
ABILITIES	• A Ch follow - Dre - Mu - Ass - Twi Reliqua Unstopp combat Icon of this abil	aplain Vowing. If the adnough alti-melta ault cannous in lascan arius: The weapons Hate: Ality add + ling Anc	enerable Drais is done, at inferno can smodel has ry: You can friendly m	eadnought also remov unnon s a 5+ invul re-roll hit odels with	may excee one steed one st	save. 1 for this HAPTEH tic for th	e or both one of its ter or hea s model i	storm bolters for heavy flamers. Dreadnought combat weapons for one of the avy flamer. f it is equipped with two Dreadnought ord in combat with the same unit as a model with
ABILITIES	• A Ch follow - Dre - Mu - Ass - Twi Reliqua Unstop combat Icon of this abil Unyield is not lo Explode	aplain Vowing. If the adnough liti-melta sault cannot in lascan urius: The weapons Hate: Aling Ancost. es: If this	enerable Drais is done, at inferno can smodel has ry: You can friendly man to their Stient: Roll a	eadnought also remov unnon a 5 + invul re-roll hit codels with trength cha D6 each tin duced to 0	may excee one steed one st	save. I for this HAPTEH tic for the model lo	e or both one of its ter or hea s model i R> keywo ne durationses a wo D6 before	storm bolters for heavy flamers. Dreadnought combat weapons for one of the avy flamer. f it is equipped with two Dreadnought ord in combat with the same unit as a model with on of the Fight phase.
ABILITIES	• A Ch follow - Dre - Mu - Ass - Twi Reliqua Unstop combat Icon of this abil Unyield is not lo Explode explode Smoke I smoke Is	aplain Voving. If the eadnough liti-melta ault cannot in lascan arius: The weapons Hate: Aling Ancost. es: If this is and each line aunchers aunchers	enerable Drais is done, at inferno can so model has ry: You can friendly man to their Statement: Roll a model is reh unit with rs: Once pe	eadnought also remove unnon s a 5+ invul re-roll hit rength cha D6 each tin duced to 0 in 6" suffer r game, insecontrolling	may excee one steed one steed of splayer's	save. I for this HAPTEH tic for the model lo s, roll a I ortal wou shooting next Sho	e or both one of its ter or hear s model i R> keywo ne duration oses a wo D6 before ands. g any wear poting pl	storm bolters for heavy flamers. Dreadnought combat weapons for one of the avy flamer. If it is equipped with two Dreadnought ord in combat with the same unit as a model with on of the Fight phase. und; on a 6 the damage is ignored and that wound
ABILITIES	• A Ch follow - Dre - Mu - Ass - Twi Reliqua Unstopp combat Icon of this abil Unyield is not loo Explode explode Smoke I smoke I from all	aplain Voving. If the adnough liti-melta is ault cannot in lascan rius: The weapons Hate: All ity add + ling Ancost. es: If this is and each Launche aunchers litir rolls	enerable Drais is done, at inferno can be a model has ry: You can a friendly man at the tree Roll a model is reh unit with the rs: Once per a Until the contract of the residents.	eadnought also remove annon a 5 + invul re-roll hit rerength cha D6 each tin duced to 0 in 6" suffer r game, ins controlling g attacks m	nerable rolls of the <ch aga<="" d3="" motead="" nade="" of="" player's="" s="" td="" wounds=""><td>save. I for this HAPTER tic for the model lo s, roll a I ortal wou shooting next Sho inst this</td><td>e or both one of its ter or head s model i R> keywo ne duration oses a wo D6 before ands. g any wead pooting pl unit.</td><td>storm bolters for heavy flamers. Dreadnought combat weapons for one of the avy flamer. If it is equipped with two Dreadnought ord in combat with the same unit as a model with on of the Fight phase. Lund; on a 6 the damage is ignored and that wound the removing it from the battlefield; on a 6 it apons in the Shooting phase, this model can use its</td></ch>	save. I for this HAPTER tic for the model lo s, roll a I ortal wou shooting next Sho inst this	e or both one of its ter or head s model i R> keywo ne duration oses a wo D6 before ands. g any wead pooting pl unit.	storm bolters for heavy flamers. Dreadnought combat weapons for one of the avy flamer. If it is equipped with two Dreadnought ord in combat with the same unit as a model with on of the Fight phase. Lund; on a 6 the damage is ignored and that wound the removing it from the battlefield; on a 6 it apons in the Shooting phase, this model can use its

RELIC CONTEMPTOR

WS Ld Sv NAME **Relic Contemptor** 7 12 8 2+ 7

A Relic Contemptor Dreadnought is a single model. It is equipped with two Dreadnought combat

DAMAGE

Some of a Relic Contemptor Dreadnought's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	WS	BS	A
7-12+	2+	2+	4
3-6	3+	3+	3
1-2	4+	4+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought combat Weapon	Melee	Melee	x2	-3	3	-
Dreadnought chainfist	Melee	Melee	x2	-4	4	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Plasma blastgun	When at	tacking with this we	eapon, choo	se one	of the pr	rofiles below:
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal wound.
Graviton blaster	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, thi weapon increases its Damage to D3.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the firing model and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lower result.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Heavy plasma cannon	When at	tacking with this w	eapon, choo	se one	of the pr	rofiles below:
- Standard	36"	Heavy D3	7	-3	1	7
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's slots have been resolved.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Kheres assault cannon	24"	Heavy 6	7	-1	1	_





- Dreadnought combat weapon and one storm bolter for each weapon chosen:
 - Twin heavy bolter
 - Multi-melta
 - Twin lascannon
 - Twin autocannon
 - Heavy plasma cannon - Kheres assault cannon
 - C-Beam cannon
- One or both storm bolters may be exchanged for one of the following:
 - Heavy flamer
 - Plasma blastgun
 - Graviton blaster

ABILITIES

Atomantic Shielding: This model has a 5+ invulnerable save.

Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it is equipped with two melee weapons.

Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, DREADNOUGHT, RELIC, RELIC CONTEMPTOR DREADNOUGHT

				C D ADN			DEC GHT) [DAMAGE Some of a Relic Der change as it suffers shown below:			
NAME	M	WS	BS	S 1		W	A	Ld	Sv	REMAINING W	М	WS	B
Relic Deredeo	*	*	*	7 7	7 1	14	2	8	3+	10-14+	7"	4+	2
A Relic Deredeo Dreadnou	ght is a si	ngle mo	del. It is ed	quipped w	ith an a	nvill	lus autoc	cannon	battery	5-9	5"	5+	3
and one twin heavy bolter.										1-4	3"	6+	4
WEAPON	RANGE	TYP	E	S		1 P	D	ABILI	TIES				- 0
Anvillus autocannon battery	36"	Hea	avy 8	8	3 -	-1	2	-					
Hellfire plasma carronade	24"	Hea	avy 5	8	3 -	-3	3			roll of 1, the bearer sufficient sufficients is weapon's shots have			
Arachnus heavy lascannon battery	48"	Неа	avy 2	10	0 -	-4	D6	roll v '6' th	when det ien a mo	ing with this weapon, i termining Damage infl ortal wound is inflicted all other damage.	icted is a ı	natural	
Aiolos missile launcher	60"	Hea	vy 2D3	ϵ	<u> </u>	-1	1	٦					
Twin heavy bolter	36"	Hea	ivy 6	5	; -	-1	1	_					
Twin heavy flamer	8"	Hea	vy 2D6	5	; -	-1	1	This	weapon	hits its target automati	cally.		- 1
	 Atomantic pavaise A Relic Deredeo may replace its anvillus autocannon battery with one of the following: Hellfire plasma carronade Arachnus heavy lascannon battery 												
ABILITIES	Layered attacks, Atomai Derede invulne Helical array is models Explode explode Smoke smoke l	Layered Atomantic Barriers: A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks, and a 4+ invulnerable save against Melee attacks in the Fight phase. Atomantic Pavaise: If equipped with an atomantic pavaise, all friendly <chapter> units within 6" of the Relic Deredeo Dreadnought gain a 5+ invulnerable save. This invulnerable save does not stack with or improve existing invulnerable saves. Helical Targeting Array: At the beginning of any turn, the controlling player may declare that its helical targeting array is active. While it is active, the Relic Deredeo Dreadnought may not move and adds +1 to its hit rolls against models with the FLY keyword. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5 or 6 it explodes and each unit within 6" suffers D3 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1</chapter>											
FACTION KEYWORDS	from al	l hit roll	s for Shoo	ting attack US ASTA	s made	aga	inst this	unit.					_
				177					DEO D	DEADMOUGUT			-
KEYWORDS	VEHIC	CLE, D	KEADN	ougni,	KELI	C, F	CELIC	DEKEI	DEU D	READNOUGHT	U A TO BAS		/

16					EV ON(N T			DAMAGE Some of a Relic Levi change as it suffers of shown below:			ics
NAME	M	WS	BS	S	T	W	A	Ld	Sv	I	REMAINING W	M	WS	B
Relic Leviathan	*	*	*	8	8	14	4	8	2+	+	8-14+	8"	2+	2-
A Relic Leviathan Dreadi two meltaguns and two h			odel. It	s equip	ped with	n two sie	ege claw	s,			4-7 1-3	5" 3"	3+ 4+	3- 4-
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES					
Leviathan siege claw	Melee	Mel	ee		x2	-3	3	Re-r	oll fai	led	wound rolls against IN	IFANTRY		
Leviathan siege drill	Melee	Mel	ee		x2	-4	4	-						1
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weap	on l	hits its target automation	cally.		1
Grav-flux bombard	18"	Неа	avy D3		9	-5	2	TIT. succ	ANIC essful lels in	the atta	nodel is a MONSTER, en the amount of Dama acks becomes 5 per hit. target unit, add D3 to by this weapon,	age suffere . For ever	ed from y five	Section of the sectio
Storm cannon array	24"	Hea	vy 10		7	-2	2	-						1
Meltagun	12"	Ass	ault 1		8	-4	D6	two		vhe	s within half range of the ninflicting damage wit			
Cyclonic melta lance	18"	Hea	ivy 2D3		9	-4	D6	two		vhe	s within half range of the inflicting damage wit			
WARGEAR OPTIONS	 A Rel a Lev excha Stor Cyc Gra 	ic Levia iathan a inged in rm cana donic n v-flux l	athan m siege cla n this fas non arra nelta lan oombaro	ay replay and a shion, so y ce	ace one o meltagur	or both I n must b l from th	Leviatha e excha ne Relic	n siege nged for Leviath	claws a sing	and gle ttac	h Leviathan siege drills I meltaguns with one o option). For each Levia ks characteristic:	f the follo		CONTRACTOR OF STREET
ABILITIES														
F					this mod h unit w						D6 before removing it s.	from the l	oattlefield;	I
	smoke la	aunche	rs. Until	the co		player's	next Sh	ooting p			the Shooting phase, the second units targeting			No. of Concession,

VEHICLE, DREADNOUGHT, RELIC, RELIC LEVIATHAN DREADNOUGHT

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

FACTION KEYWORDS

KEYWORDS

ALEPIUS ASTAITES STATES



T 8		LA	ND	SP	EE	DE	RТ	EN	ΛI	PEST
NAME	М	WS	BS	S	Ţ	W	A	Ld		Sv
Land Speeder Tempest	15"	3+	3+	4	6	6	2	8		3+
										npest (Power Rating +8) or two additional assault cannon and two Tempest salvo launchers.
WEAPON	RANGE	TYP	E		S	AP	D	AB	ILITIE	S
Assault cannon	24"	Hea	ıvy 6		6	-1	1	-		
Tempest salvo launcher	36"	Hea	vy D3		6	-3	2	ュ		
WARGEAR OPTIONS	• None	2.	I ET LIST	N. C	16/47	4/4/1	16-36		07	
ABILITIES	Explod embark Ramjet the unit	es: If the ed mod Thrust has use t Shooti	is mode els diser ers: Wh ed its rar ng phas	is redunbark; cen a uni njet thro e, and th	ced to 0 on a 6 it t with the usters the	wounds explode his abilit nen the e can only	s, roll a les and early Advar	D6 be ch un ices, a	fore it wi all m must	removing it from the battlefield and before any ithin 6" suffers 1 mortal wound. odels in the unit must move between 20"-35". If t subtract -1 from hit rolls made against them in ged by units that can FLY during the Fight phase
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	ES, <c< td=""><td>СНАРТ</td><td>ER></td><td>Ħ,</td><td></td></c<>	СНАРТ	ER>	Ħ,	
KEYWORDS	VEHIC	CLE, F	LY, LA	ND SP	EEDEF	R, LAN	D SPE	EDE	R TI	EMPEST

Relic Javelin Attack Speeder is a single model. It is equipped with a heavy bolter and a typhoon launcher. WEAPON RANGE TYPE S AP D ABILITIES Heavy bolter 36" Heavy 3 5 -1 1 - If the target is within half range of this weapon, roll tw dice when inflicting damage with it and discard the lowest result. Typhoon launcher 48" Heavy 2 8 -2 D6 - Twin lascannon 48" Heavy 2 9 -3 D6 - WARGEAR OPTIONS 48" Heavy 2 9 -3 D6 - WARGEAR OPTIONS AR AR Relic Javelin may replace its heavy bolter with a multi-melta. And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8". FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>	NAME	M	WS	BS	S	T	W	A	Ld	Sv
WEAPON RANGE TYPE S AP D ABILITIES Heavy bolter 36" Heavy 3 5 -1 1 - Multi-melta 24" Heavy 1 8 -4 D6 dice when inflicting damage with it and discard the lowest result. Typhoon launcher When attacking with this weapon, choose one of the profiles below: - Frag missiles 48" Heavy 2D6 4 0 1 - - Krak missiles 48" Heavy 2 8 -2 D6 - Twin lascannon 48" Heavy 2 9 -3 D6 - WARGEAR OPTIONS • A Relic Javelin may replace its heavy bolter with a multi-melta. • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon. ABILITIES And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8".	Relic Javelin	15"	3+	3+	4	6	9	3	8	3+
Heavy bolter 36" Heavy 3 5 -1 1 - If the target is within half range of this weapon, roll tw Multi-melta 24" Heavy 1 8 -4 D6 dice when inflicting damage with it and discard the lowest result. Typhoon launcher Frag missiles 48" Heavy 2D6 4 0 1 - Krak missiles 48" Heavy 2 8 -2 D6 - Twin lascannon 48" Heavy 2 9 -3 D6 - WARGEAR OPTIONS • A Relic Javelin may replace its heavy bolter with a multi-melta. • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon. ABILITIES And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8".	A Relic Javelin Attack S	peeder is a sir	ngle mo	del. It is e	quipped	with a	heavy	bolter ar	nd a typł	noon launcher.
Multi-melta 24" Heavy 1 8 -4 D6 dice when inflicting damage with it and discard the lowest result. Typhoon launcher Frag missiles 48" Heavy 2D6 4 0 1 - Krak missiles 48" Heavy 2 8 -2 D6 - Twin lascannon 48" Heavy 2 9 -3 D6 - WARGEAR OPTIONS • A Relic Javelin may replace its heavy bolter with a multi-melta. • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon. And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8"	WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ries
Multi-melta 24" Heavy 1 8 -4 D6 dice when inflicting damage with it and discard the lowest result. Typhoon launcher Frag missiles 48" Heavy 2D6 4 0 1 - Krak missiles 48" Heavy 2 8 -2 D6 - Twin lascannon 48" Heavy 2 9 -3 D6 - WARGEAR OPTIONS • A Relic Javelin may replace its heavy bolter with a multi-melta. • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon. ABILITIES And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8"	Heavy bolter	36"	Hea	vy 3		5	-1	1	-	
- Frag missiles 48" Heavy 2D6 4 0 1 - Krak missiles 48" Heavy 2 8 -2 D6 - Twin lascannon 48" Heavy 2 9 -3 D6 - WARGEAR OPTIONS • A Relic Javelin may replace its heavy bolter with a multi-melta. • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon. ABILITIES And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8".	Multi-melta	24"	Hea	vy 1		8	-4	D6	dice v	when inflicting damage with it and discard the
- Krak missiles 48" Heavy 2 9 -3 D6 - WARGEAR OPTIONS • A Relic Javelin may replace its heavy bolter with a multi-melta. • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon. ABILITIES And They Shall Know No Fear: See Warhammer 40,000 – Index: Imperium 1. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8"	Typhoon launcher	When a	ttacking	g with this	weapor	n, choc	se one	of the pi	ofiles be	elow:
Twin lascannon 48" Heavy 2 9 -3 D6 - WARGEAR OPTIONS • A Relic Javelin may replace its heavy bolter with a multi-melta. • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon. ABILITIES And They Shall Know No Fear: See Warhammer 40,000 - Index: Imperium 1. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8"	- Frag missiles	48"	Hea	vy 2D6		4	0	1	_	
• A Relic Javelin may replace its heavy bolter with a multi-melta. • A Relic Javelin may replace its twin typhoon launcher with a twin lascannon. And They Shall Know No Fear: See Warhammer 40,000 – Index: Imperium 1. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8".	 Krak missiles 	48"	Hea	vy 2		8	-2	D6	_	
• A Relic Javelin may replace its twin typhoon launcher with a twin lascannon. ABILITIES And They Shall Know No Fear: See Warhammer 40,000 – Index: Imperium 1. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8"	Twin lascannon	48"	Hea	vy 2		9	-3	D6	-	
Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8".	WARGEAR OPTIONS									
embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound. Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8"	ABILITIES	And Th	ey Shal	l Know N	o Fear:	See W	arhamm	er 40,00	00 – Inde	ex: Imperium 1.
than 8"	P									
FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>			_	Haze: ¥	our oppo	onent s	ubtract	1 from	all hit ro	lls made for models that target at ranges greater
	CAPTION VEVWOODE	IMPEI	RIIIM	ADEPT	IIS AS	TART	ES. <0	НАРТ	FR>	

