



ASTRA MILITARUM

FACTION PACK: VERSION 1.1

Legal for matched play from 22nd July 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- Changes to Rules Updates.
- Armoured Infantry Detachment, Squadron Command Detachment Rule, On My Signal Order: Change 9" to 8".
- Commissar Yarrick Counterstrategist Ability: Change 9" to 8".
- Tempestus Aquilons and Ratlings datasheets removed.
- Ciaphas Cain Legends datasheet added.

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UNIQUE: ABHUMAN

ABHUMAN AUXILIARIES



THE TALENTS OF OGRYN AND RATLING SOLDIERS ARE SHOCKINGLY EFFECTIVE

DETACHMENT RULES

ABSOLUTIST PRINCIPLES

Commissars with experience overseeing auxiliary platoons display the ferocious strength of will and fearsome levels of scrutiny needed to ensure the most thick-skulled or rebelliously larcenous of soldiers – no matter what their size or shape – do their duty.

- Friendly **BULLGRYN SQUAD/OGRYN SQUAD/RATLINGS** units have **ABHUMAN**.
- Friendly **COMMISSAR** models can:
 - Issue the Take Aim! Order.
 - Issue 1 Order to a friendly **ABHUMAN** unit.

This **detachment** has the **ABHUMAN** tag and cannot be taken with another **ABHUMAN detachment**.

ENHANCEMENTS

SHARP EYES, LIGHT FINGERS **UPGRADE**

These Ratlings' naturally keen vision is supplemented with varied magnoculars, listening devices and other detection gear that mysteriously comes into their possession.

RATLINGS unit only. When this unit is **selected to shoot**, enemy units have +6" **detection range** until this unit has shot.

EXEMPLAR OF DUTY **UPGRADE**

The whine of hidden bionics, webs of ugly scars, or the rattle of abraded lungs with every barked order signals a grizzled veteran whose devotion to duty has seen them survive not only the enemy but also proximity to the most overly muscled soldiers.

COMMISSAR model only. This model has **Feel No Pain 4+**.

THICK-SKULLED OBDURANCE

1CP

ABHUMAN AUXILIARIES STRATAGEM

With an order to hold the line, Ogryn auxilia will devotedly – and stubbornly – endure the most extreme firepower to see their duty done.

WHEN: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly **BULLGRYN SQUAD/OGRYN SQUAD** unit that is within range of an **objective**.

TARGET: That **BULLGRYN SQUAD/OGRYN SQUAD** unit.

EFFECT: Attacks that target your unit have -1 **AP** until that enemy unit has attacked.



LOW PROFILE

1CP

ABHUMAN AUXILIARIES STRATAGEM

Ratling snipers carefully scout out the most advantageous vantage points from which to unleash their kill shots, positions in which their eerie stillness and diminutive silhouette are hard to spot.

WHEN: Your Shooting phase, when a friendly **RATLINGS** unit has shot.

TARGET: That **RATLINGS** unit.

EFFECT: Those ranged attacks do not prevent your unit from being **hidden**.



STIRRED TO ACTION

1CP

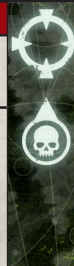
ABHUMAN AUXILIARIES STRATAGEM

An enemy who manages to pierce the Ogryns' dense forms often succeeds only in attracting their attention and becoming the objects of a sudden and trampling rush.

WHEN: Your opponent's Shooting phase, when an enemy unit that targeted a friendly **unengaged BULLGRYN SQUAD/OGRYN SQUAD** unit has shot.

TARGET: That **BULLGRYN SQUAD/OGRYN SQUAD** unit.

EFFECT: Your unit can make a **surge move** of up to D6".



BRIDGEHEAD STRIKE



ELITE, WELL-EQUIPPED SOLDIERY LAUNCH RAPID OFFENSIVES TO SECURE KEY TARGETS

DETACHMENT RULES

FIRE ZONE PURGE

Key to this force's mission is the swift purgation of local enemy forces through sudden deployment and focused firefights. As such, whether they hit the ground from a low-altitude drop or deploy from armoured transports, the soldiers of this formation are trained to find targets and start shooting the instant the foe is in sight.

- If a friendly **MILITARUM TEMPESTUS OFFICER** model is your **WARLORD**, friendly **TEMPESTUS SCIONS** units have:
 - **BATTLELINE**.
 - **+1 OC**.
- When a friendly **MILITARUM TEMPESTUS** unit is **selected to shoot**, if that unit was set up this turn, that unit's ranged attacks have **+1 to hit rolls**.

ENHANCEMENTS

BOMBAST-CLASS VOX-ARRAY

Carried by an officer's comms specialist, this device is a precious example of an omni-frequency master vox-array manufactured on the long-lost forge world of Urvox. It facilitates the rapid dissemination of orders throughout the entire strike force.

MILITARUM TEMPESTUS OFFICER model only. When this model issues an **Order**, if this unit has the **Master Vox** wargear ability, this model can issue that **Order** to up to three different **REGIMENT** units, instead of only one.

PRIORITY DROP BEACON

Locked to the designator runes of this officer's dropship and heavily warded against interference, this predeployed beacon ensures they and their elite soldiers land swiftly and on target.

MILITARUM TEMPESTUS OFFICER model only. In your first Movement phase, this unit can make an **ingress move**.

ON MY POSITION

BRIDGEHEAD STRIKE STRATAGEM

Circling Aeronautica Imperialis strike fighters wait above to launch strafing runs should the attack falter. In extremis, these assets can be called down upon Imperial positions in danger of being overrun, affording soldiers the desperate dignity of taking their enemies with them into death.

WHEN: End of your opponent's Charge phase.

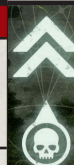
TARGET: One friendly **engaged REGIMENT** unit.

EFFECT: Roll one D6 for each enemy unit **engaged** with your unit:

- On a 2+ that enemy unit suffers D6 **mortal wounds**.

Then, your unit suffers 3D3 **mortal wounds**.

1CP



FIRING HOT

BRIDGEHEAD STRIKE STRATAGEM

At the risk of permanently burning out power packs, hot-shot weaponry can be temporarily overcharged to provide additional punch at the crucial moment.

WHEN: Your Shooting phase, when a friendly **MILITARUM TEMPESTUS/KASRKIN** unit is **selected to shoot**.

TARGET: That **MILITARUM TEMPESTUS/KASRKIN** unit.

EFFECT: Your unit's Hot-shot Lascarbines, Hot-shot Lasguns, Hot-shot Laspistols, Hot-shot Marksman Rifles, Hot-shot Volley Guns and Sentry Hot-shot Volley Guns weapons that targeted an enemy unit within 12" have **+1 S** and **AP**.

2CP



SERVO-DESIGNATORS

BRIDGEHEAD STRIKE STRATAGEM

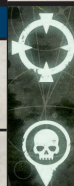
Released in a swarm from a modified Valkyrie gunship, high-altitude servo-skulls analyse targeting data from the ongoing fight and then provide updated firing solutions to the troops on the ground.

WHEN: Your Shooting phase, when a friendly **MILITARUM TEMPESTUS** unit has shot.

TARGET: That **MILITARUM TEMPESTUS** unit.

EFFECT: Select one enemy unit hit by those ranged attacks. Friendly **MILITARUM TEMPESTUS** units' ranged attacks that target that enemy unit have **[IGNORES COVER]**.

1CP



UNIQUE: RECON

DESIGNATION FORCE



FORWARD RECONNAISSANCE ASSETS IDENTIFY HIDDEN ENEMY HOLDOUTS FOR ERADICATION

DETACHMENT RULES

DESIGNATED TARGETS

A regiment's resilient and often unconventional scouts are deployed to provide forward intelligence on enemy dispositions. With a combination of regimental issue scopes and guerrilla instincts hard-won through survival at the forefronts of war zones, they can draw massed firepower down on lurking threats.

Friendly **SCOUT SENTINEL/ASTRA MILITARUM INFANTRY SMOKE** units have the following ability:

- Signal Flares:** In your Shooting phase, this unit can select one **visible** enemy unit within 12". That enemy unit is **designated**:
- While a unit is **designated**, that unit has +3" **detection range**.

This **detachment** has the **RECON** tag and cannot be taken with another **RECON detachment**.

ENHANCEMENTS

LONG-RANGE SCOUT **UPGRADE**

Veteran pilots of Scout Sentinels have a reputation as insubordinate mavericks or taciturn loners, but their skill in manoeuvring their often-camouflaged walker unseen into hostile territory is second to none.

SCOUT SENTINEL unit only. This unit has **Infiltrators**.

RECON STAR **UPGRADE**

Those soldiers who have earned this commendation have earned their skills stealthily trekking through dangerous no man's land far in advance of the main push, striking behind enemy lines on missions of sabotage, or laying flanking ambushes.

ASTRA MILITARUM INFANTRY PLATOON unit only. In your first Movement phase, this unit can make an **ingress move**.

CLOSE-RANGE DETECTION

1CP

DESIGNATION FORCE STRATAGEM

With a daring reconnaissance dangerously close to the hiding enemy, soldiers can provide more accurate reports of their location.

WHEN: Start of your Shooting phase.

TARGET: One friendly **SCOUT SENTINEL/ASTRA MILITARUM INFANTRY** unit.

EFFECT: While a **visible** enemy unit is within 6" of your unit, that unit has +3" **detection range**.



TRIGGERED ALERTS

1CP

DESIGNATION FORCE STRATAGEM

Alerted by proximity snares set up by recon teams, readied soldiers can evade their prowling foes to prepare new firing lines.

WHEN: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly **unengaged ASTRA MILITARUM INFANTRY** unit.

TARGET: That **ASTRA MILITARUM INFANTRY** unit.

EFFECT: Your unit can make a **normal move** of up to D3+3".



SUMP-SMOG SCREEN

1CP

DESIGNATION FORCE STRATAGEM

Named for the density and reek of their concealing smoke, varied packs of foul chemicals are carried by elite scouts that can be ignited to foul the enemy's aim.

WHEN: Start of your opponent's Shooting phase

TARGET: One friendly **ASTRA MILITARUM INFANTRY SMOKE** unit.

EFFECT: When an attack targets either your unit, or a unit that is not **fully visible** to the attacking model because of one or more models in your unit, the target has the **benefit of cover** against that attack.





STEEL HAMMER

Whilst infantry forms the backbone of many Astra Militarum forces, heavy armour often serves as the mailed fist. Venerable battle tanks thunder across the battlefield, propelled by promethium-hungry engines, their steel tracks grinding a path across all but the most formidable obstacles. The largest mechanical monstrosities – commanded by veteran tank officers and aces – are true war behemoths: super-heavy vehicles shielded by reinforced armour and bristling with enough weapons to reduce enemy armies to smouldering ruin. With these ironclad giants at the fore, an Astra Militarum armoured spearhead crashes over trench lines under heavy fire, crushing infantry to bloody pulp beneath its tracks and reducing any armoured opposition to fragments of twisted scrap metal with roaring cannonades. Before such a tide of heavy metal fury, enemies are struck dumb with terror, their cover toppled or blasted to atoms, exposing them to the full wrath of the Emperor's steel hammer.

DETACHMENT RULE



CEASELESS CANNONADE

The heaviest Astra Militarum vehicles are adamantine behemoths whose armour is almost impenetrable. The crews of these colossal war engines need have no concern for the integrity of their vehicles, unleashing even the most violently destructive ordnance at point-blank range.

Each time an **ASTRA MILITARUM TITANIC** or **ASTRA MILITARUM SQUADRON** unit from your army is selected to shoot, models in that unit can target enemy units within Engagement Range of that unit (including with Blast weapons), provided no other friendly units are also within Engagement Range of that enemy unit. When doing so, such models do not suffer the penalty to their Hit rolls for being within Engagement Range of one or more enemy units (excluding attacks made with Indirect Fire weapons).

KEYWORDS



In the Muster Armies step, you can select one or more **ASTRA MILITARUM TITANIC** units from your army to gain the **CHARACTER** keyword.

Designer's Note: *This means that the selected units can be given Enhancements, and one of them can be selected as your **WARLORD**.*

ENHANCEMENTS



BATTALION COMMANDER

High-ranking officers of armoured regiments may operate super-heavy tanks as command vehicles, their orders blaring from hull-mounted loud hailer or crackling over internal vox-channels.

ASTRA MILITARUM TITANIC CHARACTER model only. The bearer has the Voice of Command ability and the **OFFICER** keyword, and can issue up to 2 Orders to **ASTRA MILITARUM TITANIC** and **SQUADRON** units.