11 (11)	X	IPE	IOI	N II	ITI	ERC	CEP	TO:	R	DAMAGE Some of a Xiphon change as it suffer shown below:		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Xiphon Interceptor	*	6+	*	6	7	11	2	8	3+		20"-50"	3+
A Xiphon Interceptor is a	single mod	lel. It is e	quippe	d with t	wo twin	lascann	on and		1	4-7	20"-30"	4+
a Xiphon missile battery. WEAPONS	RANGE	TYPE			S	AP	D	ABILI	TIFS	1-3	20"	5+
Twin lascannon	48"	Heav			9	-3	D6	_	IILU			
Xiphon missile battery	60"	Heav	•		6	-2	3	-				
WARGEAR OPTIONS	None	e.	XIII	11 34	1. 31%		17.9	MA I	11/11			1424 73
早	Superso the mod	onic: Eac	th time s) and	this mo	del mov	ves, first nodel st	pivot it raight fo	on the sporwards.	pot up Note	s that target this mode to 50° (this does not of that it cannot pivot agay 20" until the end of the	contribute to ain after the i	how far nitial
	and bef									re removing the mode plodes and each unit v		
	Termin	al Target	ting: T	his mod	el does	not suffe	er the pe	nalty to	hit ro	lls for moving and firi	ng Heavy wea	apons.
	Skybor	n Predat	or: Wh	nen targe	eting un	its that	can FLY	, add 1 t	to you	r hit rolls for this mode	el.	FILE
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	START	TES, <0	CHAPT	ER>			- 43	
KEYWORDS	VEHIC	CLE, FL	Y, XII	PHON	INTER	CEPT	OR					

18		AS	SSA	ORN ULT	M I G	UN	ELE ISH	ΙP		DAMAGE Some of a Storm I characteristics cha battle, as shown b	ange as it suf			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS		
Storm Eagle Gunship	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+		
A Storm Eagle Assault Gun a vengeance launcher and t					ed with	n a twin	heavy b	olter,		4-7 1-3	20"-30" 20"	4+ 5+	Ι	
WEAPON	RANGE	TYPE	E		S	AP	D	ABILI	TIES				_	
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					\neg	
Vengeance launcher	48"	Hea	vy 2D6		5	-1	1	٦						
Twin hellstrike launcher	72"	Hea	vy 2		8	-3	3	-						
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-						
Twin multi-melta	24"	Hea	vy 2		8	-4	D6	two c		is within half range o en inflicting damage			e	
Typhoon missile launcher	When a	attacking	g with th	is weapo	n, cho	ose one	of the p	rofiles be	elow:					
- Frag missile	48"	Hea	vy 2D6		4	0	1	ュ						
- Krak missile	48"	Hea	vy 2		8	-2	D6	-						
TRANSPORT Abilities	model to other II	takes up NFANTI ne: This	the space RY model of	ce of two lels. It car	other not tr	infan' ansport can only	FRY mo	dels and	each C	Each JUMP PACK of ENTURION takes ut t can FLY, and can on	p the space o	f three		
厚								rolls for a	attacks	that target this model	in the Shoot	ing phas	e.	
	the mo	del move	es) and	then mov	e the r	model st	raight fo	orwards.	Note th	o 90° (this does not c nat it cannot pivot aga 20" until the end of th	in after the i	nitial		
	Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers D3 mortal wounds.													
	become	es 20" un	itil the e		phase	, and it l				declare it will hover. I to Hit and Superson			ic	
		of the M weapons		Spirit: Tl	his mo	del does	s not suf	fer the p	enalty t	o hit rolls for moving	and firing			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS AS	TART	ΓES, <0	СНАРТ	TER>						
KEYWORDS	VEHI	CLE, T	RANSI	PORT, F	LY, S'	TORM	EAGL	E ASSA	ULT (GUNSHIP		11.73	J	

19 (19)	S'I GU	ľOI JNS	RM SHII	EA P –	GL RO	E A C F	SS A PAT	AUI TE	T RN	DAMAGE Some of a Storm I ROC Pattern's cha suffers damage in	racteristics	change as	s it	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	.	
Storm Eagle Gunship – ROC Pattern	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+		
A Storm Eagle Gunship – F a ROC missile launcher and				del. It i	is equipp	oed with	a twin	heavy bo	olter,	4-7 1-3	20"-30"	4+ 5+]	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES					
Twin heavy bolter	36"	Hea	ıvy 6		5	-1	1	-					\neg	
ROC missile launcher	48"	Hea	ıvy 8		8	-2	2	1						
Twin lascannon	48"	Hea	vy 2		9	-3	D6	_						
Twin multi-melta	24"	Hea	avy 2		8	-4	D6	two		s within half range o en inflicting damage			à	
Typhoon missile launcher	When a	ttacking	g with th	is weap	on, cho	ose one	of the p	rofiles b	elow:					
- Frag missile	48"	Hea	vy 2D6		4	0	1	1						
- Krak missile	48"	Hea	vy 2		8	-2	D6	-						
WARGEAR OPTIONS	• This	model r	nay repl	ace its t	win hea	vy bolte	r with e	ither a t	win mult	ti-melta or a typhoor	n missile laur	ncher.	N.	
TRANSPORT	model t	akes up		ce of tw	o other	INFAN'	ΓRY mo	dels and		Each JUMP PACK of ENTURION takes u				
ABILITIES			model o Fight ph					ged by u	inits that	t can FLY, and can or	nly attack or	be		
	Hard to	Hit: Yo	our oppo	nent m	nust subt	ract 1 fr	om hit	rolls for	attacks t	hat target this model	l in the Shoo	ting phase	e.	
	Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.													
		ore any	embarke							e removing the mode odes and each unit w				
	become	s 20" ur		nd of th	ne phase	, and it l				declare it will hover. to Hit and Superson			ic	
	Power of Heavy v			Spirit:	This mo	del does	not suf	fer the p	enalty to	o hit rolls for moving	g and firing			

IMPERIUM, ADEPTUS ASTARTES, MINOTAURS

VEHICLE, TRANSPORT, FLY, STORM EAGLE ASSAULT GUNSHIP - ROC PATTERN

FACTION KEYWORDS

KEYWORDS

19			SSA	UĽ		PT(UN				DAMAGE Some of a Fire Rap characteristics cha battle, as shown be	nge as it suf		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Fire Raptor Gunship	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+	3
A Fire Raptor Gunship is a two quad heavy bolters and					a twin a	avenger l	bolt can	non,		4-7 1-3	20"-30" 20"	4+ 5+	D 1
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	ries				
Twin avenger bolt cannon	36"	Hear	vy 10		6	-2	2	-					9
Quad heavy bolter	36"	Hear	vy 12		5	-1	1	_					9
Twin hellstrike launcher	72"	Hear	vy 2		8	-3	3	-					9
Twin lascannon	48"	Hear	vy 2		9	-3	D6	-					
早	the mod	onic: Eac del move	ch time es) and t	then mo	ove the r	model st	raight fo	orwards.	Note th	o 90° (this does not c at it cannot pivot aga 20" until the end of th	in after the i	nitial	0
	Crash as and before mortal v	ore any e	embarke	model ed mode	is reduc els diser	ced to 0 nbark; o	wounds n a 6 it	, roll a D crashes a	6 before and expl	e removing the mode odes and each unit w	l from the barithin 6" suffe	attlefield ers D3	-
		eristic be	ecomes	20" unti	il the en	d of the	phase, a	and it los		declare it will hover. irborne, Hard to Hit		onic	
	Power o			Spirit: 7	This mo	del does	not suf	fer the p	enalty to	o hit rolls for moving	and firing		
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	ΓES, <(CHAPT	ΓER>		计图示机构		Sy.	1 8
KEYWORDS		CLE, FI											

 NAME
 M
 WS
 BS
 S
 T
 W
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 Ld
 SV

 Caestus Assault Ram
 *
 5+
 *
 8
 7
 14
 *
 9
 2+

A Caestus Assault Ram is a single model. It is equipped with a Caestus ram, a twin magna-melta and two firefury missile batteries.

DAMAGE

Some of a Caestus Assault Ram's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
8-14+	20"-50"	3+	4
4-7	20"-30"	4+	2
1-3	20"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	1-3	20"	5+
Caestus ram	Melee	Melee	User	-3	D6	Add 3 to all hit ro targeting BUILDI charged this turn.	NGS if the Cae		
Firefury missile battery	72"	Heavy 4	6	-1	1	-			
Twin magna-melta	24"	Heavy 2D3	10	-4	D6	If the target is wit dice when infliction lowest result.			
WARGEAR OPTIONS	None.			13/14	13/25				
TRANSPORT	transpor		nodels whic			ransport 10 < CHAP 7 one space per model.			
ABILITIES		e Ram: This model ck or be attacked in				the Charge phase ag	gainst units that	can FLY , an	id may
戸	Hard to	Hit: Your opponent	t must subti	act 1 fr	om hit r	olls for attacks that ta	arget this mode	l in the Shoo	ting phase
	the mod	el moves) and then	move the m	odel st	raight fo	on the spot up to 90° orwards. Note that it on aracteristic by 20" un	cannot pivot ag	ain after the	initial
		re any embarked m				roll a D6 before rem crashes and explodes			
	becomes		f the phase,	and it l		phase, you can decla Airborne Ram, Harc			
	Power of Heavy w		it: This mod	lel does	not suff	fer the penalty to hit	rolls for moving	g and firing	
FACTION KEYWORDS	IMPER	IUM, ADEPTUS	ASTART	ES. <0	HADT	ED-			
		,		,)III/II I	LIC			

42				JNE UL'I				ζ IP		DAMAGE Some of a Thunde characteristics cha battle, as shown be	inge as it suf		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Thunderhawk Gunship	*	6+	*	10	9	30	*	9	3+	24-30+	20"-50"	2+	8
A Thunderhawk Gunship i	s a single r	nodel. It	is equi	pped wit	h a Thi	underha	awk heav	y canno	n,	15-23	20"-40"	3+	4
four twin heavy bolters and	d two lasca	nnon.								8-14	20"-30"	4+	3
WEAPONS	RANGE	TYPE			S	AP	D	ABILI	TIES	1-7	20"	5+	2
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					_
Hellstrike battery	72"	Hea	vy 4		8	-3	3	-					
Lascannon	48"	Hea	vy 1		9	-3	D6	_					
Thunderhawk heavy cannon	48"	Hea	vy 2D6		8	-2	D6	ユ					
Turbo-laser destructor	96"	Hea	vy D3		16	-4	2D6	autoi		roll of a 6 made with γ inflicts an additiona.		wounds	
WARGEAR OPTIONS	• The r	nodel m	ay take		ike mis	sile batt	tery. If th			o-laser destructor. sen then the Thunder	rhawk Assau	lt Gunshi	p
ABILITIES	Airborn attacked	RIS mone: This	dels are model (Fight pl	being tra cannot cl nase by u	ansport harge, c nits tha	ed, it ca can only at can F	n transp be char LY.	ort up to ged by u	15 < C H	if it carries any other IAPTER> PRIMARI can FLY, and can or ychic powers, always	IS INFANTR nly attack or	Y models	
	model's has the against	hull wh FLY key the Thu is mode	ere it w word, a nderhav l. Your	ould be a add 12" to wk Gunsl	at tablet the m hip. No	top leve easured te that	l, even if l distanc this mea	it is on a e to dete ns many	a flying rmine the short-ra	base. In addition, unline range when making when making anged shooting weap attacks that target the	less the attac ng shooting a ons will not	king unit attacks be able	
	the mod	del move	es) and	then mo	ve the r	nodel st	traight fo	orwards.	Note th	o 90° (this does not c at it cannot pivot aga 20" until the end of th	in after the i	nitial	
	Void-ha	ardened	Hull:	The Thur	derhav	vk Assa	ult Guns	hip has a	a 5+ inv	ulnerable save.			
		ore any	embark							e removing the mode odes and each unit w			
	become	s 20" un	til the e		e phase	, and it				declare it will hover. ssal Flyer and Supers			
	Power of Heavy v			Spirit: T	his mo	del doe	s not suf	fer the p	enalty to	o hit rolls for moving	and firing		
	run aga Gunshij for ever	inst a sind p has mony y other i	ngle ene oved, pi model,	emy unit ck an en	it has n emy un naximu	noved o it that i m of 12	over duri t flew ov 2D6. For	ng one o er. Roll i each rol	of its Mo 3D6 for l of a 5+	nip with this ability c vement phases. After every VEHICLE or N , the unit suffers a m	r the Thunde MONSTER,	erhawk or a D6	

TITANIC, VEHICLE, TRANSPORT, FLY, THUNDERHAWK ASSAULT GUNSHIP

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

FACTION KEYWORDS

KEYWORDS

27						RHA DRT				DAMAGE Some of a Thunde characteristics cha battle, as shown be	nge as it suf		age i
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Thunderhawk Transporter	*	6+	*	10	9	26	*	9	3+	20-26+	20"-50"	2+	6
A Thunderhawk Transporte	r is a sing	gle mod	el. It is e	quipped	l with fo	our twin	heavy b	olters a	nd a	14-19	20"-40"	3+	4
battery of hellstrike missiles										6-13	20"-30"	4+	3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-5	20"	5+	2
Twin heavy bolter	36"	Hea	ıvy 6		5	-1	1	-					_
Hellstrike battery	72"	Hea	ıvy 4		8	-3	3						
WARGEAR OPTIONS	• None	e.	7.13		25 7 1				Het L				
	vehicles One Up to	s in one model v two of DATOR DICATO	of the for with the following	ollowing LAND owing: R ELWIND STROYE	two con RAIDE RHINO WHII ER, WH	nfigurati R keywo RAZOI	ons: ord or th RBACK O HYPI ND SCO	ne SPAR' S, INFEI ERIOS, I	TAN AS	RIS models. In additi SSAULT TANK keyw RAZORBACK, PREI R, STALKER, DAMO e able.	ord. OATOR, DE	HMOS	₹,
	Colossa hull wh FLY key Thunde model. Superso the mod pivot. V a dice. Void-ha	al Flyers ere it wo yword, a erhawk T Your op onic: Ea del mov Vhen th	When a bould be add 12" (Franspore ponent ach time es) and is mode	targeting at tableto the meter. Not must als this mo then mo l Advano	g this up op level easured the that the so subtrandel move the roces, incom-	, even if I distance his mean act 1 from wes, first model str rease its	Shootin it is on e to detens many m hit ropivot it raight for Move cl	a flying ermine to short-rapills for a on the sorwards. haracter	base. In the range anged sh ttacks th pot up t . Note th istic by 2	ychic powers, always addition, unless the alle when making shoot nooting weapons will not target this model in o 90° (this does not count it cannot pivot aga 20" until the end of the rable save.	attacking uning attacks a not be able to not be Shooti ontribute to in after the ite phase – do	it has the against the so hit this ng phase. how far nitial o not roll	63
	Hover J become beginni	ore any wounds Jet: Befores 20" ur ang of yo	embarkore this rentil the eour next	nodel mend of the	els diser noves in e phase ent pha	your Mo , and it lose.	n a 6 it ovemen oses the	crashes : t phase, e Airbor	and expl you can ne, Colo	e removing the mode lodes and each unit w declare it will hover. ossal Flyer and Supers o hit rolls for moving	rithin 6" suff Its Move cha onic abilities	ers 2D6 aracteristi	
CACTION VEVINODOS	Heavy v	weapons	S		-17			4 400			8		21
FACTION KEYWORDS						TES, <c< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td></c<>							
KEYWORDS	TITAN	NIC, V	EHICL	E, TRA	INSPO	KT, FL	Y, TH	UNDE	KHAW	K TRANSPORTE	K		/

DAMAGE SOKAR PATTERN Some of a Sokar Pattern Stormbird's characteristics change as it suffers damage in battle, as shown below: WS NAME M Ld Sv **VOID SHIELD REMAINING W** RS Sokar Pattern Stormbird 40 6+ 10 9 9 3+ 20"-50" 30 - 40 +2+A Sokar Pattern Stormbird is a single model. It is equipped with four twin lascannon, 20-29 20"-40" 3+ 5+ three twin heavy bolters and a battery of hellstrike missiles. 10-19 20"-30" 4+ 3 6+ **ABILITIES** RANGE 1-9 20" 2 7+ 5+ Twin heavy bolter 36' Heavy 6 5 -1 1 Twin lascannon 48" 9 -3 Heavy 2 D6 Hellstrike battery 72" Heavy 4 8 -3 3 **WARGEAR OPTIONS** · None. TRANSPORT The Sokar Pattern Stormbird can transport 50 < CHAPTER > INFANTRY models. Each JUMP PACK or TERMINATOR model takes the space of two other Infantry models and each CENTURION takes the space of three other INFANTRY models. It may also transport <CHAPTER> BIKER models who take up the place of three INFANTRY models each. The Sokar Pattern Stormbird may also transport a single <CHAPTER> RHINO, including its own transported models, occupying 25 models' worth of space. When disembarking, the Rhino may only exit via the rear of the Sokar Pattern Stormbird. **ABILITIES** Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY. Colossal Flyer: When targeting this unit with Shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit has the FLY keyword, add 12" to the measured distance to determine the range when making shooting attacks against the Sokar Pattern Stormbird. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll Void-hardened Hull: The Sokar Pattern Stormbird has a 5+ invulnerable save. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers 2D6 mortal wounds. Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons Projected Void Shields: The Sokar Pattern Stormbird is protected by specialised void shield generators. In game terms, these void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons

with the Melee type. Like invulnerable saves, void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves, they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the unit, with the mortal wound being ignored if the save roll is passed. Void shields must be continuously re-energised and renewed in combat operations and so as the unit is damaged, the defensive potential of its void shields is reduced (see the Damage table for the Sokar Pattern Stormbird).

Shield Projection: As long as the Sokar Pattern Stormbird's controlling player has chosen to make it hover (as

Shield Projection: As long as the Sokar Pattern Stormbird's controlling player has chosen to make it hover (as described previously) and does not move at all during the turn, you may declare that the Sokar Pattern Stormbird is projecting its void shields beyond its hull at the start of the Movement phase. If this is the case, the void shields' save is extended to all models and **BUILDINGS** within 8" of the Sokar Pattern Stormbird's hull and wings.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS TITANIC, VEHICLE, TRANSPORT, FLY, SOKAR PATTERN STORMBIRD



ADEFUS ASTAFFS
BATTLE BATTL

2 7 2000 P					ION NI	CLE D RI	ES HIN			DAMAGE Some of a Damocle characteristics char battle, as shown bel	ige as it su		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Damocles	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Damocles Command R may be included in any D							Comm	and Rhi	no	3-5 1-2	6" 3"	4+ 5+	D:
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	_					
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6	This	weapon	can only be fired once	e per game	·•	ž.
WARGEAR OPTIONS	• A Da	mocles	Comma	ınd Rhi	no may	also be	equippe	d with a	hunter-	killer missile.			13/8
TRANSPORT								model of model		CHARACTER keyw	ord. It may	not	
ABILITIES	Self-rep	oair: Ro	ll a D6 a	t the sta	art of ea	ch of yo	ur turns	s; on a 6 t	this mod	del regains one lost wo	ound.	11/41	57
厚	embark Smoke smoke l	ed mod Launch auncher	els diser ers: On rs. Until	nbark; o ce per g the con	on a 6 it ame, ins itrolling	explode stead of	es and ea shooting next Sh	ach unit v g any we looting p	within 6 apons ii	ring it from the battlef " suffers D3 mortal wo n the Shooting phase, y enemy units targeting	ounds. this model	can use it	
	Strike a 6" of tha	ttack. To at point.	o do so,	nomina ct 1 fron	te a poi n the re	nt anyw	here on	the battl	efield ar	rolling player may mal nd roll a D6. Roll a D6 a CHARACTER . On a	for every	unit withi	
		les Com	mand R							Your Warlord is emba d's Leadership charact			
FACTION KEYWORDS	IMPE	RIUM,	ADEP	TUS A	STAR	ΓES, <0	CHAPT	ΓER>	105			14	
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	RHIN	O, DAN	MOCL	ES CON	MMAN	D RHINO		1 11	

(6)					ND		PE	RIC		DAMAGE Some of a Whirlwin change as it suffers shown below:			
NAME	M	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	M	BS	A
Whirlwind Hyperios	*	6+	*	6	7	11	*	8	3+	6-11+	12"	3+	3
A Whirlwind Hyperios is	a single mo	del. It i	s equipp	ed with	a Whirl	wind h	yperios l	auncher.		3-5	6"	4+	D3
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	TIES	1-2	3"	5+	1
Hyperios launcher	72"	Неа	avy 2D3		8	-2	D3	target for th	ts that c iis weap	hit rolls made for this van FLY . Subtract 1 fro on against all other tanits not visible to the fi	om the hit rgets. This	rolls made weapon	e
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	can only be fired once	e per battle	e.	100
Storm bolter	24"	Rap	oid Fire 2	!	4	0	1	-					
WARGEAR OPTIONS			d Hyperi d Hyperi					sile. storm b	olter.				
ABILITIES										ving it from the battlef 5" suffers D3 mortal wo		efore any	
₽	smoke l	aunche		the cor	ntrolling	player's	next Sh	ooting p		n the Shooting phase, t ny enemy units targetir			
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	START	ES, <0	СНАРТ	ER>	A.P.O				
KEYWORDS	VEHIC	CLE, ¥	HIRL	VIND	, WHII	RLWIN	ID HY	PERIOS	S		14.47	44.5	

12		RF	ELIC	CO	/HI DRP	DAMAGE Some of a Relic Whirlwind Scorpius' characteristics change as it suffers damage i battle, as shown below:							
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	REMAINING W	M	BS	A
Relic Whirlwind Scorpius	*	6+	*	6	7	11	*	8	3+	7-11+	12"	3+	3
A Relic Whirlwind Scorpius	is a sing	le mode	el. It is eq	uippec	l with a S	Scorpius	multi-la	uncher.		3-6	6"	4+	D3
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILIT	TIES	1-2	3"	5+	1
Scorpius multi-launcher	48"	Неа	avy 3D3		6	-2	2	This mode		can target units not vi	isible to th	e firing	
Hunter-killer missile	48"	Hea	avy 1		8	-2	D6	This	weapon	can only be fired once	e per battle	e.	977
Storm bolter	24"	Rap	oid Fire 2		4	0	1						0
WARGEAR OPTIONS					take a hu also be e				olter.				2000
ABILITIES	Scorpiu Explod	s multi- es: If th	launche is model	r twice is redu	in the fo	llowing wound	Shootins, roll a I	ig phase. D6 befor	e remo	ring the Movement ph ving it from the battlef 5" suffers D3 mortal wo	ield and b		
	smoke l from all	aunche hit roll	rs. Until s for Sho	the cor	ntrolling attacks m	player's nade aga	next Sho	ooting p unit.		n the Shooting phase, t ny enemy units targetir			
FACTION KEYWORDS					ASTART				NID C	CORRILIO			-
KEYWORDS	VEHIC	JLE, R	ELIC,	V HIR	LWINL	, KEL	IC WH	IKLWI	ND SC	CORPIUS		2 4 6 1	1

3"			S	•	W	A	Ld	Sv
•	6+	3+	3	5	4	1	7	3+
6"	3+	3+	4	4	1	1	7	3+
pped wit	h a quac	l heavy l	oolter.			krak gr	enades.	
RANGE	TYPE			S	AP	D	ABILI	TIES
36"	Hear	vy 12		5	-1	1	-	
36"	Heav	vy 1		12	-4	D6	addit dama	s weapon successfully inflicts damage, roll an ional D6. On a result of a '3-5', the weapon's age is increased to 2D6. On a result of a '6', the on's damage is increased to 3D6.
12"	Pisto	ol 1		4	0	1	-	
6"	Grei	nade D6		3	0	1	7	
6"	Grei	nade 1		6	-1	D3	_	
Space M within 3 may onl	iarine (of eacl be cho	unners	: A Rap	ier Carr st remai	ier and n withi	its Space n this di	e Marino stance tl	e Gunners must be deployed as a single group hroughout the battle. The Space Marine Gunners
with is v	vithin 3'	'. If both	of the	Space M				
IMPER	RIUM,	ADEPT	TUS AS	START	ES, <0	CHAPT	ER>	
	RANGE 36" 36" 36" 12" 6" 6" A Ray And Th Space M within 3 may onl is shooti Artiller with is v Carrier:	pped with a quaces are armed with RANGE TYPE 36" Heave 36" Heave 12" Piston Gree Gree Gree Gree Gree Gree Gree Gre	may only be chosen as a is shooting. Artillery: The Rapier Carrier is also removed IMPERIUM, ADEPT	pped with a quad heavy bolter. s are armed with bolt pistols, fra RANGE TYPE 36" Heavy 12 36" Heavy 1 12" Pistol 1 6" Grenade D6 6" Grenade 1 • A Rapier Carrier may exchar And They Shall Know No Fear Space Marine Gunners: A Rap within 3" of each other, and mu may only be chosen as a target i is shooting; Artillery: The Rapier Carrier ca with is within 3". If both of the start is also removed as slain. IMPERIUM, ADEPTUS AS	RANGE TYPE S 36" Heavy 12 5 36" Heavy 12 12 12" Pistol 1 4 6" Grenade D6 3 6" Grenade 1 6 • A Rapier Carrier may exchange its quantum And They Shall Know No Fear: See W. Space Marine Gunners: A Rapier Carrwithin 3" of each other, and must remain may only be chosen as a target in the Shis shooting. Artillery: The Rapier Carrier can only with is within 3". If both of the Space M. Carrier is also removed as slain. IMPERIUM, ADEPTUS ASTART	RANGE TYPE S AP 36" Heavy 12 5 -1 36" Heavy 1 12 -4 12" Pistol 1 4 0 6" Grenade D6 3 0 6" Grenade 1 6 -1 • A Rapier Carrier may exchange its quad head And They Shall Know No Fear: See Warhamm Space Marine Gunners: A Rapier Carrier and within 3" of each other, and must remain within may only be chosen as a target in the Shooting is shooting. Artillery: The Rapier Carrier can only fire its with is within 3". If both of the Space Marine Garrier is also removed as slain.	RANGE TYPE S AP D 36" Heavy 12 5 -1 1 36" Heavy 1 12 -4 D6 12" Pistol 1 4 0 1 6" Grenade D6 3 0 1 6" Grenade 1 6 -1 D3 • A Rapier Carrier may exchange its quad heavy bolte And They Shall Know No Fear: See Warhammer 40,000 Space Marine Gunners: A Rapier Carrier and its Space within 3" of each other, and must remain within this di may only be chosen as a target in the Shooting phase if is shooting. Artillery: The Rapier Carrier can only fire its weapon i with is within 3". If both of the Space Marine Gunners Carrier is also removed as slain.	RANGE TYPE S AP D ABILITIES APPLIES AP D ABILITIES APPLIES APPL

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula Sentry Gun	0"	-	4+	4	5	4	_	10	3+
This unit contains one Tar Tarantula Sentry Guns (Po									Gun (Power Rating +3) or two additional n heavy bolter.
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	TES
Twin heavy bolter	36"	Hea	ıvy 6		5	-1	1	_	
Twin lascannon	48"	Hea	ivy 2		9	-3	D6	-	
Multi-melta	24"	Неа	wy 1		8	-4	D6	two d	target is within half range of this weapon, roll lice when inflicting damage with it and discard the tresult.
Twin assault cannon	24"	Hea	vy 12		6	-1	1	-	
WARGEAR OPTIONS	- Tw - Mu	in lasca ılti-melt	nnon		replace	e its twir	n heavy l	oolter wit	th any one of the following weapons:
ABILITIES	automa	tically h	it this m	odel in	the Figh	nt phase	- do no	t make h	right in the Fight phase. Enemy models uit rolls. However, this model can still shoot if ther get enemy units that are within 1" of this model.
	shoot at types of	TRY ur t the nea f unit in	nit in the arest non range th	Shooting INFAN	ng phase NTRY n closest u	e within nodel in init of a	range. In the Shoon kind in	f this mo oting ph	will automatically shoot at the nearest enemy odel has a twin lascannon, it will automatically hase within range. If there are none of the specified targeted, however in all cases this model may only by type.
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS A	START	ES, <0	CHAPT	ER>	
						-			

* 3 T	'ARA	NI	'UL	A A	AIR	DE	EFE	NC]	E BATTERY
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula Air Defence Battery	0"	-	4+	4	5	4	-	10	3+
									a Air Defence Battery (Power Rating +3) or two Battery is equipped with air defence missiles.
WEAPON	RANGE	ТУР	E		S	AP	D	ABILI	TIES
Air defence missiles	48"	Неа	avy D3		8	-2	D3	targe	1 to all hit rolls made for this weapon against ets that can FLY. Subtract 1 from the hit rolls made his weapon against all other targets,
WARGEAR OPTIONS	• Non	e.	BUT.			77		245	The second of th
ABILITIES	automa are ene Fully A	tically h my mod utomat	it this me lels withi ed Weap	odel in n 1" of ons: T	the Figh it, and fi his mode	t phase iendly l's weap	e – do no units car oons mu	t make l n still tar st target	fight in the Fight phase. Enemy models hit rolls. However, this model can still shoot if there rget enemy units that are within 1" of this model.
CANTION VEVWORDS									est non-FLYING enemy unit.
FACTION KEYWORDS			ADEPT			-			
KEYWORDS	VEHI	CLE, G	UN EM	PLA(CEMEN	T, TAl	RANTU	JLA AI	IR DEFENCE BATTERY