TITAN KILLER

Seeking to add another kill marking to their war machine, this glory-hungry tank commander seeks out and engages only the heaviest enemy assets.

ASTRA MILITARUM TITANIC CHARACTER model only. Each time the bearer makes a ranged attack, you can re-roll the Damage roll.

ENGINE SPEAKER

Intimately attuned to the machine spirits of Astra Militarum vehicles, this Tech-Priest administers rites and rituals, seeking to draw additional performance from engines.

ASTRA MILITARUM TECH-PRIEST ENGINEER model only. Each time the bearer uses its Omnissiah's Blessing ability, until the start of your next Command phase, add 3" to the Move characteristic of the selected **VEHICLE** model.

ASSAULT HATCHES

Ramps and hatches slam down on all sides of this titanic vehicle, enabling infantry to surge forth and overwhelm the enemy.

ASTRA MILITARUM TITANIC CHARACTER TRANSPORT model only. Each time a unit disembarks from the bearer after it has made a Normal move, that unit is still eligible to declare a charge this turn.





1CP

ENGINE OF WRATH

STEEL HAMMER – EPIC DEED STRATAGEM

An unstoppable engine of destruction, this super-heavy tank thunders forward, crushing enemies to bloody pulp beneath its steel treads.

WHEN: Fight phase.

TARGET: One **ASTRA MILITARUM TITANIC** unit from your army that has not been selected to fight this phase.

EFFECT: Select one enemy unit within Engagement Range of your unit. Until the end of the phase, add 6 to the Attacks characteristic of melee weapons equipped by models in your unit, improve the Armour Penetration characteristic of those weapons by 2, and each time a model in your unit fights, it can only target that enemy unit.



1CP

IMPOSING ARRIVAL

STEEL HAMMER – STRATEGIC PLOY STRATAGEM

The arrival of a super-heavy tank on the battlefield can swiftly turn the tide of the fight.

WHEN: Reinforcements step of your Movement phase, from the second battle round onwards.

TARGET: One **ASTRA MILITARUM TITANIC** unit from your army that is in Reserves.

EFFECT: Set up your unit on the battlefield, wholly within 8" of the battlefield edge and more than 6" horizontally away from all enemy units.



1CP

ADAMANTINE BEHEMOTH

STEEL HAMMER – STRATEGIC PLOY STRATAGEM

Barricades, trenches, bunkers and ruins: these obstacles are ground to dust by the obdurate advance of Astra Militarum armour.

WHEN: Your Movement phase or your Charge phase.

TARGET: One **ASTRA MILITARUM VEHICLE** unit from your army that has not been selected to move or charge this phase.

EFFECT: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.



1CP

SHATTERING SALVO

STEEL HAMMER – STRATEGIC PLOY STRATAGEM

Turrets and sponsons unleash a tempest of fury, toppling fortifications and leaving stunned and wounded enemies exposed to incoming fire.

WHEN: Your Shooting phase, just after an **ASTRA MILITARUM TITANIC** unit from your army has shot.

TARGET: That **ASTRA MILITARUM TITANIC** unit.

EFFECT: Select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.



1CP

WITHERING FIREPOWER

STEEL HAMMER – STRATEGIC PLOY STRATAGEM

Subjected to a thunderous volley of explosive shells and bullets, enemies begin to waver.

WHEN: Your Shooting phase, just after an **ASTRA MILITARUM VEHICLE** unit from your army has shot.

TARGET: That **ASTRA MILITARUM VEHICLE** unit.

EFFECT: Select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test, subtracting 1 from that test.



2CP

ACCURACY UNDER PRESSURE

STEEL HAMMER – BATTLE TACTIC STRATAGEM

Only the most disciplined soldiers and vehicle crews can maintain accuracy in the deafening confusion of an armoured clash.

WHEN: Your Shooting phase.

TARGET: One **ASTRA MILITARUM** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.



ARMoured INFANTRY

The rattle of tracks and the hammering of gunfire heralds the advance of armoured infantry. These forces are ideally suited to aggressively seizing strategic objectives, reinforcing buckling Imperial lines, responding to enemy attacks or capitalising on strategic gains. The combination of well-trained and equipped infantry with armoured transports is tried and tested. Transport vehicles lend their passengers speed and operational range far in excess of infantry operating on foot, provide protection on the way into battle, and offer fire support once the infantry have disembarked. In return, the troops can dig in, hold ground, and protect their transports from the enemy. Most often, the Astra Militarum deploys its armoured infantry elements at company strength. They either work hand in mailed gauntlet with tank formations or as massed assault elements which – when properly supported – can grind even the most elite foes into the dirt and secure the field for the armies of Mankind.

DETACHMENT RULE



SQUADRON COMMAND

Officers in charge of motorised formations are as well versed in armoured combat as in infantry operations.

Add **SQUADRON** to the list of units each **OFFICER** unit from your army can issue Orders to. Add the Order below to those listed in the Voice of Command ability.

ORDER

ON MY SIGNAL

The most effective commanders know how and when to make use of their armoured fighting vehicles' speed.

This Order can only be issued to **ARMoured SKIRMISHER** units (see below). Each time an enemy unit ends a Normal or Advance move within 8" of this unit, this unit can make a Normal move of up to D6". Each unit can only move in this way once per turn.

KEYWORDS



ASTRA MILITARUM SQUADRON units from your army have the **ARMoured SKIRMISHER** keyword (excluding **ARTILLERY** units and units containing one or more models with a Wounds characteristic of 13 or higher).

ENHANCEMENTS



EXEMPLARY OFFICER

Possessed of great initiative and authority, this officer marshals surrounding assets with great efficiency.

INFANTRY OFFICER model only. Each time the bearer issues an Order to its own unit, you can select up to two other **PLATOON** units within 3" of the bearer's unit. That Order is also issued to each of those units.

MASTER MANOEUVRIST

Academy training and battlefield experience have instilled in this officer a mastery of mobile warfare. At their barked orders, soldiers and armoured vehicles work in well-drilled unison.

INFANTRY OFFICER model only. At the end of your opponent's Fight phase, if the bearer's unit is not within Engagement Range of one or more enemy units and every model in that unit is within 3" of an **ASTRA MILITARUM TRANSPORT** from your army, it can embark within that **TRANSPORT**.

OMNISSIAN UNGUENTS (AURA)

Tech-Priests of the Adeptus Mechanicus bear to battle an array of sanctified oils and tinctures of protection with which to bless the Machine God's divine works.

ASTRA MILITARUM TECH-PRIEST ENGINEER model only. While a friendly **ARMoured SKIRMISHER** unit is within 3" of the bearer, that unit has the Feel No Pain 5+ ability.

GRAND STRATEGIST

Able to see the broader strategic picture, this experienced officer deploys their assets sparingly and with practised precision.

OFFICER model only. After both players have deployed their armies, if the bearer's unit (or any **TRANSPORT** it is embarked within) is on the battlefield, select up to two units with the **REGIMENT** or **SQUADRON** keywords from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.





ORDER THE ADVANCE

ARMoured INFANTRY – BATTLE TACTIC STRATAGEM

At a barked order, armour and infantry surge forward as one, utilising speed and aggression to close with objectives and the enemy.

WHEN: Start of your Movement phase.

TARGET: One **ASTRA MILITARUM OFFICER** unit from your army.

EFFECT: Select one or more friendly **ASTRA MILITARUM** units within 6" of your unit; until the end of the phase, you can re-roll Advance rolls made for those units.



MOBILE FIREBASE

ARMoured INFANTRY – STRATEGIC PLOY STRATAGEM

Armoured fighting vehicles and transports keep pace with the infantry, supporting the advance as mobile gun platforms.

WHEN: Your Movement phase, just after an **ARMoured SKIRMISHER** unit from your army Advances or Falls Back.

TARGET: That **ARMoured SKIRMISHER** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced or Fell Back.



BURST OF SPEED

ARMoured INFANTRY – STRATEGIC PLOY STRATAGEM

Pushing bodies or engines to the limit, these warriors continue their swift advance.

WHEN: End of your Movement phase.

TARGET: One **ASTRA MILITARUM** unit from your army that did not Remain Stationary or arrive from Reserves this phase.

EFFECT: Your unit can make a Normal move of up to D6".



SUPPORTING ORDNANCE

ARMoured INFANTRY – BATTLE TACTIC STRATAGEM

This vehicle's heavy weapons support lightly equipped infantry, suppressing enemy armour and bringing down lumbering monsters.

WHEN: Your Shooting phase.

TARGET: One **ARMoured SKIRMISHER** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a visible **MONSTER** or **VEHICLE** unit, you can re-roll the Hit roll.



COMBINED FIRE

ARMoured INFANTRY – BATTLE TACTIC STRATAGEM

Hammering the enemy, this transport's crew share targeting solutions with nearby allies, allowing for concentrated combined fire to obliterate the foe's infantry and even erode armour plating.

WHEN: Your Shooting phase, just after an **ARMoured SKIRMISHER** unit from your army has shot.

TARGET: That **ARMoured SKIRMISHER** unit.

EFFECT: Select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover, and each time an **ARMoured SKIRMISHER** unit from your army makes an attack that targets that unit, improve the Strength characteristic of that attack by 2.



OPENING SALVO

ARMoured INFANTRY – BATTLE TACTIC STRATAGEM

Emerging from their armoured transports, heavily armed soldiers open fire before enemies can dive for cover or angle their stoutest armour towards the fusillade.

WHEN: Your Shooting phase.

TARGET: One **ASTRA MILITARUM** unit from your army that disembarked from a **TRANSPORT** this turn and has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Wound roll.



GRIZZLED COMPANY

Hailing from fortress worlds or planets ravaged by incessant war, the soldiers of this company have fought on the front lines for long and bloody months. Where other formations have collapsed under the strain of constant warfare, these iron-willed combat veterans retain their ferocious discipline. They carry out the decisive orders of their ruthless and exacting officers with a determination born of pride and zeal.

DETACHMENT RULE



RUTHLESS DISCIPLINE

The officers of this company are wily, iron-willed veterans both respected and feared by the troops under their command. At their barked orders, even the weariest soldiers redouble their efforts.

Add 1 to the number of Orders each **ASTRA MILITARUM OFFICER** model from your army can issue, as stated on their datasheet.

While an **ASTRA MILITARUM** unit from your army is affected by an Order, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

ENHANCEMENTS



ABHUMAN DETAIL

Ogryns respond well to this Commissar's stern discipline and are even known to accompany them as a personal bodyguard.

COMMISSAR model only. Add the **OGRYN** keyword to the list of units this model can issue Orders too (as stated on its datasheet).

In the Declare Battle Formations step, the bearer can be attached to an **OGRYN SQUAD** or **BULLGRYN SQUAD** unit.

AQUILAN EYE

This bionic lens contains a miniaturised auspex capable of detecting the slightest flaws in enemy defences.

ASTRA MILITARUM OFFICER model only. Each time you select an Order for the bearer to issue, you can select the Order below:

Target Weak Spot (Order): Each time a model in this unit makes a ranged attack that targets an enemy unit within 12", improve the Armour Penetration characteristic of that attack by 1.

SPEC OPS VETERAN

This veteran commando officer imparts their experience in clandestine warfare to the rank and file.

ASTRA MILITARUM INFANTRY OFFICER model only. Each time you select an Order for the bearer to issue, you can select the Order below:

Move to the Shadows (Order): Each time a ranged attack targets this unit, until those attacks are resolved, models in this unit have the Stealth ability.

LAUD HAILER

This device amplifies the bearer's voice, enabling their orders to cut through the din of battle.

ASTRA MILITARUM OFFICER model only. Each time you select a unit for this **OFFICER** model to issue an Order to, that unit can be within 12" instead of within 6".





1CP

SNAP TO IT

GRIZZLED COMPANY – STRATAGEM

Reading the flow of battle and reacting in accordance, this officer expects their barked orders to be followed post-haste.

WHEN: Start of any phase.

TARGET: One **ASTRA MILITARUM OFFICER** unit from your army.

EFFECT: Your unit's **OFFICER** model can issue 1 Order as if it were your Command phase.



1CP

NO RETREAT!

GRIZZLED COMPANY – STRATAGEM

Battle-hardened and zealous, the company's grizzled elites will gladly give their lives to honour the Emperor.

WHEN: Your Command phase.

TARGET: One **ASTRA MILITARUM** unit from your army affected by the Duty and Honour! Order.