LUCIUS PATTERN DREADNOUGHT DROP POD											
NAME	M WS BS S T W A Ld Sv										
Lucius Drop Pod	0"	-	-	6	7	8	0	8	3+		
A Lucius Pattern Dreadno	ught Drop	Pod is a	single r	nodel.	1373	47.00		47.83			
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TIES		
None	-	-			-	-	-	-			
Wargear Options	• None	2									
Transport	This model can transport a single < CHAPTER> VEHICLE model with the DREADNOUGHT keyword.										
ABILITIES	And They Shall Know No Fear: See Warhammer 40,000 – Index: Imperium 1. Drop Pod Assault: During deployment, you can set up this model, along with any unit embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases, this model can perform a drop pod assault – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any model embarked inside must immediately disembark, but they must be set up more than 9" away from any enemy models. Any model that cannot be set up because there is not enough room is slain. Immobile: After this model has been set up on the battlefield it cannot move, run or charge.										
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	START	ES, <0	CHAPT	ER>			
KEYWORDS	VEHIC	CLE, T	RANSF	ORT,	DROP	POD,	LUCIU	S PAT	TERN DREADNOUGHT DROP POD		

(8)		DE	AT	HS'	TOI	RM	DR	ROP	POD		
NAME	M	WS	BS	S	ī	W	A	Ld	Sv		
Deathstorm Pod	0"	-	4+	6	6	8	0	8	3+		
A Deathstorm Drop Pod is a single model. It is equipped with a Deathstorm missile array.											
WEAPON	RANGE	TYP	E		S	AP	D	ABILITI	IES		
Deathstorm missile array	18"	Нег	avy 2		8	-2	D3	attack CHAI CHAI	a fired, this weapon makes one full Shooting against each enemy unit within range, except RACTERS. A unit consisting entirely of RACTERS may only be attacked if it is the closest y unit to the Deathstorm Drop Pod when the is declared.		
Deathstorm cannon array	12"	Нег	avy 6		6	-1	1	attack CHAI CHAI	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except CHARACTERS. A unit consisting entirely of CHARACTERS may only be attacked if it is the closest enemy unit to the Deathstorm Drop Pod when the attack is declared.		
WARGEAR OPTIONS	• A De	athstor	m Drop	Pod m	ay replac	e its De	athstorn	n missile	launcher array with a Deathstorm cannon array.		
ABILITIES	At the ethe batt	Drop Pod Assault: During deployment, you can set up this model in orbit instead of placing it on the battlefield. At the end of any of your Movement phases, this model can perform a drop pod assault – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Immobile: After this model has been set up on the battlefield, it cannot move, run or charge, and no units can									
FACTION KEYWORDS	embark IMPE			TUS	START	FS. <0	СНАРТ	'ER>			
KEYWORDS		-						P POD			

40

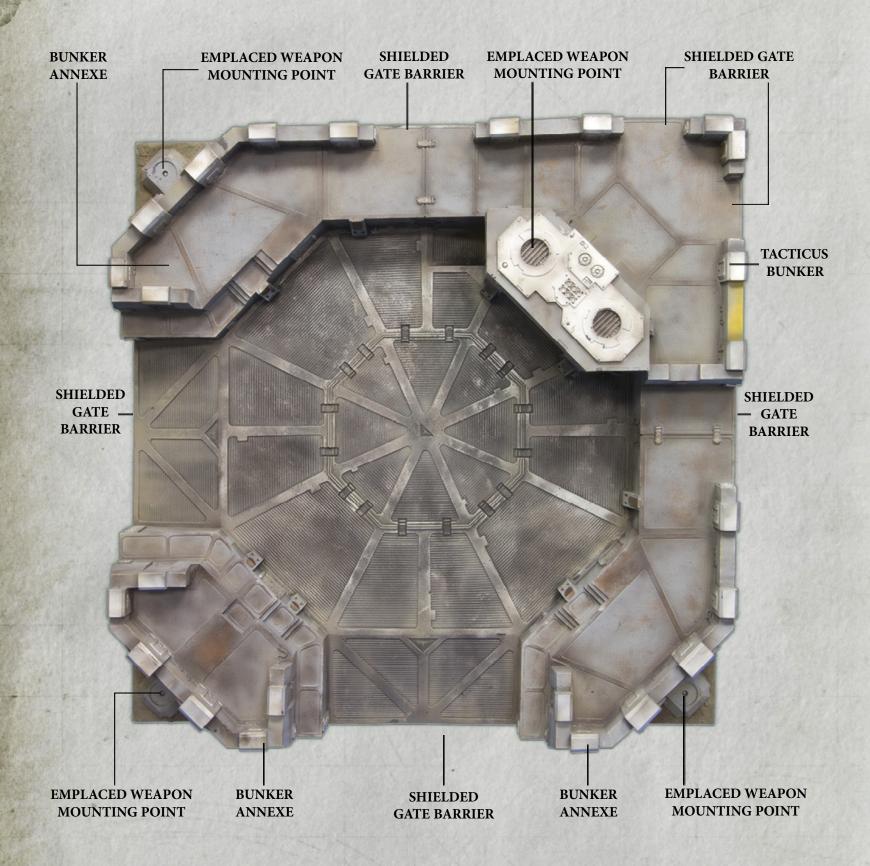
CASTELLUM STRONGHOLD

	Distance.	A TOTAL STATE		47.0		400	100	100	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tacticus Bunker	0	-	*	0	9	20	-	9	3+
Bunker Annex	0	-	*	0	9	12	-	9	3+

The Castellum Stronghold is a single Realm of Battle tile which is composed of four linked **BUILDINGS** that are treated separately during the game. These comprise a single large Tacticus Bunker and three Bunker Annexes bordering an open deck area.

DAMAGE (TACTICUS BUN) The Tacticus Bunker's ch in battle, as shown below	aracteristic	es change as it suffer	es damage	DAMAGE (BUNKER ANNEXES) Each Bunker Annex's characteristics change as it suffers damage in battle, as shown below:							
REMAINING WOUNDS		BS			REM	AINING WOUNDS	BS				
16-20+		3+	3+			8-12+	3+				
6-15		4+				4-7	4+				
1-5		5+				1-3	5+				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Twin heavy bolter	36"	Heavy 6	5	-1	1	_					
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its tar	get automatically.				
Twin lascannon	48"	Heavy 2	9	-3	D6	-					
Multi-melta	24"	Heavy 1	8	-4	D6		alf range of this weapon, roll g damage with it and discard th				
Twin assault cannon	24"	Heavy 12	6	-1	1	_					
Castellum air defence missiles	48"	Heavy D3	8	-2	D3	targets that can FLY. Su for this weapon against can target units not visi	nde for this weapon against abtract 1 from the hit rolls made all other targets. This weapon ible to the firing model.				
Whirlwind Castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target model,	units not visible to the firing				
Castellum battle cannon	72"	Heavy D6	8	-2	D3	ュ					
Icarus quad lascannon	96"	Heavy 4	9	-3	D6	Add 1 to all hit rolls matargets that can FLY. Sufor this weapon against	nde for this weapon against abtract 1 from the hit rolls made all other targets.				
WARGEAR OPTIONS	- Twi - Twi - Twi - Mul - Twi - Cas - Wh - Cas - Icar - Cor - Each - Twi - Twi - Twi - Twi - Mul	ticus Bunker may ta n heavy bolter n heavy flamer n lascannon tti-melta n assault cannon tellum air defence m irlwind Castellan lau tellum battle cannon us quad lascannon nmunication relay Bunker Annex may to n heavy bolter n heavy flamer n lascannon tti-melta n assault cannon	issiles incher			ng options (the same optic	on may be chosen twice):				

TRANSPORT	Tacticus Bunker: This model can transport any number of <chapter> INFANTRY CHARACTERS</chapter> and one other <chapter> INFANTRY</chapter> unit, up to a maximum of 30 models (each TERMINATOR and JUMP PACK model takes up the space of two other models, and each CENTURION takes up the space of three other models).
	Bunker Annex: This model can transport any number of <chapter></chapter> INFANTRY CHARACTERS and one other <chapter></chapter> INFANTRY unit, up to a maximum of 12 models (each TERMINATOR and JUMP PACK model takes up the space of two other models, and each CENTURION takes up the space of three other models).
	Designer's Note: When you embark models, you may find it useful to note which units are being transported aboard rather than place them on top, as the Castellum Stronghold battlements may be used by other models.
ABILITIES	Immobile (Tacticus Bunker & Bunker Annexes): This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.
	Automated Weapons (Tacticus Bunker & Bunker Annexes): Unless a friendly unit is embarked inside this model, each of its weapons can only target the nearest visible enemy. If two units are equally close, you choose which is targeted.
	Magazine Explosion (Tacticus Bunker & Bunker Annexes): If this model is reduced to 0 wounds, roll a D6 before any embarked models disembark; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.
	Firing Ports: Up to 15 models embarked in the Tacticus Bunker can shoot in the Shooting phase, measuring and drawing line of sight from any part of the Tacticus Bunker. Up to 10 models embarked in each Bunker Annex can shoot in the Shooting phase, measuring and drawing line of sight from any part of the Bunker Annex in which they are embarked. In both cases, embarked models may shoot even if enemy models are within 1" of their Bunker.
	Battlements: INFANTRY models on the Castellum Stronghold tile receive the benefit of cover against attacks from units not on the same tile.
	Shield Gate Barriers: Unless the Tacticus Bunker has been destroyed, all INFANTRY , DREADNOUGHT or BIKE units on the Castellum Stronghold tile have a 4+ invulnerable save against Shooting attacks.
	Command Relay: While your army's Warlord is embarked within this model, one Stratagem played in a turn by the controlling player costs one fewer Command point than normal (to a minimum of 1).
	Designer's Note: The models comprising the Castellum Stronghold are physically part of a Realm of Battle tile and cannot easily be removed. As a result, regardless of whether one of the Bunkers explodes or not, it is wrecked. From that point on, models can no longer embark inside it, stand on its battlements, and it can no longer shoot, etc.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>
KEYWORDS	BUILDING, VEHICLE, TRANSPORT, CASTELLUM STRONGHOLD



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\$5 (GREY PAT	K) Tł	NIG ERN	HT R	rs v Az(OF ORF	RTI BAC	ME CK	R	DAMAGE Some of a Grey Kni Razorback's charact damage in battle, as	teristics cl	nange as it	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Vortimer Razorback	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Vortimer Pattern Razo	orback is a sir	ngle mo	odel. It is	equipp	ed with	a twin p	sycanno	on.		3-5	6"	4+	D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	3"	5+	1
Twin psycannon	24"	He	avy 8		7	-1	1	-					372
Hunter-killer missile	48"	He	avy 1		8	-2	D6		odel can per bat	only fire each of its hutle.	nter-killer	missiles	
Storm bolter	24"	Rap	oid Fire 2		4	0	1	-					
WARGEAR OPTIONS			may take may take			missile.						W.	
TRANSPORT	This mo			rt 6 GR	EY KN	IGHT II	NFANT	RY mod	lels (it m	nay not transport TERM	MINATOF	R or	
ABILITIES			is model within 6"					D6 befor	e remov	ving it from the battlefi	eld; on a 6	it explode	es
	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.												
FACTION KEYWORDS	IMPER	RIUM,	ADEP	ΓUS A	START	ES, G	REY K	NIGHT	S		12.7	A. 7. 13	183
KEYWORDS	VEHIC	CLE, T	RANSP	ORT,	RAZOI	RBACK	, GRE	Y KNIC	GHTS V	VORTIMER PATTE	RN RAZ	ORBACI	K)

					-				GLAIVE UGHT		
NAME	M	WS	BS	S	T	W	A	Ld	Sv		
Doomglaive Dreadnought	6"	2+	2+	6	7	8	4	8	3+		
A Doomglaive Pattern Drea	dnought	is a sing	le mode	el. It is e	quipped	with a l	neavy ps	ycannor	n, a nemesis doomglaive and a storm bolter.		
WEAPON	RANGE	TYP			S	AP	D	ABILIT	TIES		
Heavy psycannon	24"	Hea	vy 6		7	-1	2	-			
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-			
Incinerator	8"	Ass	ault D6		6	-1	1	This	weapon hits its target automatically.		
Nemesis doomglaive	Melee	Mel	ee		+3	-3	D6	-			
WARGEAR OPTIONS	• This	model r	nay excl	nange it	s storm l	olter fo	r an inci	nerator.			
-	is not lo	ling An ost. es: If thi	cient: R	l is redu	ced to 0	wounds	s, roll a I	06 befor	ound; on a 6 the damage is ignored and the wound re removing it from the battlefield; on a 6 it		
	explodes and each unit within 6" suffers D3 mortal wounds. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.										
	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Sanctic Discipline (see page 181 of <i>Warhammer 40,000 – Index: Imperium 1</i>).										
PSYKER	This mo	power i	n each	enemy I							
PSYKER FACTION KEYWORDS	This mo psychic Sanctic	power i Discipli	n each one (see	enemy I page 18		hammer	r 40,000	– Index:	: Imperium 1).		

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10	
18	GREY KNIGHTS VORTIMER
S Ander	
CWE	PATTERN LAND RAIDER REDEEMER
A SECTION AND ADDRESS.	TATTERN LAND KAIDER REDEEMER

T NAME M WS BS S W Ld Sv Vortimer Redeemer 8 8 16 6+ 9

A Vortimer Pattern Land Raider Redeemer is a single model. It is equipped with two flamestorm

DAMAGE
Some of a Vortimer Pattern Land Raider
Redeemer's characteristics change as it suffers
damage in battle, as shown below:

REMAINING W	М	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Twin psycannon	24"	Heavy 8	7	-1	1	-				
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon hits its target automatically.				
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missile once per battle.	es			
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard lowest result.	the			
Storm bolter	24"	Rapid Fire 2	4	0	1	-				
TRANSPORT	This mo	 This model may take a multi-melta. This model can transport 12 GREY KNIGHTS INFANTRY models, each TERMINATOR model takes the space of two other INFANTRY models. 								
ABILITIES	 Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds. Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Psyk-out Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers 1 mortal wound, increasing to D3 mortal wounds if that unit is a PSYKER. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 									
FACTION KEYWORDS		hit rolls for Shooting								
KEYWORDS	VEHICLE, TRANSPORT, LAND RAIDER, GREY KNIGHTS VORTIMER PATTERN LAND RAIDER REDEEMER									

GREY KNIGHTS THUNDERHAWK ASSAULT GUNSHIP

		137							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Knights Thunderhawk Gunship	*	6+	*	10	9	30	*	9	3+

A Grey Knights Thunderhawk Gunship is a single model. It is equipped with a Thunderhawk heavy cannon, four twin heavy bolters, and two lascannon.

DAMAGE

Some of a Grey Knights Thunderhawk Gunship's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
24-30+	20"-50"	2+	8
15-23	20"-40"	3+	4
8-14	20"-30"	4+	3
1-7	20"	5+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	1-7	20"	5+	
Twin heavy bolter	36"	Heavy 6	5	-1	1	_				П
Twin psycannon	24"	Heavy 8	7	-1	1	_				
Hellstrike battery	72"	Heavy 4	8	-3	3	-				
Lascannon	48"	Heavy 1	9	-3	D6	-				
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	1				
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	•	ll of a 6 made with inflicts an addition		wounds	
WARREAR OPTIONS	• This n	nodel may replace i	ts Thunderh	awk he	eavy canr	on with a turbo-	laser destructor.	Market Str.		

NAKGEAK UPITUN

- This model may replace all its twin heavy bolters with twin psycannon.
- This model may take a Hellstrike missile battery. If this option is chosen then the Grey Knights Thunderhawk loses the Thunderhawk Cluster Bombs ability.

TRANSPORT

The Grey Knights Thunderhawk Gunship can transport 30 GREY KNIGHTS and/or INQUISITION INFANTRY models. Each TERMINATOR model takes the space of two other INFANTRY models.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

Colossal Flyer: When targeting this unit with Shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit has the FLY keyword, add 12" to the measured distance to determine the range when making shooting attacks against the Thunderhawk Gunship. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll

Void-hardened Hull: The Grey Knights Thunderhawk Assault Gunship has a 5+ invulnerable save.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers 2D6 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Thunderhawk Cluster Bombs: Once per battle, a Grey Knights Thunderhawk Assault Gunship equipped with Thunderhawk cluster bombs can make a bombing run against a single enemy unit it has moved over during one of its Movement phases. After the Thunderhawk Gunship has moved, pick an enemy unit that it flew over. Roll 3D6 for every VEHICLE or MONSTER, or a D6 for every other model, up to a maximum of 12D6. For each roll of a 5+, the unit suffers a mortal wound. Units consisting of only CHARACTERS may not be targeted by this ability.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

KEYWORDS

TITANIC, VEHICLE, TRANSPORT, FLY, GREY KNIGHTS THUNDERHAWK ASSAULT GUNSHIP

(20)	R	IN RAI			TIC PRO			ND EU:	S	DAMAGE Some of an Inquisit Prometheus' charac suffers damage in b	cteristics o	hange as	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	iown beid BS	ow:
Inquisition Prometheus	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	6
An Inquisition Land Raide two quad heavy bolters.	r Prometh	eus is a	single n	nodel. I	t is equip	pped wi	th			5-8 1-4	5" 3"	4+ 5+	D6 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	1 4		J1	
Storm bolter	24"	Rap	oid Fire 2	2	4	0	1	_					
Multi-melta	24"	Hea	ivy 1		8	-4	D6	two c		is within half range of en inflicting damage w			e
Hunter-killer missile	48"	Hea	ıvy 1		8	-2	D6	This	weapon	may only be fired one	e per gam	e.	
Quad heavy bolter	36"												
TRANSPORT	• An Ir	nquisition del can	on Land transpo	Raider	Promet	heus ma	y be eq	uipped w	rith a m	orm bolter. ulti-melta. RMINATOR model ta	kes up the	space of	
ABILITIES	Quarry	: See W	arhamm	er 40,0	00 Ind	ex Impe	rium 2.	21133	- 17		7-161	7.4.	
	Power of Heavy v			Spirit:	This mo	del doe	s not suf	fer the p	enalty t	o hit rolls for moving a	and firing		
										ving it from the battlef 5" suffers D6 mortal wo		efore any	
	smoke l	aunchei	rs. Until	the con		player's	next Sh	ooting p		n the Shooting phase, ny enemy units targetin			
	Battle A					ceive the	e benefit	to their	saving t	throws for being in cov	ver against	attacks	
										model, one Stratagem o a minimum of 1).	played in	a turn by	
FACTION KEYWORDS	IMPE	RIUM,	INQU	ISITIC	ON, <0	RDO>						neight in	1
KEYWORDS	VEHIC	CLE, T	RANSI	PORT,	LAND	RAID	ER, IN	QUISI	TION :	LAND RAIDER PE	ROMETH	IEUS)

\$ 5,0mg	S	ORC	DRI	[TA]	AS R	EP	RES	SO	R	DAMAGE Some of a Sororitas change as it suffers shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	ı
Repressor	*	5+	*	6	7	12	*	8	3+	6-12+	12"	3+	3
A Sororitas Repressor is a	a single mod	lel. It is e	quippe	d with	a storm b	olter, a	heavy fl	amer an	d	3-5	6"	4+	D
a dozer ram. WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-2	3"	5+	1
Dozer ram	Melee	Mele	ee		User	-1	1	attac	k rathe	FANTRY units make the r than one if the Sorori completed a charge the	tas Repres		·
Storm bolter	24"	Rapi	d Fire 2	2	4	0	1	-					
Heavy flamer	8"	Heav	y D6		5	-1	1	This	weapoi	n hits its target automat	ically.		
Hunter-killer missile	48"	48" Heavy 1 8 -2 D6 A model can only fire each of its hunter-killer missiles once per battle.											
WARGEAR OPTIONS					nter-killer Iditional st			eavy fla	mer.				1
TRANSPORT	This mo	odel can	transpo	rt 10 «	ORDER:	> INFA	NTRY n	nodels. I	It canno	ot transport JUMP PAC	CK models	3.	
ABILITIES	Firing l measur having	Ports: Uping and a	to six Irawing they o	mode g line or the S	of sight fro ororitas R	ansport om any epresso	ted by a (point on or moved	Sororita the veh in the p	icle. Ui precedi	essor can shoot in their nits that shoot in this n ng Movement phase	nanner cou	int as	
					luced to 0 s D3 mor			O6 befor	re remo	oving it from the battlef	ield; on a (6 it explod	ies
	smoke l	auncher	s. Until	the co		player's	next Sh	ooting p		in the Shooting phase, in the Shooting phase, in the shooting phase, in			
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS	MINIST	ORUM	I, ADE	PTA SO	OROR	ITAS, <order></order>	4.7	Sugar	1
KEYWORDS	VEHIC	CLE, TI	RANSI	PORT	, SOROI	RITAS	REPRI	ESSOR					

			7. 4				MACKET						
									CARAB CULLN				
	MAS	TEK	OF I	HEK	ED 50	COKE	'IONS	(BA	DAB WAR ERA)				
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv				
Lord High Commander Carab Culln	5"	2+	2+	4	4	7	4	9	2+				
Lord High Commander Carone of this model and only									Scorpion and the storm bolter 'Judgement'. Only				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Judgement	24"	Rap	oid Fire 2	2	4	-2	2	_					
Blade of the Scorpion	This weapon has Strength v2 when targeting a												
WARGEAR OPTIONS	• None	. 4	11-12			151		12					
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	arhamn	er 40,00	0 – Inde	ex Imperium 1.				
>			e r: You ca arab Cul		ll failed	hit rolls	for frien	idly RE	D SCORPIONS units within 6" of Lord High				
	Iron Ha	lo: Lor	d High (Comma	nder Ca	rab Cull	n has a 4	+ invul	lnerable save.				
									te a friendly RED SCORPIONS model within 6" of the Damage is ignored and that wound is not lost.				
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	START	ES, RI	ED SCO	RPIO	NS				
KEYWORDS							MASTI CULLN	7 /0"	ERMINATOR,				

(1) (11) (m/s)							UR OF BA		
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lugft Huron	5"	2+	2+	4	4	7	4	9	2+
Lugft Huron is a single in your army.	model. He is e	equippe	ed with th	ne Ghos	st Razors	s and an	artifice	r flamer.	. Only one of this model may be included
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Ghost Razors	Melee	Me	lee		+1	-5	D3		essful invulnerable saves made against this weapon t be re-rolled.
Artificer flamer	8"	Ass	ault D6		5	-1	D3	This	weapon hits its target automatically.
WARGEAR OPTIONS	• None								
ABILITIES	Chapter Iron Ha Big Gui instead	r Maste alo: Lug ns Neve of shoo	er: You ca gft Huror er Tire: (oting as n	an re-ro 1 has a 4 Once pe ormal v	oll failed 4+ invul er battle i with this	hit rolls nerable in the Sl model.	s for friends save. hooting to do so	ndly AS phase, yoo, nomir	TRAL CLAWS units within 6" of Lugft Huron. You may unleash a special bombardment attack nate a target enemy unit (CHARACTERS may not ll of 2+, that unit suffers D6 mortal wounds.
		Legend							lditional 1 Command point if Lugft Huron is
		hase as	close as						D6. On a result of a 5+, set him up again at the end ore than l" from any enemies. He now has a single
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS A	START	ES, AS	STRAL	CLAW	7S
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CHA	PTER	MAST	ER, TE	ERMINATOR, LUGFT HURON

7	3.537						TTA	T FEST	
Aower Power		A	KM	EN	INE	US	VA	LH	HEX
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Armenneus Valthex	6"	3+	2+	4	4	5	3	9	2+
Armenneus Valthex is a sing krak grenades. Only one of							rray, a p	hased co	onversion beamer, a bolt pistol, frag grenades and
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES
Indynabula array	Melee	Mel	lee		User	-1	1	Armo Fight	least three enemy models are within 1" of enneus Valthex when it is his turn to fight in the phase, he makes an additional D3 attacks with weapon.
Phased conversion beamer	42"	Ass	ault 2		6	0	1	enem	cks from the phased conversion beamer that target nies at over half its range are resolved at Strength 8, 1 and Damage 2.
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Frag grenade	6"	Gre	nade D6		3	0	1	7	
Krak grenade	6"	Gre	nade 1		6	-1	D3	_	
WARGEAR OPTIONS	• None								
ABILITIES	And Th	ey Shal	l Know N	lo Fear	r: See Wa	ırhamn	1er 40,00	00 – Inde	ex Imperium 1.
-									se, this model can repair a single ASTRAL CLAWS odel can only be repaired once per turn.
									and storm bolters fired by friendly ASTRAL 1 to a maximum of 5.
FACTION KEYWORDS	IMPER	IUM,	ADEPT	'US A	START	ES, AS	STRAL	CLAW	S

CHARACTER, INFANTRY, TECHMARINE, ARMENNEUS VALTHEX

KEYWORDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Corien Sumatris	6"	2+	2+	4	4	6	4	9	3+
Captain Corien Sumatris krak grenades. Only one							ttern bol	ter, Gold	denfang, a storm shield, frag grenades and
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES
Goldenfang	Melee	Mel	ee		User	-3	2		en Sumatris can make an additional D3 attacks this weapon if he charged this turn.
Spectre pattern bolter	12"	Pisto	ol 2		4	0	1	-	
Frag grenade	6"	Gre	nade D6	5	3	0	1	1	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None								
ABILITIES	And Th	ey Shall	Know	No Fe	ar: See Wa	arhamn	ier 40,00	00 – Inde	ex Imperium 1.
=	Storm S	Shield &	Iron H	alo: C	aptain Co	rien Su	matris h	as a 3+ i	invulnerable save.
	Rites of Captain				ll hit rolls	of a 1 f	or friend	lly ASTI	RAL CLAWS/TIGER CLAWS units within 6" of
	The Tyr				d 1 to Cap	tain Co	orien Sur	natris' S	trength characteristic if he is within 1" of any
	their ren	nnants 1 s, but no	vere abs ot both a	orbed : it the s	into the A. ame time.	stral Cla	aws. As s	uch, you	of the shunned Tiger Claws Chapter before he and a can field this character as being either one of those ich ASTRAL CLAWS or TIGER CLAWS keyword
						EC AC	TDAI	CI AXA	CETTOED OF AME
FACTION KEYWORDS	IMPE	RIUM,	ADEP	105	ASTAKI	EO, A	ILVAL	CLAW	S/TIGER CLAWS

		B 1815/94				23,430,230	63.60	F. 10.6	
5			AF	RCF	I-C	EN'	TUI MM	RIC	ON OUS
NAME	M	WS	BS	S	Ţ	W	A	Id Id	Sv
					4				
Carnac Commodus	6"	2+	3+	4	4	5	3	8	3+
Arch-Centurion Carnac C Only one of this model ma					equippe	ed with I	Blood Bit	er and a	a bolt pistol, frag grenades and krak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries
Blood Biter	Melee	Mel	ee		+1	-1	2	INFA	ANTRY, this weapon inflicts a mortal wound in tion to any other damage.
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Frag grenade	6"	Gre	nade D6	,	3	0	1	٦	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None		1454	734			2711		
ABILITIES	And Th	ey Shal	l Know	No Fear	: See W	arhamm	er 40,00	0 – Inde	ex Imperium 1.
P	Void Ha	rdened	l Armou	ır: Arch	-Centui	ion Car	nac Con	nmodus	s has a 5+ invulnerable save.
	Cut The Arch-Ce					nd rolls	of a 1 m	ade for	friendly ASTRAL CLAWS units within 6" of
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	ES, AS	TRAL	CLAW	S
KEYWORDS	CHAR	ACTE	R, INF	ANTRY	, ARC	H-CEN	NTURI	ON CA	ARNAC COMMODUS

		LC	RE	A	STE	RIC	ON	MC	DLOC
NAME	М	WS	BS	S	Ţ	W	A	Ld	Sv
Lord Asterion Moloc	5"	2+	2+	4	4	6	4	9	2+
Lord Asterion Moloc is a in your army.	single mode	el. He is	equippe	ed with	the Blac	k Spear	and a sto	orm shie	eld. Only one of this model may be included
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Black Spear	Melee	Me	lee		+2	-3	3		e target is a CHARACTER, you may make an tional attack with this weapon.
Black Spear lasbeam	12"	Ass	ault 1		8	-2	D3	-	
WARGEAR OPTIONS	• None	e.							
ABILITIES	And Th	ney Shal	ll Know	No Fea	ır: See W	arhamn	ner 40,00	00 – Inde	ex Imperium 1.
=	Chapte	r Maste	er: You c	an re-ro	oll failed	nit rolls	for frien	dly MIN	IOTAURS units within 6" of Lord Asterion Moloc.
	Iron Ha	alo & St	torm Sh	i eld: Lo	ord Aster	ion Mol	loc has a	3+ invu	ılnerable save.
					on Moloo eing rem		in the F	ight pha	ase before he has fought, he immediately piles in
			notaurs on Moloc		an re-rol	failed o	charge ro	olls for fi	riendly MINOTAURS INFANTRY units within 6"
	instead	of placi port on	ng him to the ba	on the	battlefiel	d. At the	e end of	any of yo	rion Moloc in the teleportarium of his warship our Movement phases, Lord Asterion Moloc battlefield that is more than 9" away from
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, M	INOTA	URS	
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CHA	PTER	MAST	ER, TE	ERMINATOR, LORD ASTERION MOLOC

£ 6		CH A	PI	AIN	J IV	VAN	JUS	EN	IKOMI	
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	
Ivanus Enkomi	6"	2+	3+	4	4	5	4	9	3+	
Chaplain Ivanus Enkom model may be included			le is equi	ipped wi	th the (Crozius	Arkarno	s, a pow	rer fist and a grenade discharger. Only one of this	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	
Crozius Arkanos	Melee	Mel	ee		+1	-1	2	-		
Power fist	Melee	Mel	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.	
Grenade discharger	When a	ttacking	g with th	is weapo	n, cho	ose one	of the pr	ofiles be	elow:	
- Frag grenade	12"	Gre	nade D6	5	3	0	1	a l		
- Krak grenade	12"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	• None						TE PO			
ABILITIES	And Th	ey Shal	l Know	No Fear:	See W	arhamn	ier 40,00	0 – Inde	x Imperium 1.	
	Rosariu	s: Char	lain Ivai	nus Enko	omi has	a 4+ in	vulnerab	ole save.		
	Litanies this mo		e: You c	an re-rol	l failed	hit rolls	in the F	ight pha	ase for friendly MINOTAURS units within 6" of	
	Spiritua instead			iendly M	IINOTA	AURS u	ınits with	nin 6" of	this model can use the Chaplain's Leadership	
FACTION KEYWORDS	IMPEI	RIUM,	ADEP'	TUS AS	TART	ES, M	INOTA	URS		
KEYWORDS	CHARACTER, INFANTRY, CHAPLAIN, CHAPLAIN IVANUS ENKOMI									

- AOWER									OTH ORPIONS	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sevrin Loth	6"	2+	3+	4	4	6	3	9	2+	
Magister Sevrin Loth is this model may be inclu			equippe	ed with	the Mag	ister's a	xe and a	bolt pist	tol, frag grenades and krak grenades. Only on	ie of
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries	
Magister's axe	Melee	Mel	ee		+2	-2	D3	This	weapon has a Damage of 3 if its target is a PSY	KER
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Frag grenade	6"	Gre	nade De	j	3	0	1	٦		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	• None	2.	- 10/4							18
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	arhamn	ier 40,00	00 – Inde	ex Imperium 1.	47
卓	The Arr	mour o	Selket:	Magist	er Sevrii	ı Loth h	as a 4+ i	nvulner	able save.	
	within 1	12".							take for this model against enemy PSYKERS	
					y RED S st PSYK		ONS IN	FANIK	Y units within 6" of Magister Sevrin Loth can	L
PSYKER	psychic	powers	in each	enemy	Psychic	phase. I	łe know	s the Sm	n friendly Psychic phase, and attempt to deny tite psychic power and two psychic powers from the imperium 1).	
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS A	START	ES, RI	ED SCC	RPIO	NS	
KEYWORDS	CHAD	ACTE	D INE	NITD	VIIRE	ARIA	N PSV	KER N	MAGISTER SEVRIN LOTH	1 1-