EFFECT: If your unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of a phase.



1CP

VETERAN SHARPSHOOTERS

GRIZZLED COMPANY – STRATAGEM

Marksmanship is a skill that only increases with experience.

WHEN: Your Shooting phase.

TARGET: One **ASTRA MILITARUM** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability.



1CP

PURGING FIRE

GRIZZLED COMPANY – STRATAGEM

Clear the area and defend your objectives. Take no prisoners.

WHEN: Your Shooting phase.

TARGET: One **ASTRA MILITARUM** unit from your army affected by an Order that has not been selected to shoot this phase.

EFFECT: If your unit is within range of an objective marker, until the end of the phase, ranged weapons equipped by models in your unit have the **[LETHAL HITS]** ability.



1CP

MORDIAN MINUTE

GRIZZLED COMPANY – STRATAGEM

Named for the soldiers of Mordian, this rapid-fire drill requires exceptional accuracy and coordination, but renders even the humble lasgun highly lethal.

WHEN: Your Shooting phase.

TARGET: One **ASTRA MILITARUM INFANTRY** unit from your army affected by the First Rank, Fire! Second Rank, Fire! Order.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, improve the Strength characteristic of that attack by 1.



1CP

ADDITIONAL ARMOUR

GRIZZLED COMPANY – STRATAGEM

Veteran soldiers know the value of additional protection, whether welded to vehicles or worn under flak armour.

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

TARGET: One **ASTRA MILITARUM** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

CADIAN RECON SQUAD

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autostubber [RAPID FIRE 3]	24"	3	4+	4	0	1
Lasgun [ASSAULT, RAPID FIRE 1]	24"	1	4+	3	0	1
Laspistol [PISTOL]	12"	1	4+	3	0	1
Long-las [HEAVY, PRECISION]	36"	1	4+	4	-2	2
Meltagun [MELTA 2]	12"	1	4+	9	-4	D6
 Missile launcher – frag [BLAST, HEAVY]	48"	D6	5+	4	0	1
 Missile launcher – krak [HEAVY]	48"	1	5+	9	-2	D6
 Plasma gun – standard [RAPID FIRE 1]	24"	1	4+	7	-2	1
 Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	4+	8	-3	2

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

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

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, REGIMENT, CADIAN RECON SQUAD

ABILITIES

CORE: Infiltrators, Stealth

Independent Operatives: Each time an Order is issued to this unit, that Order affects this unit until a new Order is issued to this unit, or until this unit becomes Battle-shocked, or until the battle ends (whichever happens first).



FACTION KEYWORDS: ASTRA MILITARUM

CADIAN RECON SQUAD

Veteran soldiers who have lived long enough to receive additional training in stealth, reconnaissance and ambush, Cadian Recon Squads are an asset to any regiment. They get the best from the weapons they wield, display hard-won warrior cunning, and provide their commanding officers with a ready flow of strategic intelligence.



WARGEAR OPTIONS

- One Recon Trooper can replace their lasgun with 1 autostubber.
- One Recon Trooper can replace their lasgun with one of the following:
 - 1 plasma gun
 - 1 meltagun
- Up to one Recon Trooper can replace their lasgun with 1 long-las.
- One Recon Trooper equipped with 1 lasgun can be equipped with 1 vox-caster and 1 vox-relay beacon [that model's lasgun cannot be replaced].
- You can select one of the following options:
 - Up to one Recon Trooper can replace their lasgun with 1 long-las.
 - Up to two Recon Troopers each equipped with a lasgun can form a weapons team. If they do, one model's lasgun is replaced with 1 laspistol, and one model's lasgun is replaced with 1 missile launcher and 1 laspistol.

WARGEAR ABILITIES

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

Vox-relay Beacon: At the start of the battle, you can set up one Vox-relay Beacon token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. While a friendly **ASTRA MILITARUM REGIMENT** unit is within 6" of that token, **OFFICER** units from your army can issue orders to that **REGIMENT** unit as if the **OFFICER** unit was within 6" of it. At the end of every phase, if an enemy unit is within 1" of a Vox-relay Beacon token you set up, that token is removed from the battlefield.

UNIT COMPOSITION

- 1 Recon Sergeant model
- 9 Recon Trooper models

Each model is equipped with: lasgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, REGIMENT, CADIAN RECON SQUAD



FACTION KEYWORDS: ASTRA MILITARUM

COMMISSAR YARRICK

M

T

SV

W

LD

OC

6"

4

4+

5

6+

1

4+

INVULNERABLE SAVE



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bale Eye [PRECISION]	12"	2	2+	6	-2	D3+1
Las pistol [PISTOL]	12"	1	2+	3	0	1
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power claw	Melee	4	2+	8	-2	2
Power sword	Melee	6	2+	4	-2	1

WARGEAR OPTIONS

- None.

ABILITIES

CORE: **Leader**

FACTION: **Voice of Command**

Will of Iron: The first time this model is destroyed, remove it from play, then, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with 3 wounds remaining.

Hero of Hades Hive: In your Command phase, you can select one of the abilities in the Hero of Hades Hive section (see next page). Until the start of your next Command phase, this model has that ability.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, OFFICER, COMMISSAR YARRICK



FACTION KEYWORDS: ASTRA MILITARUM

COMMISSAR YARRICK

Few champions of the Imperium inspire the common soldiery as does Commissar Sebastian Yarrick. He can also tear a swathe through his enemies, delivering thunderous blows with his trophy power claw, mowing them down with his storm bolter, and delivering laser blasts from his ocular augmetic, the so-called Bale Eye.



HERO OF HADES HIVE

Counterstrategist: At the end of your opponent's Movement phase, you can select one enemy unit that was set up or ended a move within 8" of this model, and one friendly **REGIMENT** unit within 6" of and visible to this model that has not made a Normal move or been targeted with the Fire Overwatch Stratagem this phase. That **REGIMENT** unit can then either:

- Make a Normal move of up to D6".
- Shoot at that enemy unit, but only if it is an eligible target. Until the end of the phase, each time a model in that unit makes a ranged attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapon's Ballistic Skill or any modifiers.
- Make a Surge move. To do so, roll one D6: models in that unit move a number of inches up to the result, but that unit must end that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, those models can be moved within Engagement Range of that enemy unit. That unit cannot make a Surge move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Surge move per phase.

Decisive Command: The next Order issued by this model can be issued to one eligible friendly unit within 12" of this model; if this is the first Order issued by a unit from your army this Command phase, that Order affects not only that eligible unit, but every other eligible friendly unit within 6" of that eligible unit.

Inspiring Hero (Aura): While a friendly **ASTRA MILITARUM** unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, OFFICER, COMMISSAR YARRICK

UNIT COMPOSITION

- 1 Commissar Yarrick – EPIC HERO

This model is equipped with: 1 storm bolter; 1 laspistol; 1 Bale Eye; 1 power claw; 1 power sword.

ORDERS

This **OFFICER** can issue up to 2 Orders to **REGIMENT**, **SQUADRON** or **TITANIC** units.

LEADER

This model can be attached to the following units: **CADIAN SHOCK TROOPS**, **CATACHAN JUNGLE FIGHTERS**, **DEATH KORPS OF KRIEG**, **KASRKIN**, **KRIEG COMBAT ENGINEERS**, **TEMPESTUS SCIONS**.



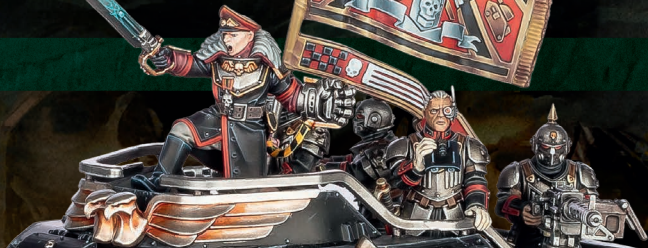
FACTION KEYWORDS: ASTRA MILITARUM

COMMISSAR GRAVES

M	T	SV	W	LD	OC
12"	8	3+	12	6+	5

4+

INVULNERABLE SAVE



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Chiron gatling cannon	24"	12	3+	5	0	1
Prefectus heavy stubber [RAPID FIRE 3]	36"	3	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull [EXTRA ATTACKS]	Melee	3	4+	6	0	1
Enforcer crew [EXTRA ATTACKS]	Melee	10	4+	3	0	1
Power sword and Manus Mortis [LANCE]	Melee	5	2+	6	-2	2

WARGEAR ABILITIES

Aquiline Prow: Each time this unit ends a Charge move, you can select one enemy unit within Engagement Range of it, then roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Voice of Command**

Mechanised Spearhead: In your Movement phase, each time a friendly **ASTRA MILITARUM REGIMENT** unit disembarks from a **TRANSPORT** that is within 6" of this model, after that unit has been set up, this model can issue 1 Order to that **REGIMENT** unit, regardless of how many Orders this model has already issued this turn.

Brutal Disciplinarian: Once per turn, at the start of any phase, you can select one friendly **ASTRA MILITARUM INFANTRY** unit (excluding units that only contain one model) that is Battle-shocked and within 24" of and visible to this model. If you do, one model in that unit is destroyed, and that unit is no longer Battle-shocked.

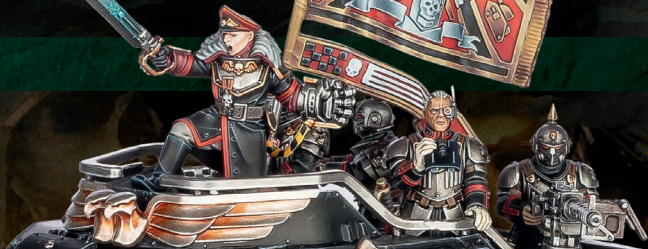
KEYWORDS: **VEHICLE, CHARACTER, SQUADRON, EPIC HERO, IMPERIUM, OFFICER, COMMISSAR GRAVES**



FACTION KEYWORDS:
ASTRA MILITARUM

COMMISSAR GRAVES

Cold-eyed killers always ready to execute soldiers for any perceived failing, Graves and her retinue demand absolute loyalty and devotion to duty. Riding to battle aboard her modified Centaur RSV, Vigilance, Graves readily intercepts and countermands orders she considers cowardly, while acting as a figurehead of fear and inspiration both.



WARGEAR OPTIONS

- None.

ORDERS

This **OFFICER** can issue 1 Order to **REGIMENT** or **SQUADRON** units. This **OFFICER** can only issue the Move! Move! Move!, Duty and Honour! and Fix Bayonets! Orders.

UNIT COMPOSITION

- 1 Commissar Graves – **EPIC HERO**

This model is equipped with: 1 chiron gatling cannon; 2 Prefectus heavy stubbers; 1 power sword and Manus Mortis; 1 Enforcer crew; 1 armoured hull; 1 aquiline prow.

KEYWORDS: VEHICLE, CHARACTER, SQUADRON, EPIC HERO, IMPERIUM, OFFICER, COMMISSAR GRAVES



FACTION KEYWORDS:
ASTRA MILITARUM

COMMISSAR GRAVES ON FOOT

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power sword and Manus Mortis	Melee	5	2+	6	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Voice of Command**

Icon of Discipline: This model's unit is eligible to shoot and declare a Charge in a turn in which it Fell Back.

Brutal Disciplinarian: Once per turn, at the start of any phase, you can select one friendly **ASTRA MILITARUM INFANTRY** (excluding units that only contain one model) unit that is Battle-shocked and within 12" of this model. If you do, one model in that unit is destroyed, and that unit is no longer Battle-shocked.

ORDERS

This **OFFICER** can issue 1 Order to **REGIMENT** units. This **OFFICER** can only issue the Move! Move! Move!, Duty and Honour! and Fix Bayonets! Orders.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM,
COMMISSAR GRAVES ON FOOT



FACTION KEYWORDS:
ASTRA MILITARUM

COMMISSAR GRAVES ON FOOT

An embodiment of uncompromising intolerance, Commissar Thenia Graves inspires fear and respect in equal measure. She demands absolute obedience and self-sacrificial aggression from officers and soldiers alike, and will not hesitate to execute any who fail to meet her exacting standards.



WARGEAR OPTIONS

- None.

USING COMMISSAR GRAVES

Your army can only include one **COMMISSAR GRAVES** or **COMMISSAR GRAVES ON FOOT** unit.

LEADER

This model can be attached to the following units: **CADIAN SHOCK TROOPS**, **CATACHAN JUNGLE FIGHTERS**, **DEATH KORPS OF KRIEG**, **KASRKIN**, **KRIEG COMBAT ENGINEERS**, **TEMPESTUS SCIONS**.