20 10 mg		TY	BE	RO	S T	HE	RE	D V	VAKE
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Tyberos	5"	2+	3+	4	4	6	5	9	2+
Tyberos the Red Wake is a	a single mod	del. He	is equipp	ed witl	h <i>Hunger</i>	& Slak	e. Only	one of th	is model may be included in your army.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Hunger	Melee	Mel	ee		x2	-4	3		n attacking with this weapon, you must subtract 1 the hit roll.
Slake	Melee	Mel	ee		User	-3	2	You c	can re-roll failed wound rolls for this weapon.
WARGEAR OPTIONS	• None				12/7	11/1/			
ABILITIES	Lord Re Tyberos Ancient Savager Telepor Nicor in	the Rest Armory beyond the Strike stead on telep	f the Void Wake. ur: Tybe nd Rease : During f placing ort onto	d: You eros the on: All g deploy	can re-ro Red Wak friendly (yment, yo n the batt	te has a CARCH ou can s lefield.	d hit roll 4+ invu HAROD set up Ty At the e	s for frie ulnerable ONS wi yberos th nd of an	ex Imperium 1. endly CARCHARODONS units within 6" of e save. ethin 6" of Tyberos the Red Wake have +1 Strength. ene Red Wake in the teleportarium of his warship y of your Movement phases, Tyberos the Red en the battlefield that is more than 9" away from
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	ES, CA	ARCH	ARODO	DNS
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CHA	PTER	MAST	ER, TE	RMINATOR, TYBEROS THE RED WAKE

2 12	CIIA	DI	AT	ID	DE				
* Yower	CHA	PL	AIN	ע וי	KE	AD	NO —	UG	HT TITUS
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Titus	6"	2+	2+	6	7	9	4	10	3+
Chaplain Dreadnought one of this model may b				quippe	d with ar	ı assault	cannon	, a heav	y flamer and a Dreadnought combat weapon. Only
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Dreadnought combat weapon	Melee	Me	lee		x2	-3	3	-	
Assault cannon	24"	Hea	avy 6		6	-1	1	-	
Heavy flamer	8"	Hea	avy D6		5	-1	1	This	weapon hits its target automatically.
WARGEAR OPTIONS	• None							7,24	
ABILITIES	Reliqua	rius: T	his mod	el has a	5+ invul	nerable	save.		
=	model v	vith thi	s ability	add +1	to their	Strength	charac	eristic f	FONS keyword in combat with the same unit as a for the duration of the Fight phase.
	wound i			oll a D6	each tin	ne this n	nodel lo	ses a wo	ound; on a 5+ the damage is ignored and that
					iced to 0 6" suffer				re removing it from the battlefield; on a 6 it
	smoke l	aunche	rs. Until	the con		player's	next Sh	ooting p	eapons in the Shooting phase, this model can use its phase, any enemy units targeting this unit subtract 1
FACTION KEYWORDS	IMPER	RIUM,	ADEP	TUS A	START	ES, HO	OWLIN	IG GR	IFFONS
KEYWORDS	VEHIC	CLE, C	HARA	CTER	, DREA	DNOU	JGHT,	CHAP	LAIN DREADNOUGHT TITUS

6 Howes	L	IEUTI A	ENAN'I NTON	ΓC NA	OM ARV	MA AEZ	NDER Z
NAME	M	WS BS	S T	W	A	Ld	Sv
Anton Narvaez	6"	2+ 2+	4 4	5	4	9	3+
Lieutenant Commander A grenades and krak grenade						ndershoc	k, the voidshard power blade, a bolt pistol, frag
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	TIES
Voidshard power blade	Melee	Melee	User	-3	1		wound rolls of 6+ made for this weapon cause a e mortal wound instead of the normal damage.
Thundershock	24"	Assault D3	7	-2	1	-	
Bolt pistol	12"	Pistol 1	4	0	1	_	
Frag grenade	6"	Grenade De	5 3	0	1	7	
Krak grenade	6"	Grenade 1	6	-1	D3	_	
WARGEAR OPTIONS	• None.						
ABILITIES	And Th	ey Shall Know	No Fear: See W	arhamn	ner 40,00	00 – Inde	ex Imperium 1.
P			nt Commander terable save for				- invulnerable save. If he fails an invulnerable save ow to 6+.
		Battle: You car nder Anton Na		of 1 for	rfriendly	y MARII	NES ERRANT units within 6" of Lieutenant
FACTION KEYWORDS	IMPER	IUM, ADEP	TUS ASTART	ES, M	ARINE	S ERR	ANT
KEYWORDS	CHAR	ACTER, INF	ANTRY, CAP	TAIN,	LIEUT	'ENAN'	T COMMANDER ANTON NARVAEZ

NAME	M	WS	BS	S	ī	W	A	Ld	Sv		
Tarnus Vale	6"	2+	2+	4	4	5	4	8	3+		
Captain Tarnus Vale is a model may be included			equipped	d with t	he Ange	l's Teeth,	, a plasm	a charge	er, frag grenades and krak grenades. Only one of t		
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ITIES		
Angel's Teeth	Melee	Mel	ee		+1	-2	2	_			
Plasma charger	When a	ttacking	with th	is weap	on, cho	ose one	of the p	rofiles b	pelow:		
- Standard	8"	Piste	ol 3		6	-3	1	_			
- Supercharge	8"	Pistol 3			7	-3	2	For e	each hit roll of 1, the bearer takes a single mortal nd.		
Frag grenade	6"	Gre	nade D6	•	3	0	1	٦			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	• None	<u>.</u>	Tirk.					Marie			
ABILITIES	And Th	ey Shall	Know	No Fea	r: See W	^J arhamn	ier 40,00	00 – Inde	lex Imperium 1.		
=	Iron Ha	lo: Cap	tain Tar	nus Val	e has a 4	1+ invul	nerable	save.			
		110							ANGELS units within 6" of Captain Tarnus Vale.		
	Mechan invulner			All frie	ndly FII	RE ANG	ELS VE	HICLES	S within 6" of Captain Tarnus Vale gain a 6+		
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	TES, FI	RE AN	GELS			
KEYWORDS	CHAR	CHARACTER, INFANTRY, CAPTAIN, CAPTAIN TARNUS VALE									

10 5ws			L	IAS I	SSC)D(ON	
NAME	M	WS	BS	S T	W	A	Ld	Sv
Lias Issodon	7"	2+	2+	4 4	6	4	9	2+
Lias Issodon is a single may be included in you		equipped	with Mal	ice, Raptorcla	ıw, a bo	lt pistol,	frag gre	nades and krak grenades. Only one of this model
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES
Malice	30"	Assa	ult 3	5	-4	D3		do not gain the saving throw bonus for being in against attacks with this weapon.
Raptorclaw	Melee	Mele	e	User	-3	2	-	
Bolt pistol	12"	Pisto	l 1	4	0	1	-	
Frag grenade	6"	Gren	ade D6	3	0	1	7	
Krak grenade	6"	Gren	ade 1	6	-1	D3	_	
WARGEAR OPTIONS	• None		64 68					
ABILITIES	Chapter Stealth benefits Infiltra friendly Grim H Master INFAN' instead accomp	r Master Modified of cover. te, Isolat RAPTO (unter: A of Ambu TRY uni of placin anying u	e, Destroy RS INFAN fter falling ts (not inc g them on nits can re	re-roll failed You may act You can ad YTRY units v g back, Lias I ag deploymer luding TERM the battlefie	hit rolls dd 2 to s dd +1" to vithin 6 ssodon nt, you o MINATe ld. At th	s for friends aving the saving the sall move of Lias in may still can set up ORS, CE ne end of	rows ma es, include Issodon I shoot of p Lias Ise ENTURI Fany of y	PTORS units within 6" of Lias Issodon. ade for Lias Issodon instead of 1 when he has the ding Advance, Charge and Fall back moves made by during the Movement phase and Charge phase. Advance in the same turn, but may not charge. Sodon and up to three friendly RAPTORS (IONS or PRIMARIS units) in the shadows your Movement phases, Lias Issodon and any set them up anywhere on the battlefield that is
FACTION KEYWORDS	IMPEI	RIUM, A	ADEPTU	IS ASTART	ES, R	APTOR	S	
KEYWORDS	CHAR	ACTER	, INFAN	TRY, CHA	PTER	MAST	ER, LIA	AS ISSODON

NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv			
Malakim Phoros	6"	2+	2+	4	4	6	5	9	2+			
Malakim Phoros is a singl this model may be include			ipped w	ith the	Glaive of	Lamen	tation, tl	he Catec	chist, frag grenades and krak grenades. Only one of			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Glaive of Lamentation	Melee	Me	lee		+3	-4	D3		n attacking with this weapon, you must subtract 1 the hit roll.			
Catechist	12"	Pist	Pistol 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.			
Frag grenade	6"	Gre	nade De	5	3	0	1	1				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
WARGEAR OPTIONS	• None	2.				TOWAY.	3					
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	arhamn	1er 40,00	00 – Inde	ex Imperium 1.			
=	BIKER	units w	rithin 6"	of Mala	failed wo akim Pho as a 4+ ir	oros.			AMENTERS INFANTRY, DREADNOUGHT or			
	Rage unto Death: Malakim Phoros may charge even if he Fell Back in the preceding Movement phase.											

	345 G 55	-Select		1021	1 1 1 1 1 1	227	77.9		Charge Salary
- ANS	CA	PT	AIN	I M	OR	DA	CI	BL	AYLOCK
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Mordaci Blaylock	5"	2+	2+	4	4	6	4	9	2+
Captain Mordaci Blayloc your army.	k is a single	model.	He is equ	ipped	with a re	elic stor	m bolter	and Foe	e Ripper. Only one of this model may be included in
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Foe Ripper	Melee	Me	lee		x2	-4	3		n attacking with this weapon, you must subtract 1 the hit roll.
Relic storm bolter	24"	Rap	oid Fire 2		5	-2	1	-	
WARGEAR OPTIONS	• None	e.	1-2-27		Edfr.		从 宣传	2	
ABILITIES	And Th	ney Shal	ll Know l	No Fear	r: See W	arhamn	ner 40,00	00 – Inde	ex Imperium 1.
厚			You can		hit rolls	of 1 for	r friendl	y NOVA	MARINES units within 6" of
	Iron Ha	alo: Cap	otain Moi	rdaci Bl	aylock ł	nas a 4+	invulne	rable sav	ve.
	Hard as	s Stone:	Each tin	ne any f	friendly	NOVA	MARIN	ES INFA	ANTRY within 6" of Captain Mordaci Blaylock red and that wound is not lost.
	warship	instead k can te	l of placion leport on	ng him	on the b	oattlefie	ld. At th	e end of	Mordaci Blaylock in the teleportarium of his any of your Movement phases, Captain Mordaci e on the battlefield that is more than 9" away from
FACTION KEYWORDS	IMPE	RIUM,	ADEPT	ΓUS A	START	ES, N	OVAM.	ARINE	S
KEYWORDS	CHAR	ACTE	R, INFA	NTRY	, CAP	TAIN,	TERM	INATO	OR, CAPTAIN MORDACI BLAYLOCK

NAME	M	WS	BS S	: Т	W	A	Ld	Sv					
Pellas Mir'san	6"	2+	2+ 4	4	6	4	9	2+					
Captain Pellas Mir'san Only one of this model				with Cinder	Edge &	Steelslive	er, a con	nbi-flamer, frag grenades and krak grenades.					
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	ries					
Cinder Edge	Melee	Mele	ee	User	-3	D3	_						
Steelsliver	Melee	Mele	ee	User	0	1	attacl	this model makes their normal close combat ks, make an additional single attack with this on against each enemy model within 1".					
Combi-flamer		When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon:											
- Boltgun	24"	Rapi	id Fire 1	4	0	1	-						
- Flamer	8"	Assa	ult D6	4	0	1	This	weapon hits its target automatically.					
Frag grenade	6"	Gren	nade D6	3	0	1	ュ						
Krak grenade	6"	Grer	nade 1	6	-1	D3	-						
WARGEAR OPTIONS	• None		4/708		The h	No. of the last	453						
ABILITIES	And Th	ey Shall	Know No 1	Fear: See W	arhamm	er 40,00	00 – Inde	ex Imperium 1.					
P	Iron Ha	lo: Capt	tain Pellas N	⁄lir'san has a	4+ invi	ılnerabl	e save.						
		Battle: Pellas N		roll hit rolls	of 1 for	friendly	SALAI	MANDERS units within 6" of					
			t: Add 2 to C	Captain Pell	as Mir'sa	n's Atta	cks char	racteristics if he is within 1" of any					
FACTION VEVINORDO	IMPERIUM, ADEPTUS ASTARTES, SALAMANDERS												
FACTION KEYWORDS	IIVII LI	CI CIVI, .	TIDLI I CO	71011111	20, 01.		,,						

	March St. Co.					12000	A PLANE	K LOC		
20		BR	RAY	'AR	ТН	AS	SHN	/AI	NT	CLE
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Bray'arth Ashmantle	6"	2+	2+	8	9	8	4	9	2+	
Bray'arth Ashmantle is a si burning wrath on those ab	ngle mode out him. C	el. He is Only one	equippe of this	d with tw model m	wo Drea nay be in	dfire cl cluded	aws, eacl	h fitted v army.	with a	Dreadfire heavy flamer. He may also unleash
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Dreadfire claw	Melee	Mel	ee		x2	-4	D6	-		
Dreadfire heavy flamer	8"	Hea	vy D6		6	-2	3	This	weap	on hits its target automatically.
Burning Wrath	2"	Pist	ol 2D6		4	0	1	This	weap	on hits its target automatically.
WARGEAR OPTIONS	• None	e.	2.12					4 2 73	100	
ABILITIES	loses a	wound; t beyon	on a 4+	the dam	age is ig	nored a	and that	wound i	is not	e. In addition, roll a D6 each time this model lost. rth Ashmantle may only be your Warlord if no
	Explod	es: If thi	is model					O6 befor	e rem	oving it from the battlefield; on a 6 it explodes
	smoke l	aunchei	rs. Until	the cont	rolling p	olayer's		ooting p		in the Shooting phase, this model can use its any enemy units targeting this unit subtract 1
FACTION KEYWORDS	IMPE	RIUM,	ADEP'	TUS AS	START	ES, SA	LAMA	NDER	RS	
KEYWORDS	VEHIC	CLE, C	HARA	CTER,	DREA	DNOU	JGHT,	BRAY'	ARTI	H ASHMANTLE