UNIT COMPOSITION

- 1 Commissar Graves on Foot – **EPIC HERO**

This model is equipped with: 1 bolt pistol; 1 power sword and Manus Mortis.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM,
COMMISSAR GRAVES ON FOOT



FACTION KEYWORDS:
ASTRA MILITARUM

HIPPOGRIFF AFV

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



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Chiron gatling cannon [ASSAULT]

24"

12

4+

5

0

1

Heavy stubber [ASSAULT, RAPID FIRE 3]

36"

3

4+

4

0

1

Lascannon [ASSAULT]

48"

1

4+

12

-3

D6+1

Melta cannon [ASSAULT, MELTA 2]

18"

2

4+

9

-4

D6

Meltagun [ASSAULT, MELTA 2]

12"

1

4+

9

-4

D6

Vigilator cannon [ASSAULT, BLAST]

36"

D6

4+

8

-1

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Armoured hull

Melee

3

4+

5

0

1

ABILITIES

CORE: **Deadly Demise 1**

Convoy Escort Vehicle: In your Shooting phase, after this unit has shot, it can make a Normal move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SQUADRON, HIPPOGRIFF AFV



FACTION KEYWORDS:
ASTRA MILITARUM

HIPPOGRIFF AFV

The Hippogriff Armoured Fighting Vehicle combines speed and agility with a range of turret-mounted weapon loadouts capable of handling almost any battlefield situation. Excellent rapid-response vehicles well suited to escort duties, reconnaissance in force, and armoured countercharges, they have been the bane of foes many times their size.



WARGEAR OPTIONS

- Any number of models can each have their heavy stubber replaced with 1 meltagun.
- Any number of models can each have their vigilator cannon replaced with one of the following:
 - 1 chiron gatling cannon
 - 1 lascannon
 - 1 melta cannon

UNIT COMPOSITION

- 1-2 Hippogriff AFV

Every model is equipped with: 1 vigilator cannon; 1 heavy stubber; 1 armoured hull.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SQUADRON, HIPPOGRIFF AFV



FACTION KEYWORDS:
ASTRA MILITARUM

CENTAUR RSV

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Pintle-mounted heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3, Firing Deck 12

Rapid Strike Vehicle: While one or more units are embarked within this model, unless this model is Battle-shocked, add 1 to this model's Objective Control characteristic for every 3 models (rounding down) embarked within it.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SQUADRON, TRANSPORT, DEDICATED TRANSPORT, CENTAUR RSV



FACTION KEYWORDS: ASTRA MILITARUM

CENTAUR RSV

Transport compartment loaded with a full squad of Astra Militarum infantry, the Centaur Rapid Strike Vehicle accelerates hard into battle. Rugged and simple, these transports eschew heavy firepower in favour of focusing on their primary role: to ferry their passengers to their destination unharmed and with the greatest possible haste.



WARGEAR OPTIONS

- None.

UNIT COMPOSITION

- 1 Centaur RSV

This model is equipped with: 1 pintle-mounted heavy stubber; 1 armoured hull.

TRANSPORT

This model has a transport capacity of 12 **ASTRA MILITARUM INFANTRY** models. Each **OGRYN** model takes up the space of 3 models. It cannot transport **ARTILLERY** models.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SQUADRON, TRANSPORT, DEDICATED TRANSPORT, CENTAUR RSV



FACTION KEYWORDS: ASTRA MILITARUM



ASTRA MILITARUM

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

COMBINED ARMS DETACHMENT

Reactive Command Enhancement

Change 9" to 8".

MECHANISED ASSAULT DETACHMENT

Swift Interception Stratagem, Target section

Change to:

'One **TRANSPORT** unit from your army (excluding **AIRCRAFT** and **TITANIC** units) that is not within Engagement Range of one or more enemy units, and is within 8" of the enemy unit that just ended that move.'

RECON ELEMENT DETACHMENT

Masters of Camouflage Detachment Rule

Change to:

'**ASTRA MILITARUM WALKER** and **REGIMENT** **units** from your army have the Benefit of Cover. While such a **unit** has the Benefit of Cover for any other reason, improve the Save characteristic of that **unit** by 1 (to a maximum of 3+).'

Tripwires Enhancement

Change 9" to 8".

Draw Them Out Stratagem, Target Section

Change 9" to 8".

Tanglefoot Grenades Stratagem, Effect Section

Change to:

'Select one **visible** enemy unit within 12" of your unit. When that enemy unit **declares a charge**, that enemy unit has -1 to **charge rolls**.

SIEGE REGIMENT DETACHMENT

Artillery Support Detachment Rule, Creeping Barrage

Change to:

'Roll one D6 for each enemy unit that is more than 12" from every model from your army that is on the battlefield: On a 5+, until the end of the battle round, that unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it. The maximum number of units that can be shaken by this rule in each battle round depends on the battle size, as shown below.'

DATASHEETS

Aegis Defence Line, Baneblade, Banehammer, Banesword, Basilisk, Chimera, Deathstrike, Doomhammer, Hellhammer, Hellhound, Hydra, Leman Russ Battle Tank, Leman Russ Commander, Leman Russ Demolisher, Leman Russ Eradicator, Leman Russ Executioner, Leman Russ Exterminator, Leman Russ Punisher, Leman Russ Vanquisher, Manticore, Rogal Dorn Battle Tank, Rogal Dorn Commander, Shadowword, Stormlord, Stormsword, Taurox, Taurox Prime, Wyvern – Keywords section
Add **'FRAME'**.

Cadian Command Squad, Cadia Stands! Ability

Change to:

'While this unit contains an **OFFICER** model and this unit is within range of an **objective**, this unit can re-roll **battle-shock rolls**.'

Basilisk, Earthshaker Rounds Ability

Change to:

'In your Shooting phase, after this model has shot, if one or more of those attacks made with its earthshaker cannon scored a hit against an enemy **INFANTRY** unit, until the start of your next Shooting phase, that unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.'

Catachan Command Squad, Ranged Weapons table

Add the following profiles:

Bolt Pistol [PISTOL]

RANGE	A	BS	S	AP	D
12"	1	4+	4	0	1

Boltgun [RAPID FIRE 1]

RANGE	A	BS	S	AP	D
24"	1	4+	4	0	1

Death Korps of Krieg

- **Ranged Weapons table:** add the following profile:

Boltgun [RAPID FIRE 1]

RANGE	A	BS	S	AP	D
24"	1	4+	4	0	1

- **Wargear Options, fourth bullet:** change to 'Any number of Death Korps Watchmasters can each replace their laspistol and chainsword with 1 boltgun and 1 close combat weapon.'

Death Riders, Screening Line Ability

Change to: 'In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".'

Kasrkin, Weapons Tables

Delete the 'power weapon' profile and add the following profiles:

Plasma Pistol - Standard [PISTOL]

RANGE	A	BS	S	AP	D
12"	1	3+	7	-2	1

Plasma Pistol - Supercharge [HAZARDOUS, PISTOL]

RANGE	A	BS	S	AP	D
12"	1	3+	8	-3	2

Chainsword

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

Krieg Combat Engineers, Remote Mine Ability

Change to:

'Once per battle, at the start of your Shooting phase, you can select one enemy unit within 9" of and visible to the bearer and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a **VEHICLE** or **FORTIFICATIONS** unit.'

Krieg Command Squad,

- **Ranged Weapons table, bolt pistol:** Add '[PISTOL]'.
- **Wargear Options, fifth bullet:** Change to '1 Veteran Guardsman not equipped with alchemyk counteragents can replace its laspistol with one of the following:
 - 1 bolt pistol
 - 1 plasma pistol'

Krieg Heavy Weapons Squad

- **Ranged Weapons, laspistol:** Change Range characteristic to '12"'.
▪ **Final Duty ability:** Change to 'While the Fire Coordinator model is on the battlefield, each time a Heavy Weapons Gunner model is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play.'

Leman Russ Commander, Death Befitting an Officer

Change to:

'In your opponent's Shooting phase, when this unit is **destroyed**, before this unit's **deadly demise** roll, roll one D6:

- On a 2+, do not remove this unit from the battlefield. After the attacking unit has shot, this unit can shoot using **normal shooting**, but while doing so this unit can only target that enemy unit. When this unit has shot, or at the end of the phase (whichever comes first), resolve this unit's **deadly demise** roll, then this unit is removed from the battlefield.'

Lord Solar Leontus, Orders Section

Change to:

'This **OFFICER** can issue up to 3 Orders to:

- **REGIMENT** units
- **SQUADRON** units
- **TITANIC** units'

Militarum Tempestus Command Squad

- **Faction Abilities:** Add 'Voice of Command'.
- **Keywords:** Remove '**REGIMENT**'.

Ogryn Bodyguard

- **Loyal Protector section:** Add 'This model cannot be selected as your **WARLORD** and cannot be given Enhancements.'
- **Keywords:** Add '**CHARACTER**'.

Tempestus Scions

- **Ranged Weapons:** Change 'Bolt pistol', 'Plasma pistol – standard' and 'Plasma pistol – supercharge' **BS** characteristic to '3+'.
- **Core Abilities:** Add 'Deep Strike'.

Tempestus Aquilons

- **Ranged Weapons, Bolt pistol:** Change BS characteristic to '3+'.
- **Servo-sentry Ability:** Change to 'When this unit is set up on the battlefield using the Deep Strike ability, the Tempestor Aquilon can shoot with its sentry weapon (its sentry flamer, sentry grenade launcher or sentry hot-shot volley gun).'
- **Precision Drop Ability:** Change to 'In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can perform a precision drop. If it does, this unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.'

Gaunt's Ghosts, Covert Stealth Team ability

Change to:

'At the end of your opponent's turn, if this unit is **unengaged**, you can use this ability. If you do:

- Place this unit in **strategic reserves**.
- This unit has **Deep Strike** until the start of your next Shooting phase.
- This unit must make an **ingress move** in your next Movement phase (including in your first turn).'

Valkyrie

- **Profile:** Change **M** to '14"' and **OC** to '-'.
▪ **Keywords:** Remove '**AIRCRAFT**'.

FAQS

Q: *Can the Reinforcements! Stratagem be used on a unit that is Battle-shocked?*

A: No.

Q: *If a unit contains two models equipped with a vox-caster, can I attempt to generate 1CP twice when the bearer's unit is targeted with a Stratagem?*

A: No.

Q: *Can I attempt to generate 1CP from a unit containing a vox-caster, when targeting that unit with the Reinforcements! Stratagem?*

A: No.

Q: *When using the Creeping Barrage ability, how do you resolve the maximum number of units that can be shaken?*

A: You roll one D6 for each enemy unit that is more than 12" from every model from your army that is on the battlefield, in an order of your choosing, one at a time. Once the maximum number of enemy units for the battle size have been shaken, stop rolling for any additional units.

Q: *When an Ogryn Bodyguard joins a Militarum Tempestus Command Squad, can the unit set up using the Deep Strike ability?*

A: No, as the Ogryn Bodyguard model does not have the Deep Strike ability.

Q: *If a unit becomes affected by the same Order multiple times, do those Orders affect that unit multiple times?*

A: No.

AVENGER STRIKE FIGHTER

M	T	SV	W	LD	OC
-	9	3+	14	7+	-



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Avenger bolt cannon [SUSTAINED HITS 1]	36"	10	4+	6	-1	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Lascannon	48"	1	4+	12	-3	D6+1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

Fiery Vengeance: Once per turn, in your opponent's Shooting phase, when another friendly **ASTRA MILITARUM** unit within 6" of this model is destroyed by an attack made by a unit that can **FLY**, one model from your army with this ability can use it. If it does, after the attacking unit has finished making its attacks, that model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, FRAME, IMPERIUM, AVENGER STRIKE FIGHTER



FACTION KEYWORDS:
ASTRA MILITARUM

AVENGER STRIKE FIGHTER

The Avenger is a dedicated strike fighter, designed to conduct high-speed, low-level attacks on ground targets. Armoured vehicle formations and high-value strategic assets are the Avenger's principal prey, the aircraft's bolt cannon giving it a tank-killing capability that exceeds most other Imperial flyers of its size.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Avenger Strike Fighter

This model is equipped with: Avenger bolt cannon; heavy stubber; 2 lascannons; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, FRAME, IMPERIUM, AVENGER STRIKE FIGHTER



FACTION KEYWORDS:
ASTRA MILITARUM

CYCLOPS DEMOLITION VEHICLE

M

8"

T

4

SV

3+

W

4

LD

8+

OC

0

ABILITIES

CORE: **Deadly Demise 1**

Demolition Charges: Each time this model or an enemy unit ends a move, if this model is within 3" of one or more enemy units, select one of those enemy units. This model is destroyed, but instead of rolling for its Deadly Demise ability, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D6 mortal wounds.

Unstable Payload: When rolling for this model's Deadly Demise ability, units within 6" suffer mortal wounds on a 4+, instead of on a 6.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, CYCLOPS DEMOLITION VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM

CYCLOPS DEMOLITION VEHICLE

The Cyclops is a small tracked vehicle used for battlefield demolitions. While battle tanks and artillery pound enemy positions from range, a Cyclops is a weapon unto itself, packed with explosives that can sunder bastions, clear mines and obstacles or obliterate unsuspecting enemy troops.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Cyclops Demolition Vehicle

This model is equipped with: nothing.

COMPACT

This model can embark within an **ASTRA MILITARUM TRANSPORT** model as if it were an **INFANTRY** model. If it does, it takes up the space of 7 models.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, CYCLOPS DEMOLITION VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM

CIAPHAS CAIN

WARHAMMER LEGENDS

M

6"

T

3

SV

4+

W

5

LD

6+

OC

3

INSV

5+



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Las pistols [PRECISION]

12"

2

2+

3

-1

1

Meltagun [MELTA 2]

12"

1

2+

9

-4

D6



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Chainsword and Gun Butt

Melee

6

2+

3

-1

1

CORE ABILITIES

Leader, Stealth

ARMY RULES

Voice of Command

ABILITIES

Hero of the Imperium (Aura): While a friendly **ASTRA MILITARUM** unit is within 6" of this model, that unit can re-roll **battle-shock** rolls.

Trapped by Excuses: In the Deploy Armies step, you must set this unit up on the battlefield or embarked within a **TRANSPORT** unit that is set up on the battlefield. Abilities that allow you to redeploy a unit or place a unit in **strategic reserves** cannot affect this unit or a **TRANSPORT** unit this unit is embarked within.

Psychic Blank: This model has **Feel No Pain 4+** against **psychic attacks** and **mortal wounds**.

Unparalleled Luck (Once per battle, per army): At the start of a phase, you can use this ability. If you do, this model has 2+ **InSv**.

KEYWORDS: **INFANTRY; CHARACTER; COMMISSAR; EPIC HERO; IMPERIUM; OFFICER**

FACTION KEYWORDS:
ASTRA MILITARUM



CIAPHAS CAIN



WARHAMMER LEGENDS

UNIT COMPOSITION

- 1 Ciaphas Cain model

This model is equipped with: 1 Chainsword and Gun Butt; 1 Laspistols; 1 Meltagun.

This model can be assembled on a single base or as two models – Ciaphas Cain and Jurgen – on separate bases. If you assemble the models separately, the Ciaphas Cain model has these rules and the Jurgen model is a token.

EMBARKING

While embarked within a **TRANSPORT**, this model takes up the space of 2 models.

ORDERS

This **OFFICER** can issue up to 2 Orders to **REGIMENT** units. This **OFFICER** can only issue the **Duty and Honour!**, **Move! Move! Move!** and **Take Cover!** Orders.

KEYWORDS: **INFANTRY; CHARACTER; COMMISSAR; EPIC HERO; IMPERIUM; OFFICER**

FACTION KEYWORDS:
ASTRAMILITARUM



HELL'S LAST

WARHAMMER LEGENDS

M	T	SV	W	LD	OC	
6"	3	5+	3	7+	1	MINKA LESK
6"	3	5+	2	7+	1	LESK'S VETERANS
		5+	INVULNERABLE SAVE			



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Demolitions [BLAST, ONE SHOT]	6"	D6	4+	9	-2	2
One Shot: The bearer can only shoot with this weapon once per battle.						
Hot-shot laspistol [PISTOL]	12"	1	3+	3	-1	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6

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

WARGEAR ABILITIES

Regimental Banner: Add 1 to the Objective Control characteristic of models in the bearer's unit.

ABILITIES

CORE: Leader

FACTION: Voice of Command

Heroic Example: While this unit's Minka Lesk model is on the battlefield, each time a model in this unit makes an attack, you can re-roll the Hit roll.

Lesk's Heroes: Add 1 to the Leadership characteristic of models in this unit and you can re-roll Battle-shock and Leadership tests taken for this unit.

ORDERS

This unit's **OFFICER** can issue 2 Orders to **REGIMENT** units.

KEYWORDS – ALL MODELS: INFANTRY, GRENADES, IMPERIUM, PLATOON, COMMAND SQUAD, HELL'S LAST | MINKA LESK ONLY: CHARACTER, EPIC HERO, OFFICER



FACTION KEYWORDS:
ASTRA MILITARUM

HELL'S LAST

WARHAMMER LEGENDS



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Minka Lesk – EPIC HERO
- 4 Lesk's Heroes

Minka Lesk is equipped with: bolt pistol; power weapon.

1 Lesk's Hero is equipped with: demolitions; meltagun; close combat weapon.

1 Lesk's Hero is equipped with: hot-shot laspistol; dirk

1 Lesk's Hero is equipped with: bolt pistol; power weapon.

1 Lesk's Hero is equipped with: power weapon; regimental banner.

LEADER

This model can be attached to the following units:

- CADIAN SHOCK TROOPS

KEYWORDS – ALL MODELS: INFANTRY, GRENADES, IMPERIUM, PLATOON, COMMAND SQUAD, HELL'S LAST | MINKA LESK ONLY: CHARACTER, EPIC HERO, OFFICER



FACTION KEYWORDS:
ASTRA MILITARUM

REGIMENTAL ATTACHÉS

WARHAMMER LEGENDS

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

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

ABILITIES

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

Aeronautica Commander: At the start of your Shooting phase, select one enemy unit within 30" of and visible to this unit's Officer of the Fleet model. Until the end of the phase, each time a friendly **ASTRA MILITARUM AIRCRAFT** model makes a ranged attack that targets that unit, add 1 to the Hit roll.

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

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



FACTION KEYWORDS:
ASTRA MILITARUM

REGIMENTAL ATTACHÉS

WARHAMMER LEGENDS

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

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

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

The Astropath is equipped with: laspistol; Astropath's stave.

ATTACHÉS

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

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

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



FACTION KEYWORDS:
ASTRA MILITARUM

MUNITORUM SERVITORS

WARHAMMER LEGENDS

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

6+

INVULNERABLE SAVE



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Heavy bolter [HEAVY, SUSTAINED HITS 1]

36"

3

6+

5

-1

2

Multi-melta [HEAVY, MELTA 2]

18"

2

6+

9

-4

D6



Plasma cannon – standard [BLAST, HEAVY]

36"

D3

6+

7

-2

1



Plasma cannon – supercharge
[BLAST, HAZARDOUS, HEAVY]

36"

D3

6+

8

-3

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Close combat weapon

Melee

1

5+

3

0

1

Servitor's servo-arm

Melee

1

5+

6

-2

3

ABILITIES

Mindlock: While a friendly **TECH-PRIEST ENGINEER** model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by **MUNITORUM SERVITOR** models in this unit by 1.



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

KEYWORDS: INFANTRY, IMPERIUM, MUNITORUM SERVITORS



FACTION KEYWORDS:
ASTRA MILITARUM

MUNITORUM SERVITORS

WARHAMMER LEGENDS

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 4 Munitorum Servitors

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

SERVITOR RETINUE

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

KEYWORDS: INFANTRY, IMPERIUM, MUNITORUM SERVITORS



FACTION KEYWORDS:
ASTRA MILITARUM

SERGEANT HARKER

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Payback [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: **Feel No Pain 6+, Leader, Scouts 6"**

FACTION: **Voice of Command**

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

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

ORDERS

This **OFFICER** can issue 1 Order to a **CATACHAN JUNGLE FIGHTERS** unit.

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



FACTION KEYWORDS:
ASTRA MILITARUM

SERGEANT HARKER

WARHAMMER LEGENDS

Gunnery Sergeant Harker, known as 'Stonetooth' Harker to his Catachan soldiers, is amongst the toughest of that hardy breed. He is said to feel no pain, and his immense strength enables him to carry his heavy bolter, Payback, as easily as others carry a rifle.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Sergeant Harker – EPIC HERO

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

LEADER

This model can be attached to the following unit:

- CATACHAN JUNGLE FIGHTERS

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



FACTION KEYWORDS:
ASTRA MILITARUM

'IRON HAND' STRAKEN

WARHAMMER LEGENDS

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

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Auto shotgun [ASSAULT]	12"	3	3+	4	0	2
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bionic arm with devil's claw [ANTI-MONSTER 4+]	Melee	6	2+	6	-2	2

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

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

ABILITIES

CORE: **Leader, Scouts 6"**

FACTION: **Voice of Command**

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

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

ORDERS

This **OFFICER** can issue up to 2 Orders to **REGIMENT** units.



FACTION KEYWORDS:
ASTRA MILITARUM

'IRON HAND' STRAKEN

WARHAMMER LEGENDS

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 'Iron Hand' Straken – EPIC HERO

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

LEADER

This model can be attached to the following unit:

- CATACHAN JUNGLE FIGHTERS

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



FACTION KEYWORDS: ASTRA MILITARUM

VALKYRIE SKYTALON

WARHAMMER LEGENDS

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



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

ABILITIES

CORE: **Deadly Demise D6, Hover**

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

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, TRANSPORT, VALKYRIE SKYTALON



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Valkyrie Sky Talon

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

TRANSPORT

This model has a transport capacity of 1 **TAUROS** model or 2 **ASTRA MILITARUM WALKER** models.

KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, TRANSPORT, VALKYRIE SKY TALON



FACTION KEYWORDS:
ASTRA MILITARUM

AQUILA LANDER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	9	3+	12	7+	0



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

ABILITIES

CORE: **Deadly Demise D3, Hover**

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

DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, TRANSPORT, AQUILA LANDER



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 **Aquila Lander**

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

TRANSPORT

This model has a transport capacity of 12 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each **OGRYN** model takes up the space of 3 models. It cannot transport **ARTILLERY** models.

KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, TRANSPORT, AQUILA LANDER



FACTION KEYWORDS:
ASTRA MILITARUM

DOMINUS ARMoured SIEGE BOMBARD

WARHAMMER LEGENDS

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



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

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

ABILITIES

CORE: **Deadly Demise D6+2**

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

DAMAGED: 1-7 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE,**
DOMINUS ARMoured SIEGE BOMBARD



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Dominus Armoured Siege Bombard**

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

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE,
DOMINUS ARMoured SIEGE BOMBARD



FACTION KEYWORDS:
ASTRA MILITARUM

GORGON HEAVY TRANSPORT

WARHAMMER LEGENDS

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

5+*

INVULNERABLE SAVE

*Against ranged attacks only

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

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

ABILITIES

CORE: **Deadly Demise D6+2**

Mount Up!: At the end of your opponent's Movement phase, if there are no models currently embarked within this **TRANSPORT**, you can select one friendly **ASTRA MILITARUM INFANTRY** unit (excluding **ARTILLERY** units) that is wholly within 6" of this **TRANSPORT**. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this **TRANSPORT**.

DAMAGED: 1-7 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, TRANSPORT, GORGON HEAVY TRANSPORT



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Gorgon Heavy Transport**

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

TRANSPORT

This model has a transport capacity of 30 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each **OGRYN** model takes up the space of 3 models. It cannot transport **ARTILLERY** models.

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, TRANSPORT, GORGON HEAVY TRANSPORT



FACTION KEYWORDS: ASTRA MILITARUM

DEATH KORPS GRENADIER SQUAD

WARHAMMER LEGENDS

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

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

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

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

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, REGIMENT, PLATOON, KRIEG, DEATH KORPS GRENADIER SQUAD

ABILITIES

Grenadiers: Once per turn, you can target this unit with the Grenade Stratagem for OCP.

WARGEAR ABILITIES

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



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

One of the following:

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

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

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

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

GRENADIER SQUAD

If a model from your army with the Leader ability can be attached to a **KRIEG COMBAT ENGINEERS** unit, it can be attached to this unit instead.