2 4 I	IARA'	TH	SH	E	N, M	AS'	TEI	RA]	POTHECARY CHAPTER
NAME	M	WS	BS	A I	,A.IVI	W	A	Ld	SV
Harath Shen	6"	3+	3+	4	4	4	3	9	<u></u>
Harath Shen is a single included in your army.	model. He is e	equipped	with a	powe	r sabre, Bl	oodfire	, frag gr	enades a	and krak grenades. Only one of this model may be
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES
Power sabre	Melee	Mele	e		User	-3	2	-	
Bloodfire	When a	ttacking	with th	is wea	apon, choo	ose one	of the p	rofiles be	elow:
- Standard	12"	Pisto	l 1		7	-3	1	_	
- Supercharge	12"	Pisto	l 1		8	-3	2	On a wour	hit roll of 1, the bearer suffers a single mortal nd.
Frag grenade	6"	Gren	ade De	5	3	0	1	1	
Krak grenade	6"	Gren	ade 1		6	-1	D3	-	
WARGEAR OPTIONS ABILITIES	Master a single that uni wounde model is else for	of Chiru model. S t contain d model s returne the rema	rgery: Select a s a wor s but or ed to th	At the frience unded ne or ne or the	e end of ar dly SALA ! model, it more of its with 1 wo turn (shoo	ny of yo MAND immed s model ound rer ot, charg	ur Move ERS INI iately re s have b maining, ge, fight,	ement phe FANTRY gains D3 een slain If Harat etc.) as l	ex Imperium 1. hases, Harath Shen can attempt to heal or revive Y or BIKER unit within 3" of the Harath Shen. If 3+1 lost wounds. If the chosen unit contains no haduring the battle, roll a D6. On a 3+, a single slain th Shen fails to revive a model, he can do nothing he recovers the gene-seed of the fallen warrior. A
FACTION KEYWORDS					the Narth ASTART				rgery ability once in each turn.
KEYWORDS		100							TH SHEN

<u>6</u>	C		AHAZI					
NAME	M	WS BS	S T	W	A A	[q 7112	WARRIORS Sv	
Ahazra Redth	6"	3+ 3+	4 4	5	3	9	2+	
Ahazra Redth is a single be included in your arm		equipped with	n a force tulwar,	a bolt pi	istol, frag	g grenad	es and krak grenades. Only one of this mode	el may
WEAPON	RANGE	TYPE	S	AP	D	ABILI	TIES	
Force tulwar	Melee	Melee	User	-3	2	-		
Bolt pistol	12"	Pistol 1	4	0	1	-		
Frag grenade	6"	Grenade I	96 3	0	1	ュ		
Krak grenade	6"	Grenade 1	6	-1	D3	-		
WARGEAR OPTIONS	• None							
ABILITIES	The Tali	isman of Suno	v No Fear: See Volemed Souls: Ah Suffers during the	azra Rec			ex Imperium 1. Inerable save and may ignore the effects of the	he first
		Hood: You ca			Witch to	ests you	take for this model against enemy PSYKERS	S
PSYKER	psychic	powers in each		phase.	He know	s the Sm	n friendly Psychic phase, and attempt to deny nite psychic power and two psychic powers for x: Imperium 1).	
FACTION KEYWORDS	IMPER	RIUM, ADE	PTUS ASTAR	TES, M	IANTIS	WARE	RIORS	no est
KEYWORDS	CHAR	ACTER, IN	FANTRY, LIB	RARIA	N. PSY	KER.	AHAZRA REDTH	-07/1-

NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv		
Thulsa Kane	6"	2+	2+	4	4	6	5	9	2+		
High Chaplain Thulsa K Only one of this model r	ane is a single nay be includ	e model led in yo	. He is eo	quippe z.	d with th	ne Lifeta	ker, a un	ique plas	sma pistol, frag grenades and krak grenades.		
WEAPON	RANGE	TYPE			S	AP	D	ABILITI	ES		
Lifetaker	Melee	Mel	ee		+2	-3	2		to the weapon's damage if the target is a RACTER.		
Kane's plasma pistol	When a	ttacking	with th	is weap	on, cho	ose one	of the pr	ofiles bel	ow:		
- Standard	12"	Pisto	ol 2		7	-3	1	-			
- Supercharge	12"	Pisto	ol 2		8	-3	2	For ea	ch hit roll of 1, the bearer suffers a single mortal d.		
Frag grenade	6"	Gre	nade D6		3	0	1	ュ			
Krak grenade	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	• None	-									
ABILITIES	And Th	ey Shall	Know 1	No Fea	r: See W	arhamm	ier 40,00	00 – Index	c Imperium 1.		
=	Rosariu	s: High	Chaplai	n Thul	sa Kane	has a 4+	invulne	rable sav	e.		
	Litanies of this n		e: You ca	n re-re	oll failed	hit rolls	in the I	ight phas	se for friendly EXECUTIONERS units within 6"		
	Spiritua Leaders					ΓΙΟΝΕ	RS units	within 6	of this model can use the High Chaplain's		
	Grehda l Kane in				nent mu	st subtra	act 1 fro	m hit roll	s for attacks that target High Chaplain Thulsa		
	within 6	of Hig	sh Chapl	ain Th		e, you c	an imme	diately n	Fight phase for a friendly EXECUTIONERS uninake 1 additional attack for that model. These		
FACTION KEYWORDS	IMPER	RIUM,	ADEP	ΓUS A	START	ES, EX	KECUT	IONER	S		
CAUIUN KETWUKUA	IMPERIUM, ADEPTUS ASTARTES, EXECUTIONERS CHARACTER, INFANTRY, CHAPLAIN, HIGH CHAPLAIN THULSA KANE										

		1.0.500	SCHOOL SECTION	100		252592	6000000000	1.426	
S (6)		CA	APT	ΑΠ	N SI	ILA	SA	LB	EREC
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Silas Alberec	6"	2+	2+	5	4	5	4	9	3+
Captain Silas Alberec i model may be included			equippe	ed with	the Hell	slayer, t	he Purga	tor, frag	g grenades and krak grenades. Only one of this
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Hellslayer	Melee	Melee			x2	-3	D3		weapon has a Damage characteristic of 3 if its it is a PSYKER or DAEMON .
Purgator	12"	Pistol 1			6	0	1	-	
Frag grenade	6"	Gre	nade D6	ó	3	0	1	7	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None		11 70			1771			
ABILITIES	And Th	ey Shal	l Know	No Fea	r: See W	arhamn	1er 40,00	00 – Inde	ex Imperium 1.
F	Iron Ha	lo: Cap	tain Sila	s Albei	ec has a	4+ invu	lnerable	save.	
	Rites of	Battle :	You can	re-roll	hit rolls	of 1 for	friendly	EXOR	CISTS units within 6" of Captain Silas Alberec.
					nour: Yo f he was			ingle De	eny the Witch attempt in each enemy Psychic phase
FACTION KEYWORDS	IMPER	RIUM,	ADEP'	TUS A	START	ES, EX	KORCI	STS	
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CAP	TAIN,	CAPT	AIN SI	LAS ALBEREC

(a) (6)]	KNIG	ΗΊ	'-C <i>A</i>	AP'	ΓΑΙ	ΝE	LA	M (COURBRAY
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Elam Courbray	12"	2+	3+	4	4	5	4	9	3+
Knight-Captain Elam Co				is equ	iipped wit	th the S1	word Ex	cellus, a	bolt pistol, frag grenades and krak grenades. Only
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
The Sword Excellus	Melee	Me	lee		User	-2	D3	You	can re-roll failed wound rolls with this weapon.
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Frag grenade	6"	Gre	nade De	ó	3	0	1	7	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None		1 30 7	A COLO					。 第一章
ABILITIES	And Th	ey Shal	l Know	No Fe	ar: See W	arhamn	ier 40,00	00 – Inde	ex Imperium 1.
厚	Iron Ha	ılo: Kni	ght-Cap	tain El	lam Courl	bray has	s a 4+ in	vulneral	ble save.
	Rites of Elam Co			n re-rol	ll hit rolls	of 1 for	friendly	y FIRE I	HAWKS units within 6" of Knight-Captain
									am Courbray's attacks against enemy nt, you may choose which).
	warship	instead ourbray	d of placi can tele	ng hin	n on the b	attlefiel	ld. At th	e end of	aptain Elam Courbray in the teleportarium of his fany of your Movement phases, Knight-Captain nywhere on the battlefield that is more than 9" away
FACTION KEYWORDS	IMPEI	RIUM,	ADEP	TUS	ASTART	ES, FI	RE HA	WKS	
KEYWORDS	CHAR	ACTE	R, INFA	NTR	Y, CAPT	AIN, I	UMP P	ACK, F	FLY, KNIGHT-CAPTAIN ELAM COURBRAY

			VA	YLU	NI	C	AL			
M	WS	BS	S	ī	W	A	Ld	Sv		
5"	2+	2+	5	6	5	3	9	2+		
							servo-ai	rms, a masterwork plasma cutter and a flamer) a		
RANGE	TYP	E		S	AP	0	ABILIT	TIES		
Melee	Mel	ee		x2	-3	D3	weap	nodel suffers any unsaved wounds from this on but is not slain, roll a D6; on a 4+ the target a mortal wound.		
8"	Ass	ault D6		4	0	1	This	weapon hits its target automatically.		
When a	ttacking	g with th	nis weap	on, choo	se one	of the p	rofiles be	elow:		
12"	Ass	ault 1		7	-3	2	_			
12"	Ass	ault 1		8	-3	3		hit roll of 1, the bearer suffers a single mortal ad.		
Melee	Mel	ee		x2	-2	3	each	servo-arm can only be used to make one attack time this model fights. When a model attacks w veapon, you must subtract 1 from the hit roll.		
• None	e.		- 6		1 7 1	35/7				
And Th	ey Shal	l Know	No Fea	r: See W	arhamn	ier 40,00	00 – Inde	x Imperium 1.		
	Blessing of the Omnissiah: At the end of your Movement phase, this model can repair a single SONS OF MEDUSA VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.									
Purge t	he Wea	k: You c	an re-re	oll failed	hit rolls	for frie	ndly SO	NS OF MEDUSA units within 6" of Vaylund Ca		
Iron Ha	alo: Vav	lund Ca	l has a	4+ invulr	nerable	save.				
			_				F MEDI	USA		
							-			
	5" lel. He is e y one of t RANGE Melee 8" When a 12" 12" Melee • None And Th Blessin MEDU Purge t Iron Ha IMPEI	5" 2+ lel. He is equipped yone of this mod RANGE TYP Melee Mel 8" Ass. When attacking 12" Ass. 12" Ass. Melee Mel • None. And They Shal Blessing of the MEDUSA VEF Purge the Weat Iron Halo: Vay IMPERIUM,	M WS BS 5" 2+ 2+ lel. He is equipped with a y one of this model may be represented by the sequipped with a y one of this model may be represented by the sequipped with a y one of this model may be represented by the sequipped with a year of the ye	M WS BS S 5" 2+ 2+ 5 lel. He is equipped with a servo he yone of this model may be inclusor. RANGE TYPE Melee Melee 8" Assault D6 When attacking with this wear 12" Assault 1 12" Assault 1 Melee Melee • None. And They Shall Know No Fear Blessing of the Omnissiah: A MEDUSA VEHICLE within 1 Purge the Weak: You can re-resident tron Halo: Vaylund Cal has a a IMPERIUM, ADEPTUS A	M WS BS S T 5" 2+ 2+ 5 6 del. He is equipped with a servo harness (a y one of this model may be included in your remarks of the company of	M WS BS S T W 5" 2+ 2+ 5 6 5 lel. He is equipped with a servo harness (comprise yone of this model may be included in your arm RANGE TYPE S AP Melee Melee x2 -3 8" Assault D6 4 0 When attacking with this weapon, choose one 12" Assault 1 7 -3 12" Assault 1 8 -3 Melee Melee x2 -2 • None. And They Shall Know No Fear: See Warhamm Blessing of the Omnissiah: At the end of your MEDUSA VEHICLE within 1". That model re Purge the Weak: You can re-roll failed hit rolls Iron Halo: Vaylund Cal has a 4+ invulnerable IMPERIUM, ADEPTUS ASTARTES, SO	M WS BS S T W A 5" 2+ 2+ 5 6 5 3 Iel. He is equipped with a servo harness (comprising two yone of this model may be included in your army. RANGE TYPE S AP D Melee Melee x2 -3 D3 8" Assault D6 4 0 1 When attacking with this weapon, choose one of the p 12" Assault 1 7 -3 2 12" Assault 1 8 -3 3 Melee Melee x2 -2 3 • None. And They Shall Know No Fear: See Warhammer 40,000 Blessing of the Omnissiah: At the end of your Movem MEDUSA VEHICLE within 1". That model regains Dispute the Weak: You can re-roll failed hit rolls for frieter Iron Halo: Vaylund Cal has a 4+ invulnerable save. IMPERIUM, ADEPTUS ASTARTES, SONS OF	lel. He is equipped with a servo harness (comprising two servo-any one of this model may be included in your army. RANGE TYPE S AP D ABILITY If a model Melee Melee x2 -3 D3 weap suffer weap suffer weap suffer weap suffer a model may be included in your army. RANGE TYPE S AP D ABILITY If a model mean weap suffer wea		

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Zhrukhal Androcles	6"	2+	2+	4	4	5	4	9	3+
Captain Zhrukhal Andro this model may be include			el. He is o	equipp	ed with 1	he Ston	efist, a c	ombi-m	elta, frag grenades and krak grenades. Only one of
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES
Stonefist	Melee	Mel	ee		x2	-3	3		n attacking with this weapon, you must subtract 1 the hit roll.
Combi-melta			g with thi oth, subt						rofiles below. :
- Boltgun	24"	Rap	id Fire 1		4	0	1	-	
- Meltagun	12"	Assa	ault 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.
Frag grenade	6"	Gre	nade D6		3	0	1	٦	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None	2.		377					
ABILITIES	And Th	ey Shal	l Know l	No Fea	r: See W	arhamn	ier 40,00	00 – Inde	ex Imperium 1.
-	Rites of Battle: You can re-roll hit rolls of 1 for friendly STAR PHANTOMS units within 6" of Captain Zhrukhal Androcles.								
	Iron Ha	alo: Cap	tain Zhr	ukhal .	Androcle	es has a	4+ invul	nerable	save.
FACTION KEYWORDS	IMPEI	RIUM,	ADEPT	ΓUS A	START	ES, ST	AR PH	IANTO	OMS
KEYWORDS									HRUKHAL ANDROCLES

(A)	INOTICITOD LODD	HECTOD	DEV
The Court	INOUISITOR-LORD		KEA
OND	11.20101101120112	THE CI OIC.	