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, REGIMENT, PLATOON, KRIEG,
DEATH KORPS GRENADIER SQUAD



FACTION KEYWORDS:
ASTRA MILITARUM

STORM CHIMERA

WARHAMMER LEGENDS

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

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

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

ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, TRANSPORT, DEDICATED TRANSPORT, SMOKE, STORM CHIMERA



FACTION KEYWORDS: ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Storm Chimera**

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

TRANSPORT

This model has a transport capacity of 12 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each **OGRYN** model takes up the space of 3 models. It cannot transport **ARTILLERY** models.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, TRANSPORT, DEDICATED TRANSPORT, SMOKE, STORM CHIMERA



FACTION KEYWORDS:
ASTRA MILITARUM

CENTAUR LIGHT CARRIER

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise 1**

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, TRANSPORT, SMOKE, CENTAUR LIGHT CARRIER



FACTION KEYWORDS: ASTRAMILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Centaur Light Carrier**

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

TRANSPORT

This model has a transport capacity of 6 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. It cannot transport **OGRYN** or **ARTILLERY** models.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, TRANSPORT, SMOKE, CENTAUR LIGHT CARRIER



FACTION KEYWORDS: ASTRA MILITARUM

MACHARIUS OMEGA

WARHAMMER LEGENDS

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



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

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

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

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, MACHARIUS OMEGA

ABILITIES

CORE: **Deadly Demise D6+2**

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

DAMAGED: 1-7 WOUNDS REMAINING

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



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Macharius Omega

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

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, MACHARIUS OMEGA



FACTION KEYWORDS:
ASTRA MILITARUM

STYGIES DESTROYER TANK HUNTER

WARHAMMER LEGENDS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Stygies laser destroyer [HEAVY]	72"	2	4+	14	-4	D6+3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

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

DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE,
STYGIES DESTROYER TANK HUNTER



FACTION KEYWORDS:
ASTRA MILITARUM

STYGIES DESTROYER TANK HUNTER

WARHAMMER LEGENDS

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Stygies Destroyer Tank Hunter

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE,
STYGIES DESTROYER TANK HUNTER



FACTION KEYWORDS:
ASTRA MILITARUM

REIN AND RAUS

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Demolition charge [BLAST, HAZARDOUS, ONE SHOT]	6"	D6+3	4+	12	-2	2
One Shot: The bearer can only shoot with this weapon once per battle.						
Sniper rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	2
Stub pistol [PISTOL]	12"	1	3+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	2	0	1

ABILITIES

CORE: Infiltrators, Lone Operative, Stealth

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

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

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, EPIC HERO, REIN AND RAUS



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Rein – EPIC HERO
- 1 Raus – EPIC HERO

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

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

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, EPIC HERO, REIN AND RAUS



FACTION KEYWORDS:
ASTRA MILITARUM

QUARTERMASTER CADRE SQUAD

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Quartermaster's pistol [PISTOL]	12"	1	3+	3	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Medical scalpels	Melee	1	5+	3	0	1
Quartermaster's close combat weapon	Melee	2	3+	4	-2	1

ABILITIES

CORE: **Leader**

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

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

KEYWORDS: ALL MODELS: INFANTRY, IMPERIUM, GRENADES, REGIMENT, KRIEG,
QUARTERMASTER CADRE SQUAD | QUARTERMASTER REVENANT: CHARACTER



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Quartermaster Revenant
- 4 Medicae Servitors

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

Every Medicae Servitor is equipped with: medical scalpels.

LEADER

This unit can be attached to the following units:

- DEATH KORPS OF KRIEG
- DEATH KORPS GRENADIER SQUAD
- INFANTRY SQUAD
- KRIEG COMBAT ENGINEERS

KEYWORDS: ALL MODELS: INFANTRY, IMPERIUM, GRENADES, REGIMENT, KRIEG,
QUARTERMASTER CADRE SQUAD | QUARTERMASTER REVENANT: CHARACTER



FACTION KEYWORDS:
ASTRA MILITARUM

ATLAS RECOVERY VEHICLE

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE,
ATLAS RECOVERY VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Atlas Recovery Vehicle

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

.....

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE,
ATLAS RECOVERY VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM

SABRE WEAPONS BATTERY

WARHAMMER LEGENDS

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

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

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

FORTIFICATION

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

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

ABILITIES

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

WARGEAR ABILITIES

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

KEYWORDS: FORTIFICATION, IMPERIUM, ARTILLERY, SABRE WEAPONS BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1-2 Sabre Gun Platforms

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

KEYWORDS: FORTIFICATION, IMPERIUM, ARTILLERY, SABRE WEAPONS BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

ELYSIAN DROP SENTINEL

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	6	0	1

ABILITIES

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

Meteoric Descent: When this model is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this model can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, REGIMENT, SQUADRON, SMOKE, ELYSIAN DROP SENTINEL



FACTION KEYWORDS: ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Elysian Drop Sentinel

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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, REGIMENT, SQUADRON, SMOKE, ELYSIAN DROP SENTINEL



FACTION KEYWORDS: ASTRA MILITARUM

ELYSIAN SNIPER SQUAD

WARHAMMER LEGENDS

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

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

ABILITIES

CORE: **Deep Strike**

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

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, REGIMENT, ELYSIAN SNIPER SQUAD



FACTION KEYWORDS:
ASTRA MILITARUM

ELYSIAN SNIPER SQUAD

WARHAMMER LEGENDS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3 Elysian Sniper Teams

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

SNIPER TEAMS

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

KEYWORDS: INFANTRY, IMPERIUM, GRENADES, REGIMENT, ELYSIAN SNIPER SQUAD



FACTION KEYWORDS:
ASTRA MILITARUM

HEAVY MORTAR TEAM

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy mortar [HEAVY, BLAST, INDIRECT FIRE]	48"	D6	5+	6	-1	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

ABILITIES

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

KEYWORDS: INFANTRY, ARTILLERY, IMPERIUM, GRENADES, REGIMENT,
HEAVY MORTAR TEAM



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Heavy Mortar Team

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

ARTILLERY TEAM

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

KEYWORDS: INFANTRY, ARTILLERY, IMPERIUM, GRENADES, REGIMENT,
HEAVY MORTAR TEAM



FACTION KEYWORDS:
ASTRA MILITARUM

ARMAGEDDON-PATTERN MEDUSA

WARHAMMER LEGENDS

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



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

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

ABILITIES

CORE: **Deadly Demise D3**

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

DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, ARTILLERY, FRAME, IMPERIUM, SQUADRON, SMOKE, ARMAGEDDON-PATTERN MEDUSA



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Armageddon-pattern Medusa

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

KEYWORDS: VEHICLE, ARTILLERY, FRAME, IMPERIUM, SQUADRON, SMOKE,
ARMAGEDDON-PATTERN MEDUSA



FACTION KEYWORDS:
ASTRA MILITARUM

HEAVY QUAD LAUNCHER TEAM

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy quad launcher [BLAST, INDIRECT FIRE]	48"	2D6	4+	5	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

ABILITIES

Suppression Bombardment: In your Shooting phase, after this model has shot, select one enemy unit (excluding **MONSTER** and **VEHICLE** units) hit by one or more of those attacks. Unit the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

KEYWORDS: INFANTRY, ARTILLERY, IMPERIUM, GRENADES, REGIMENT,
HEAVY QUAD LAUNCHER TEAM



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Heavy Quad Launcher Team

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

ARTILLERY TEAM

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

KEYWORDS: INFANTRY, ARTILLERY, IMPERIUM, GRENADES, REGIMENT,
HEAVY QUAD LAUNCHER TEAM



FACTION KEYWORDS:
ASTRA MILITARUM

ARVUS LIGHTER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	8	3+	8	7+	0

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

ABILITIES

CORE: **Deadly Demise 1, Hover**

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

KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, TRANSPORT, ARVUS LIGHTER



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Arvus Lighter

This model is equipped with: armoured hull.

TRANSPORT

This model has a transport capacity of 12 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. It cannot transport **OGRYN** or **ARTILLERY** models.

KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, TRANSPORT, ARVUS LIGHTER



FACTION KEYWORDS:
ASTRA MILITARUM

VENDETTA GUNSHIP

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

14"

10

2+

14

7+

0

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Vendetta hellstrike rack [ANTI-FLY 2+]	48"	2	4+	10	-3	D6
Vendetta twin lascannon [TWIN-LINKED]	48"	1	4+	12	-3	D6+1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3, Hover**

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

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, TRANSPORT, VENDETTA GUNSHIP



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Vendetta Gunship**

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

KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, TRANSPORT, VENDETTA GUNSHIP



FACTION KEYWORDS:
ASTRA MILITARUM

MINOTAUR

WARHAMMER LEGENDS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Minotaur twin earthshaker cannon [BLAST, INDIRECT FIRE, TWIN-LINKED]	240"	D6+3	4+	8	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D6

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



DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, ARTILLERY, SQUADRON, TRANSPORT, SMOKE, MINOTAUR



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Minotaur

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, ARTILLERY, SQUADRON, TRANSPORT, SMOKE, MINOTAUR



FACTION KEYWORDS: ASTRA MILITARUM

DEATH RIDER COMMISSAR

WARHAMMER LEGENDS

M 12" **T** 4 **SV** 4+ **W** 4 **LD** 6+ **OC** 1
5+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Commissar's pistol [PISTOL]	12"	1	3+	3	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Commissar's close combat weapon	Melee	3	3+	4	-2	1
Savage claws [EXTRA ATTACKS]	Melee	2	4+	4	-1	1

ABILITIES

CORE: **Leader**

FACTION: **Voice of Command**

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

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

ORDERS

This **OFFICER** can issue 1 Order to a **REGIMENT** unit. This **OFFICER** can only issue the Duty and Honour! and Fix Bayonets! Orders.

KEYWORDS: MOUNTED, CHARACTER, IMPERIUM, GRENADES, OFFICER, DEATH RIDER COMMISSAR



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Death Rider Commissar

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

LEADER

This model can be attached to the following unit:

- **DEATH RIDERS**

*You can attach this model to the above unit even if one **DEATH RIDER SQUADRON COMMANDER**, **LORD MARSHAL DREIR** or **LORD SOLAR LEONTUS** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: MOUNTED, CHARACTER, IMPERIUM, GRENADES, OFFICER, DEATH RIDER COMMISSAR



FACTION KEYWORDS: ASTRA MILITARUM

SENTINEL POWERLIFTER

WARHAMMER LEGENDS

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

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

ABILITIES

CORE: **Deadly Demise 1**

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

KEYWORDS: VEHICLE, WALKER, FRAME, IMPERIUM, REGIMENT, SQUADRON, SMOKE, SENTINEL POWERLIFTER



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Sentinel Powerlifter

This model is equipped with: powerlifter.

KEYWORDS: VEHICLE, WALKER, FRAME, IMPERIUM, REGIMENT, SQUADRON, SMOKE,
SENTINEL POWERLIFTER



FACTION KEYWORDS:
ASTRA MILITARUM

MANTICORE PLATFORM

WARHAMMER LEGENDS

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

RANGED WEAPONS

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

Close combat weapons	Melee	3	4+	3	0	1
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FORTIFICATION

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

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

ABILITIES

CORE: **Deadly Demise 1**

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

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

KEYWORDS: FORTIFICATION, FRAME, IMPERIUM, ARTILLERY, MANTICORE PLATFORM



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Manticore Platform

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

KEYWORDS: FORTIFICATION, FRAME, IMPERIUM, ARTILLERY, MANTICORE PLATFORM



FACTION KEYWORDS:
ASTRA MILITARUM

HYDRA PLATFORM

WARHAMMER LEGENDS

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

RANGED WEAPONS

Hydra quad autocannon [ANTI-FLY 2+, TWIN-LINKED]	72"	4	4+	9	-1	3
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MELEE WEAPONS

Close combat weapons	Melee	3	4+	3	0	1
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FORTIFICATION

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

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

ABILITIES

CORE: **Deadly Demise 1**

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

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

KEYWORDS: FORTIFICATION, FRAME, IMPERIUM, ARTILLERY, HYDRA PLATFORM



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Hydra Platform

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

KEYWORDS: FORTIFICATION, FRAME, IMPERIUM, ARTILLERY, HYDRA PLATFORM



FACTION KEYWORDS:
ASTRA MILITARUM

GRIFFON MORTAR CARRIER

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Griffon heavy mortar [BLAST, INDIRECT FIRE]	48"	D6	4+	7	-1	2
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