KEYWORDS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor-Lord Hector Rex	6"	3+	3+	4	3	5	3	9	2+

Inquisitor-Lord Hector Rex is a single model. He is equipped with the sword *Arias*, a storm shield and a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Arias	Melee	Melee	User	-3	D3	If the target of this weapon is a DAEMON , it inflicts a single mortal wound on each successful hit in addition to its normal damage.				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Frag grenade	6"	Grenade D6	3	0	1	¬				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
WARGEAR OPTIONS	• None.		ENTERNA S							
ABILITIES	Authorit	y of the Inquisition	n, Quarry:	See Wa	rhamme	r 40,000 – Index Imperium 2.				
	Within 12 Unquest Leadersh Storm Sl Teleport warship Hector R	2". ionable Wisdom: A tip characteristic installed: This model h Strike: During depinstead of placing h	All friendly stead of the as a 3+ invuluely with the blooment, you im on the b	IMPER ir own. Ilnerab ou can attlefie	RIUM under the save. Set up In Id. At the	ests you take for this model against enemy PSYKERS hits within 6" of Inquisitor-Lord Hector Rex can use his quisitor-Lord Hector Rex in the teleportarium of his e end of any of your Movement phases, Inquisitor-Lord up anywhere on the battlefield that is more than 9" away				
PSYKER	psychic p	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. He knows the <i>Smite</i> psychic power and two psychic powers from the TELETHESIA Discipline (see page 117 of <i>Warhammer 40,000 – Index: Imperium 2</i>).								
FACTION KEYWORDS	IMPER	IUM, INQUISIT	ION, OR	DO M	ALLEU	US CONTROL OF THE PROPERTY OF				

CHARACTER, INFANTRY, INQUISITOR, PSYKER, INQUISITOR-LORD HECTOR REX

INQUISTOR-LORD SOLOMON LOK Sv NAME Inquistor-Lord 6" 3 5 Solomon Lok Inquistor-Lord Solomon Lok is a single model. He is equipped with the *Blade of Surety* and a psibolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army. **RANGE TYPE ABILITIES** Blade of Surety Melee User Melee 12" Psibolt pistol Pistol 1 0 5 Frag grenade 6" Grenade D6 Krak grenade 6" Grenade 1 6 -1 D3 **WARGEAR OPTIONS** · None. **ABILITIES** Authority of the Inquisition, Quarry: See Warhammer 40,000 – Index Imperium 2. Tenacity: Roll a D6 each time this model loses a wound; on a 6+ the damage is ignored and that wound is Unquestionable Wisdom: All friendly IMPERIUM units within 6" of Inquistor-Lord Solomon Lok can use his Leadership characteristic instead of their own. **FACTION KEYWORDS** IMPERIUM, INQUISITION, ORDO XENOS **KEYWORDS** CHARACTER, INFANTRY, INQUISITOR, INQUISITOR-LORD SOLOMON LOK

15 0we		Н	EC	AT(ON	ΑΙ	AKO	OS		DAMAGE Some of Hecaton A change as he suffers			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	WS	BS	A
Hecaton Aiakos	9"	*	*	7	7	13	*	9	2+	8-13+	2+	2+	5
Hecaton Aiakos is a single and a heavy plasma canno								oon		3-7 1-2	3+ 4+	3+ 4+	4 D:
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES				1000
Heavy plasma cannon	When at	tacking	g with th	nis wea	pon, cho	ose one	of the p	rofiles b	elow:				
- Standard	36"	Hea	vy D3		7	-3	1	7					8
- Supercharge	36"	Hea	vy D3		8	-3	2			roll of 1, the bearer suf is weapon's slots have			
Dreadnought combat weapon	Melee	Mel	ee		x2	-3	3	-					100
ABILITIES	Augmented Atomantic Shielding: This model has a 4+ invulnerable save. Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a 6 that damage is ignored and that wound is not lost. Battlesworn Warrior: Hecaton Aiakos may not be chosen as an army's Warlord. Groundstrike: After a successful charge, Hecaton Aiakos may immediately inflict D3 mortal wounds on a single unit that has at least one model within 1" of him.												
FACTION KEYWORDS	explodes	and ea	ch unit	within	uced to 0 8" suffer ASTAR T	rs D3 m	ortal wo	ounds.	re remov	ring it from the battlef	ield; on a 6	it	
KEYWORDS									C, HEC	ATON AIAKOS	44		-



POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.







POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.



ADEPTUS ASTARTES WARGEAR

WEAPON	RANGE	APONS 💭	S	AP	D	ABILITIES
Aiolos missile launcher	60"	Heavy 2D3	6	-1	1	
Air defence missiles	48"	Heavy D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon
Anvillus autocannon battery	36"	Heavy 8	8	-1	2	against all other targets,
Arachnus heavy lascannon battery	48"	Heavy 2	10	-4	D6	When attacking with this weapon, if at least one dice roll when determining Damage is inflicted is a natural '6' then a mortal wound is inflicted in addition to other damage.
Artificer flamer	8"	Assault D6	5	-1	D3	This weapon hits its target automatically.
Assault cannon	24"	Heavy 6	6	-1	1	
Black Spear lasbeam	12"	Assault 1	8	-2	D3	-
Bloodfire	When atta	cking with this v	weapon,	choose	one of t	he profiles below:
- Standard	12"	Pistol 1	7	-3	1	_
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer suffers a single mortal wound.
Bolt pistol	12"	Pistol 1	4	0	1	_
Burning Wrath	2"	Pistol 2D6	4	0	1	This weapon hits its target automatically.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the mode carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the targe unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Castellum air defence missiles	48"	Heavy D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets. This weapon can target units not visible to the firing model,
Castellum battle cannon	72"	Heavy D6	8	-2	D3	-
Catechist	12"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-flamer		cking with this v r this weapon:	weapon,	choose	one or b	both of the profiles below. If you choose both, subtract 1 from a
- Boltgun	24"	Rapid Fire 1	4	0	1	_
- Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.
Combi-melta		cking with this writh this weapon:	weapon,	choose	one or b	both of the profiles below. If you choose both, subtract 1 from a
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Cyclonic melta lance	18"	Heavy 2D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Deathstorm cannon array	12"	Heavy 6	6	-1	1	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except CHARACTER A unit consisting entirely of CHARACTERS may only be attacked if it is the closest enemy unit to the Deathstorm Dro Pod when the attack is declared.
Deathstorm missile array	18"	Heavy 2	8	-2	D3	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except CHARACTER A unit consisting entirely of CHARACTERS may only be attacked if it is the closest enemy unit to the Deathstorm Dro Pod when the attack is declared.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6,

ADEPTUS ASTARTES RA	NGED WE	APONS		1 17.5	BERLEY.	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadfire heavy flamer	8"	Heavy D6	6	-2	3	This weapon hits its target automatically.
·		•				If the Relic Typhon does not move in the Movement phase,
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	then the range of this weapon is increased to 48" for the duration of the current turn.
Dreadnought inferno cannon	8"	Heavy D6	6	-1	2	This weapon hits its target automatically.
Fellblade accelerator cannon	When firing	ng this weapon, s	select on	e of the	two prof	îles below:
- HE shells	100"	Heavy 2D6	8	-3	2	When attacking units with 5 or more models, the dice rolled to decide the number of shots fired may be re-rolled.
- AE shells	100"	Heavy 2	14	-4	6	-
Firefury missile battery	72"	Heavy 4	6	-1	1	_
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.
Frag grenade	6"	Grenade D6	3	0	1	1
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model is a MONSTER , VEHICLE or TITANIC then the amount of Damage suffered from successful attacks becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon.
Graviton blaster	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Grenade discharger	When atta	cking with this v	veapon,	choose	one of th	e profiles below:
- Frag grenade	12"	Grenade D6	3	0	1	1
- Krak grenade	12"	Grenade 1	6	-1	D3	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Heavy neutron pulse array	72"	Heavy 3	14	-4		Any VEHICLE which suffers wounds from this weapon but is not slain subtracts 1 from its Shooting hit rolls until the end of its controlling player's next Shooting phase.
Heavy plasma cannon	When atta	cking with this v	weapon,	choose	one of th	e profiles below:
– Standard	36"	Heavy D3	7	-3	1	1
– Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Helios launcher	72"	Heavy 2D6	7	-1	1	This weapon can target units that are not visible to the bearer.
Hellfire plasma carronade	24"	Heavy 4	8	-3	3	For each hit roll of a 1, the bearer suffers one single mortal wound after all of the weapon's shots have been resolved.
Hellstrike battery	72"	Heavy 4	8	-3	3	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.
Hyperios launcher	72"	Heavy 2D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets. This weapon can target units not visible to the firing model.
Icarus quad lascannon	96"	Heavy 4	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Infernus cannon	8"	Heavy 2D6	5	-1	2	This weapon hits its target automatically.
ıdgement	24"	Rapid Fire 2	4	-2	2	-
Kane's plasma pistol		•				e profiles below:
- Standard	12"	Pistol 2	7	-3	1	_
- Supercharge	12"	Pistol 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal wound.
Kheres assault cannon	24"	Heavy 6	7	-1	1	-
		Grenade 1				
Krak grenade Lascannon	6" 48"		6 9	-1 -3	D3 D6	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Laser volley cannon	When firi	ng this weapon, o	choose o	ne of th	ne followi	
,	36"				16 10110W1	ng promes.
- Volley fire - Overcharge fire	36" 36"	Heavy 2 Heavy 2	9 10	-3 -5	6	If any hit rolls made for this weapon result in one or more results of a '1', the firing vehicle suffers 3 mortal wounds.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target of an attack by this weapon is within half range, roll an additional dice when inflicting damage and discard th lowest result.
Malice	30"	Assault 3	5	-4	D3	Units do not gain the saving throw bonus for being in cover against attacks with this weapon.
Masterwork plasma cutter	When atta	cking with this v	veapon,	choose	one of t	he profiles below:
- Standard	12"	Assault 1	7	-3	2	-
- Supercharge	12"	Assault 1	8	-3	3	On a hit roll of 1, the bearer suffers a single mortal wound.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When atta	cking with this w	veapon.	choose	one of t	he profiles below:
- Frag missile	48"	Heavy D6	4	0	1	¬
- Krak missile	48"	Heavy 1	8	-2	D6	_
		·				If the target is within half range of this weapon, roll two dice
Multi-melta	24"	Heavy 1	8	-4	D6	when inflicting damage with it and discard the lowest result.
Neutron pulse cannon	48"	Heavy 3	12	-4	D6	Any VEHICLE which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.
Phased conversion beamer	42"	Assault 2	6	0	1	Attacks from the phased conversion beamer that target enemies at over half its range are resolved at Strength 8, AP - and Damage 2.
Plasma blastgun	When atta	cking with this v	veapon,	choose	one of t	he profiles below:
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal woun
Plasma charger	When atta	cking with this v	veapon,	choose	one of t	he profiles below:
- Standard	8"	Pistol 3	6	-3	1	- -
- Supercharge	8"	Pistol 3	7	-3	2	For each hit roll of 1, the bearer takes a single mortal wound
Plasma destroyer	36"	Heavy 2D3	7	-3	2	٦
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Punisher rotary cannon	36"	Heavy 18	5	-1	1	-
Purgator	12"	Pistol 1	6	0	1	-
Quad heavy bolter	36"	Heavy 12	5	-1	1	-
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Quad launcher	When firing	ng this weapon, s	elect or	ne of the	two pro	files below:
- Shatter shells	24"	Heavy 4	8	-2	3	-
- Thunderfire shells	60"	Heavy 4D3	5	0	1	This weapon can target units not visible to the firing model,
Relic storm bolter	24"	Rapid Fire 2	5	-2	1	-
ROC missile launcher	48"	Heavy 8	8	-2	2	a a
Scorpius multi-launcher	48"	Heavy 3D3	6	-2	2	This weapon can target units not visible to the firing model,
Siege melta array	12"	Heavy 4D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Skyreaper battery	48"	Heavy 8	7	-1	5	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Spectre pattern bolter	12"	Pistol 2	4	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Storm cannon array	24"	Heavy 10	7	-2	2	-
Tempest salvo launcher	36"	Heavy D3	6	-3	2	a
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	1
Thundershock	24"	Assault D3	7	-2	1	_
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target
Twin accelerator autocannon	48"	Assault 8	7	-1	2	inflicts an additional D3 mortal wounds on the target. Attacks made with this weapon suffer no penalty to its hit rol when targeting units with the FLY keyword. In addition, eve wound roll of 6+ made with this weapon increases the AP of that individual wound to -3.

ADEPTUS ASTARTES RA	ANGED WE	APONS				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin avenger bolt cannon	36"	Heavy 10	6	-2	2	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Twin hellstrike launcher	72"	Heavy 2	8	-3	3	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin magna-melta	24"	Heavy 2D3	10	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targeting TITANIC models with this weapon.
Typhoon missile launcher	When atta	cking with this	weapon,	choose	one of tl	ne profiles below:
- Frag missile	48"	Heavy 2D6	4	0	1	7
- Krak missile	48"	Heavy 2	8	-2	D6	-
Vengeance launcher	48"	Heavy 2D6	5	-1	1	a contract of the contract of
Whirlwind Castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units not visible to the firing model,
Xiphon missile battery	60"	Heavy 3	6	-2	3	-

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ADEPTUS ASTARTES N	TELEE WEAF	PONS				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Angel's Teeth	Melee	Melee	+1	-2	2	-
Black Spear	Melee	Melee	+2	-3	3	If the target is a CHARACTER , you may make an additional attack with this weapon.
Blade of the Scorpion	Melee	Melee	+1	-3	D3	This weapon has Strength x2 when targeting a MONSTER or a VEHICLE .
Blood Biter	Melee	Melee	+1	-1	2	For each wound roll of 6+, if the target unit is INFANTRY , this weapon inflicts a mortal wound in addition to any other damage.
Caestus ram	Melee	Melee	User	-3	D6	Add 3 to all hit rolls made with this weapon when targeting BUILDINGS if the Caestus Assault Ram charged this turn.
Cinder Edge	Melee	Melee	User	-3	D3	-
Crozius Arkanos	Melee	Melee	+1	-1	2	-
Crushing tracks	Melee	Melee	User	-2	D3	-
Dreadfire claw	Melee	Melee	x2	-4	D6	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Dreadnought chainfist	Melee	Melee	x2	-4	4	-
Foe Ripper	Melee	Melee	x2	-4	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Force tulwar	Melee	Melee	User	-3	2	-
Ghost Razors	Melee	Melee	+1	-5	D3	Successful invulnerable saves made against this weapon must be re-rolled.
Glaive of Lamentation	Melee	Melee	+3	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Goldenfang	Melee	Melee	User	-3	2	Corien Sumatris can make an additional D3 attacks with this weapon if he charged this turn.

ADEPTUS ASTARTES N	IELEE WEAI	ons				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellslayer	Melee	Melee	x2	-3	D3	This weapon has a Damage characteristic of 3 if its target is a PSYKER or DAEMON .
Hunger	Melee	Melee	x2	-4	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Indynabula array	Melee	Melee	User	-1	1	If at least three enemy models are within 1" of Armenneus Valthex when it is his turn to fight in the Fight phase, he makes an additional D3 attacks with this weapon.
Leviathan siege claw	Melee	Melee	x2	-3	3	Re-roll failed wound rolls against INFANTRY.
Leviathan siege drill	Melee	Melee	x2	-4	4	-
Lifetaker	Melee	Melee	+2	-3	2	Add 2 to the weapon's damage if the target is a CHARACTER .
Magister's axe	Melee	Melee	+2	-2	D3	This weapon has a Damage of 3 if its target is a PSYKER .
Medusan Hammer	Melee	Melee	x2	-3	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 4+ the target suffers a mortal wound.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sabre	Melee	Melee	User	-3	2	-
Raptorclaw	Melee	Melee	User	-3	2	-
Seismic hammer	Melee	Melee	x2	-4	5	When attacking with this weapon, you must subtract 1 from the hit roll.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Slake	Melee	Melee	User	-3	2	You can re-roll failed wound rolls for this weapon.
Steelsliver	Melee	Melee	User	0	1	After this model makes their normal close combat attacks, make an additional single attack with this weapon against each enemy model within 1".
Stonefist	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
The Sword Excellus	Melee	Melee	User	-2	D3	You can re-roll failed wound rolls with this weapon.
Voidshard power blade	Melee	Melee	User	-3	1	Any wound rolls of 6+ made for this weapon cause a single mortal wound instead of the normal damage.

GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE WARGEAR

GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE RANGED WEAPONS							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Flamestorm cannon	8",	Heavy D6	6	-2	2	This weapon hits its target automatically.	
Frag grenade	6"	Grenade D6	3	0	1	ī	
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.	
Heavy psycannon	24"	Heavy 6	7	-1	2	-	
Hellstrike battery	72"	Heavy 4	8	-3	3	-	
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.	
Incinerator	8"	Assault D6	6	-1	1	This weapon hits its target automatically.	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Lascannon	48"	Heavy 1	9	-3	D6	-	
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Psibolt pistol	12"	Pistol 1	5	0	2	-	
Quad heavy bolter	36"	Heavy 12	5	-1	1	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	n e e e e e e e e e e e e e e e e e e e	
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.	
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	
Twin psycannon	24"	Heavy 8	7	-1	1	-	

GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE MELEE WEAPONS								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Arias	Melee	Melee	User	-3	D3	If the target of this weapon is a DAEMON , it inflicts a single mortal wound on each successful hit in addition to its normal damage.		
Blade of Surety	Melee	Melee	User	-3	2	-		
Dozer ram	Melee	Melee	User	-1	1	Against INFANTRY units make three hit rolls for each attack rather than one if the Sororitas Repressor has successfully completed a charge this turn.		
Nemesis doomglaive	Melee	Melee	+3	-3	D6	-		

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