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

KEYWORDS: **VEHICLE, ARTILLERY, FRAME, IMPERIUM, SQUADRON, SMOKE, GRIFFON MORTAR CARRIER**



FACTION KEYWORDS: **ASTRA MILITARUM**

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Griffon Mortar Carrier

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

KEYWORDS: VEHICLE, ARTILLERY, FRAME, IMPERIUM, SQUADRON, SMOKE,
GRIFFON MORTAR CARRIER



FACTION KEYWORDS:
ASTRA MILITARUM

EARTHSHAKER PLATFORM

WARHAMMER LEGENDS

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

RANGED WEAPONS

Earthshaker cannon [BLAST, INDIRECT FIRE]	240"	D6+3	4+	8	-2	2
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MELEE WEAPONS

Close combat weapons	Melee	3	4+	3	0	1
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FORTIFICATION

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

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

ABILITIES

CORE: Deadly Demise 1

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

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

KEYWORDS: FORTIFICATION, FRAME, IMPERIUM, ARTILLERY, EARTHSHAKER PLATFORM



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Earthshaker Platform

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

KEYWORDS: FORTIFICATION, FRAME, IMPERIUM, ARTILLERY, EARTHSHAKER PLATFORM



FACTION KEYWORDS:
ASTRA MILITARUM

MUKAALI RIDERS

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

8"

6

4+

5

7+

2



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

4

0

1



Grenade launcher – frag [BLAST]

24"

D3

4+

4

0

1



Grenade launcher – krak

24"

1

4+

9

-2

D3

Laspistol [PISTOL]

12"

1

4+

3

0

1

Meltagun [MELTA 2]

12"

1

4+

9

-4

D6



Plasma gun – standard [RAPID FIRE 1]

24"

1

4+

7

-2

1



Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]

24"

1

4+

8

-3

2



Plasma pistol – standard [RAPID FIRE 1]

24"

1

4+

7

-2

1



Plasma pistol – supercharge
[HAZARDOUS, RAPID FIRE 1]

24"

1

4+

8

-3

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Chainsword

Melee

4

4+

3

0

1

Hunting lance [LANCE]

Melee

3

4+

4

0

1

Power weapon

Melee

3

4+

4

-2

1

Stomping feet [EXTRA ATTACKS]

Melee

2

4+

4

0

1



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

KEYWORDS: MOUNTED, IMPERIUM, GRENADES, REGIMENT, MUKAALI RIDERS

ABILITIES

CORE: Scouts 6"

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



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Mukaali Rider Sergeant
- 2 Mukaali Riders

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

KEYWORDS: MOUNTED, IMPERIUM, GRENADES, REGIMENT, MUKAALI RIDERS



FACTION KEYWORDS:
ASTRA MILITARUM

SALAMANDER SCOUT VEHICLE

WARHAMMER LEGENDS

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

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

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

ABILITIES

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

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE,
SALAMANDER SCOUT VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Salamander Scout Vehicle**

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE,
SALAMANDER SCOUT VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM

TAUROS ASSAULT VEHICLE

WARHAMMER LEGENDS

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



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Heavy flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

5

-1

1

Hunter-killer missile [ONE SHOT]

48"

1

4+

14

-3

D6

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



Tauros grenade launcher – frag [BLAST]

24"

D6

4+

4

0

1



Tauros grenade launcher – krak

24"

2

4+

9

-2

D3



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Armoured frame

Melee

2

4+

5

0

1



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

KEYWORDS: MOUNTED, REGIMENT, FRAME, IMPERIUM, TAUROS,
TAUROS ASSAULT VEHICLE

ABILITIES

CORE: Deadly Demise 1, Scouts 9"

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



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Tauros Assault Vehicle

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

KEYWORDS: MOUNTED, REGIMENT, FRAME, IMPERIUM, TAUROS,
TAUROS ASSAULT VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM

TAUROS VENATOR

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Twin lascannon [TWIN-LINKED]	48"	1	4+	12	-3	D6+1
Twin multi-laser [TWIN-LINKED]	36"	4	4+	6	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured frame	Melee	2	4+	5	0	1

ABILITIES

CORE: **Deadly Demise 1**

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

KEYWORDS: MOUNTED, REGIMENT, FRAME, IMPERIUM, TAUROS, TAUROS VENATOR



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Tauros Venator**

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

KEYWORDS: MOUNTED, REGIMENT, FRAME, IMPERIUM, TAUROS, TAUROS VENATOR



FACTION KEYWORDS:
ASTRA MILITARUM

SALAMANDER COMMAND VEHICLE

WARHAMMER LEGENDS

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

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

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

ABILITIES

CORE: **Deadly Demise D3**

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE,
SALAMANDER COMMAND VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Salamander Command Vehicle**

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE,
SALAMANDER COMMAND VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM

ARKURIAN STORMHAMMER

WARHAMMER LEGENDS

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



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

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

ABILITIES

CORE: **Deadly Demise D6+2**

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

DAMAGED: 1-8 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, ARKURIAN STORMHAMMER



FACTION KEYWORDS:
ASTRA MILITARUM

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Arkurian Stormhammer**

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

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, ARKURIAN STORMHAMMER



FACTION KEYWORDS:
ASTRA MILITARUM

COLOSSUS

WARHAMMER LEGENDS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Colossus siege mortar [BLAST, DEVASTATING WOUNDS]	120"	D6	4+	6	-1	D6+2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

ABILITIES

CORE: Deadly Demise D6

Tracking Target: Each time this model is selected to shoot, provided it Remained Stationary this turn, its Colossus siege mortar has the [ANTI-MONSTER 5+] and [ANTI-VEHICLE 5+] abilities while resolving those attacks.



DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, COLOSSUS



FACTION KEYWORDS:
ASTRA MILITARUM

COLOSSUS

WARHAMMER LEGENDS

The Colossus is a relic weapon of ancient provenance whose massive damage output more than compensates for its ponderous rate of fire. Colossus are amongst the largest artillery pieces fielded by the Astra Militarum, and a direct hit from a Colossus shell can turn the staunchest bunker into a smoking caldera.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Colossus

This model is equipped with: Colossus siege mortar; armoured tracks.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, COLOSSUS



FACTION KEYWORDS:
ASTRA MILITARUM

CRASSUS

WARHAMMER LEGENDS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

ABILITIES

CORE: **Deadly Demise D6**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, TRANSPORT, SMOKE, CRASSUS



FACTION KEYWORDS:
ASTRA MILITARUM

CRASSUS

WARHAMMER LEGENDS

The armoured personnel carrier known as the Crassus takes its name from the legendary general Borgen Crassus, who remained steadfastly loyal to the Imperium throughout the grim and bloody Macharian Heresy. Heavily armoured and deceptively fast, the Crassus remains an exemplar of troop transport design despite its venerable age.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Crassus

This model is equipped with: 4 heavy bolters; armoured tracks.

TRANSPORT

This model has a transport capacity of 36 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapons Team model and Veteran Heavy Weapons Team model takes up the space of 2 models. Each **OGRYN** model takes up the space of 3 models. It cannot transport **ARTILLERY** models.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, TRANSPORT, SMOKE, CRASSUS



FACTION KEYWORDS:
ASTRA MILITARUM

EARTHSHAKER CARRIAGE BATTERY

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Earthshaker cannon [BLAST, HEAVY, INDIRECT FIRE]	240"	D6+3	5+	8	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Battery close combat weapons	Melee	5	4+	3	0	1

ABILITIES

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

KEYWORDS: INFANTRY, ARTILLERY, FRAME, IMPERIUM, GRENADES, REGIMENT, EARTHSHAKER CARRIAGE BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

EARTHSHAKER CARRIAGE BATTERY

WARHAMMER LEGENDS

Deployed far behind the front line, Earthshaker Carriages can maintain a relentless rate of fire, limited only by the ready supply of munitions. Such barrages have been known to break enemy positions almost unaided; heavy shelling reduces strongholds to rubble and churns contested ground into cratered wastes.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Earthshaker Carriage

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

Designer's Note: Place five Heavy Artillery Crew tokens next to each Earthshaker Carriage model when this unit is first set up, removing one each time its Earthshaker Carriage model loses a wound (an Earthshaker Carriage model itself is considered to represent its final wound). These do not count as models for any rules purposes.

KEYWORDS: INFANTRY, ARTILLERY, FRAME, IMPERIUM, GRENADES, REGIMENT, EARTHSHAKER CARRIAGE BATTERY



FACTION KEYWORDS: ASTRA MILITARUM

HADES BREACHING DRILL

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	9	3+	8	7+	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Melta-cutter drill	Melee	6	4+	9	-4	D6+2

ABILITIES

CORE: Deep Strike

Subterranean Assault: Each time you set up this model on the battlefield using the Deep Strike ability, you can select one friendly **ASTRA MILITARUM INFANTRY** unit in Strategic Reserves. If you do, set up that unit anywhere on the battlefield that is wholly within 9" of this model and more than 8" away from all enemy units.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, HADES BREACHING DRILL



FACTION KEYWORDS:
ASTRA MILITARUM

HADES BREACHING DRILL

WARHAMMER LEGENDS

Originally designed for industrial mining, the Hades Breaching Drill has proved itself to be a valuable weapon of siegecraft. The machine's powerful melta-cutter is capable of pounding through earth, rock and even reinforced ferrocrete, boring a tunnel broad enough for troops to assault through and mangling any living foes that block its path.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Hades Breaching Drill

This model is equipped with: melta-cutter drill.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, HADES BREACHING DRILL



FACTION KEYWORDS:
ASTRA MILITARUM

MACHARIUS

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Macharius twin battle cannon [BLAST, TWIN-LINKED]	48"	D6+3	4+	10	-1	3
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Twin heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	4+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: Deadly Demise D6+2

Battlefield Control: Each time this model makes a ranged attack, if it is within range of an objective marker you control, re-roll a Hit roll of 1.

DAMAGED: 1-7 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, MACHARIUS



FACTION KEYWORDS:
ASTRA MILITARUM

MACHARIUS

WARHAMMER LEGENDS

Resilient and brutally powerful, the Macharius tank is an ancient war machine named after the Imperium's crusading hero, Lord Commander Solar Macharius. Though some consider the Macharius an inferior predecessor to the Baneblade, the rugged machine continues to defy its critics, sowing destruction wherever it is deployed.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Macharius**

This model is equipped with: 2 heavy stubbers; Macharius twin battle cannon; twin heavy stubber; armoured tracks.

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, MACHARIUS



FACTION KEYWORDS:
ASTRA MILITARUM

MACHARIUS VANQUISHER

WARHAMMER LEGENDS

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Macharius twin vanquisher cannon [HEAVY, TWIN-LINKED]	72"	1	4+	18	-4	D6+6
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Twin heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	4+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: Deadly Demise D6+2

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

DAMAGED: 1-7 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, MACHARIUS VANQUISHER



FACTION KEYWORDS:
ASTRA MILITARUM

MACHARIUS VANQUISHER

WARHAMMER LEGENDS

Replacing the Macharius' twin battle cannon with the Macharius vanquisher cannon creates the vanquisher variant; a deadly tank-hunter that can devastate whole squadrons of lighter vehicles or knock out rival super-heavies. The Macharius vanquisher cannon is costly, but its presence can tip the balance of tank warfare.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Macharius Vanquisher**

This model is equipped with: 2 heavy stubbers; Macharius twin vanquisher cannon; twin heavy stubber; armoured tracks.

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, MACHARIUS VANQUISHER



FACTION KEYWORDS:
ASTRA MILITARUM

MACHARIUS VULCAN

WARHAMMER LEGENDS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One shot: The bearer can only shoot with this weapon once per battle.						
Macharius vulcan mega-bolter [SUSTAINED HITS 1]	48"	16	4+	6	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Twin heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	4+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: Deadly Demise D6+2

Armoured Aggressor: Each time this model makes a ranged attack, it does not suffer the penalty to the Hit roll for being within Engagement Range of one or more enemy units.



DAMAGED: 1-7 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, MACHARIUS VULCAN



FACTION KEYWORDS:
ASTRA MILITARUM

MACHARIUS VULCAN

WARHAMMER LEGENDS

The turret weapon of the Macharius Vulcan is the fearsome vulcan mega-bolter. Also carried by Warhound-class Titans, this twin rotary weapon emits a torrent of explosive rounds that can annihilate infantry. So furious is the Vulcan's rate of fire that tank crews use every inch of cabin space to store as many extra rounds as possible.

WARGEAR OPTIONS

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

UNIT COMPOSITION

■ 1 Macharius Vulcan

This model is equipped with: 2 heavy stubbers; Macharius vulcan mega-bolter; twin heavy stubber; armoured tracks

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, MACHARIUS VULCAN



FACTION KEYWORDS:
ASTRA MILITARUM

MALCADOR

WARHAMMER LEGENDS

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



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

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

ABILITIES

CORE: Deadly Demise D6

Rugged Reliability: Each time a ranged attack targets this model, worsen the Armour Penetration characteristic of that attack by 1.



DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, MALCADOR



FACTION KEYWORDS:
ASTRA MILITARUM

MALCADOR

WARHAMMER LEGENDS

Malcador tanks are a rare sight in most Astra Militarum regiments, but their rugged reliability and hard-hitting firepower still find favour with traditionalist tank commanders able to procure them. Though largely superseded by the Leman Russ Battle Tank, the Malcador's design limitations are soon overlooked once its battle cannon begins to roar.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Malcador**

This model is equipped with: 2 autocannons; heavy bolter; Malcador battle cannon; armoured tracks.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, MALCADOR



FACTION KEYWORDS:
ASTRA MILITARUM

MALCADOR ANNIHILATOR

WARHAMMER LEGENDS

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Demolisher cannon [BLAST]	24"	D6+3	4+	14	-3	D6
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Malcador twin lascannon [TWIN-LINKED]	48"	1	4+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	1	4+	4	0	1

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

ABILITIES

CORE: Deadly Demise D6

Battlefield Dominance: Ranged weapons equipped by this model have the [IGNORES COVER] ability while targeting an enemy unit within half range.

DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE,
MALCADOR ANNIHILATOR



FACTION KEYWORDS:
ASTRA MILITARUM

MALCADOR ANNIHILATOR

WARHAMMER LEGENDS

The Malcador Annihilator exchanges the Malcador's battle cannon for a twin lascannon, with a demolisher cannon attached to its hull. Though arguably less optimised for a single battlefield role, the Annihilator's record speaks for itself, and the vehicle has proved itself highly adaptable to a range of war zones.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Malcador Annihilator**

This model is equipped with: demolisher cannon; 2 heavy bolters; Malcador twin lascannon; armoured tracks.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE,
MALCADOR ANNIHILATOR



FACTION KEYWORDS:
ASTRA MILITARUM

MALCADOR DEFENDER

WARHAMMER LEGENDS

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



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

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

ABILITIES

CORE: **Deadly Demise D6**

Armoured Defender: Each time you target this model with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem.



DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, MALCADOR DEFENDER



FACTION KEYWORDS:
ASTRA MILITARUM

MALCADOR DEFENDER

WARHAMMER LEGENDS

With a complement of seven heavy bolters and a hull-mounted demolisher cannon, the Defender is able to spearhead siege actions or cut down wave upon wave of enemy infantry. The tank's heavily modified embrasure bristles with guns from every angle, giving it the appearance of a moving fortress.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Malcador Defender**

This model is equipped with: demolisher cannon; 7 heavy bolters; armoured tracks.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, MALCADOR DEFENDER



FACTION KEYWORDS:
ASTRA MILITARUM

MALCADOR INFERNUS

WARHAMMER LEGENDS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Inferno gun [IGNORES COVER, TORRENT]	18"	D6+3	N/A	5	-2	2
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	1	4+	4	0	1

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

ABILITIES

CORE: **Deadly Demise D6**

Explosive Death: When this model is destroyed, roll one D6: on a 3+, do not remove it from play – it can, after the attacking model's unit has finished making its attacks, shoot with its inferno gun as if it were your Shooting phase and as if it had its full wounds remaining. This model is then removed from play.

DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, MALCADOR INFERNUS



FACTION KEYWORDS:
ASTRA MILITARUM

MALCADOR INFERNUS

WARHAMMER LEGENDS

The Infernus is a huge tank that tows the fuel for its inferno gun in a dedicated carriage behind it. When this weapon erupts, a massive gout of flame consumes the target area, burning with such heat that mines and fuel tanks detonate, while flesh and bone caught in the blaze becomes nothing more than super-hot vapour.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Malcador Infernus**

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

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KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, MALCADOR INFERNUS



FACTION KEYWORDS:
ASTRA MILITARUM

MARAUDER BOMBER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	10	2+	20	7+	-



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Lascannon	48"	1	4+	12	-3	D6+1

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

ABILITIES

CORE: **Deadly Demise D6+2**

WARGEAR ABILITIES

Heavy Bombs: Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll nine D6, adding 1 to each result if that unit is a **MONSTER** or **VEHICLE**: for each 5+, that unit suffers 1 mortal wound.

Inferno Bombs: Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll nine D6, adding 1 to each result if that unit is not a **MONSTER** or **VEHICLE**: for each 5+, that unit suffers 1 mortal wound.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, FRAME, IMPERIUM, MARAUDER BOMBER



FACTION KEYWORDS:
ASTRA MILITARUM

MARAUDER BOMBER

WARHAMMER LEGENDS

Capable of atmospheric and void operations, the Marauder Bomber is an Imperial Navy workhorse with an excellent weapon payload. It excels when supporting Astra Militarum ground offensives with bombing runs on enemy troop concentrations, entrenched positions and supply facilities.

WARGEAR OPTIONS

- This model's heavy bombs can be replaced with 1 inferno bombs.

UNIT COMPOSITION

- 1 Marauder Bomber

This model is equipped with: heavy bombs; 2 heavy bolters; 2 lascannons; armoured hull.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, FRAME, IMPERIUM, MARAUDER BOMBER



FACTION KEYWORDS:
ASTRA MILITARUM

MARAUDER DESTROYER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	10	2+	20	7+	-



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	4+	6	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Hellstrike missile rack [ANTI-FLY 2+]	48"	2	4+	10	-3	D6
Marauder nose autocannons [TWIN-LINKED]	48"	4	4+	10	-2	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6+2**

Bomb Drop: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, FRAME, IMPERIUM, MARAUDER DESTROYER



FACTION KEYWORDS:
ASTRA MILITARUM

MARAUDER DESTROYER

WARHAMMER LEGENDS

The Marauder Destroyer was developed during the Second War for Armageddon in response to the dominance of Ork air power. The result was a heavily armed and armoured aircraft capable of hunting down airborne foes or striking armoured ground targets with an array of fearsome guns and missiles.

WARGEAR OPTIONS

- This model can be equipped with 1 hellstrike missile rack.

UNIT COMPOSITION

- 1 Marauder Destroyer

This model is equipped with: 2 assault cannons; 2 heavy bolters; Marauder nose autocannons; armoured hull.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, FRAME, IMPERIUM,
MARAUDER DESTROYER



FACTION KEYWORDS:
ASTRA MILITARUM

MEDUSA CARRIAGE BATTERY

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Medusa siege cannon [BLAST, HEAVY, INDIRECT FIRE]	36"	D6	5+	10	-3	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Battery close combat weapons	Melee	5	4+	3	0	1

ABILITIES

Siege Bombardment: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

KEYWORDS: INFANTRY, ARTILLERY, IMPERIUM, GRENADES, REGIMENT,
MEDUSA CARRIAGE BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

MEDUSA CARRIAGE BATTERY

WARHAMMER LEGENDS

Few walls are thick enough to withstand the artillery fire launched from a Medusa siege cannon. Able to fire heavy shells that can reduce structures to rubble, many war zones resonate with the sonorous fire of the Medusa's siege cannons, levelling battlefields until there is nowhere for the hapless enemy to hide.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Medusa Carriage

This model is equipped with: Medusa siege cannon; battery close combat weapons.

Designer's Note: Place five Heavy Artillery Crew tokens next to each Medusa Carriage model when this unit is first set up, removing one each time its Medusa Carriage model loses a wound (a Medusa Carriage model itself is considered to represent its final wound). These do not count as models for any rules purposes.

KEYWORDS: INFANTRY, ARTILLERY, IMPERIUM, GRENADES, REGIMENT,
MEDUSA CARRIAGE BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

PRAETOR

WARHAMMER LEGENDS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
 Praetor launcher – firestorm [BLAST, HEAVY, IGNORES COVER, INDIRECT FIRE]	120"	2D6	4+	6	-1	2
 Praetor launcher – foehammer [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, BLAST, HEAVY, INDIRECT FIRE]	120"	D6+1	4+	4	-2	3
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	0	1

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, PRAETOR

ABILITIES

CORE: **Deadly Demise D6**

Targeting Coordinates: While this model is being affected by an Order, each time it makes an attack with its Praetor launcher, it does not suffer the penalty to the Hit roll for attacking a unit that is not visible to it.



DAMAGED: 1-6 WOUNDS REMAINING

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



FACTION KEYWORDS:
ASTRA MILITARUM

PRAETOR

WARHAMMER LEGENDS

Built around the same chassis as the Crassus assault transport, the Praetor mounts a sophisticated missile system that can be armed with a variety of warheads. These range from versatile foehammer missiles packed with explosive bomblets to fragmenting firestorm munitions.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Praetor

This model is equipped with: 2 heavy bolters; Praetor launcher; armoured tracks

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, PRAETOR



FACTION KEYWORDS:
ASTRA MILITARUM

RAPIER LASER DESTROYER BATTERY

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Laser destroyer [HEAVY, TWIN-LINKED]	36"	2	5+	12	-2	D6+1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

Powerful Volley: While this unit is being affected by an Order, provided it Remained Stationary this turn, Heavy weapons equipped by models in this unit have the [LETHAL HITS] ability.

KEYWORDS: INFANTRY, ARTILLERY, GRENADES, REGIMENT, IMPERIUM,
RAPIER LASER DESTROYER BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

RAPIER LASER DESTROYER BATTERY

WARHAMMER LEGENDS

The Rapier carrier is a bulky tracked device that traces its origin to the dawn of Mankind's stellar empire. Compatible with various heavy weapons, the Rapier is most commonly fitted with a powerful quad lascannon known as a laser destroyer, making it a compact but potent anti-armour asset.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1-3 Rapier Laser Destroyers

Every model is equipped with: laser destroyer; close combat weapon.

Designer's Note: Place two Artillery Crew tokens next to each Rapier Laser Destroyer model when this unit is first set up, removing one each time its Rapier Laser Destroyer model loses a wound (a Rapier Laser Destroyer model itself is considered to represent its final wound).

KEYWORDS: INFANTRY, ARTILLERY, GRENADES, REGIMENT, IMPERIUM,
RAPIER LASER DESTROYER BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

STORMBLADE

WARHAMMER LEGENDS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	1	4+	4	0	1
➤ Stormblade plasma blastgun – standard [BLAST]	48"	D6+3	4+	9	-2	3
➤ Stormblade plasma blastgun – supercharge [BLAST, HAZARDOUS]	48"	D6+3	4+	10	-3	4
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1

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

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

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, STORMBLADE

ABILITIES

CORE: **Deadly Demise D6+2**

Close-range Devastation: Each time this model makes a ranged attack with its Stormblade plasma blastgun that targets a unit within half range, you can re-roll the Hit roll.



DAMAGED: 1-8 WOUNDS REMAINING

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



FACTION KEYWORDS:
ASTRA MILITARUM

STORMBLADE

WARHAMMER LEGENDS

Designed to fulfil a Titan-hunting role similar to that of the Shadowsword, the Stormblade's main armament is the plasma blastgun. Though less stable than a volcano cannon, this huge weapon can be turned upon titanic war machines, infantry formations or armoured bastions with equally devastating results.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Stormblade

This model is equipped with: 2 lascannons; 1 Stormblade plasma blastgun; 2 twin heavy bolters; armoured tracks.

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, STORMBLADE



FACTION KEYWORDS:
ASTRA MILITARUM

TARANTULA BATTERY

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	5	3+	4	7+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	4+	12	-3	D6+1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1

ABILITIES

CORE: **Deadly Demise 1**

Sentry Programming: You can target this unit with the Fire Overwatch Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

KEYWORDS: VEHICLE, IMPERIUM, TARANTULA BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

TARANTULA BATTERY

WARHAMMER LEGENDS

Tarantula Sentry Guns are automated weapon systems ideally suited to area denial and deterrent roles. Equipped with simple logic engines and fitted with either lascannons or heavy bolters, they can cut down enemy troops or stop armoured vehicles in their tracks, placing minimal demands on their operators' attention.

WARGEAR OPTIONS

- Any number of models can each have their twin heavy bolter replaced with 1 twin lascannon.

UNIT COMPOSITION

- 1-3 Tarantula Sentry Guns

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

KEYWORDS: VEHICLE, IMPERIUM, TARANTULA BATTERY



FACTION KEYWORDS:
ASTRA MILITARUM

TROJAN SUPPORT VEHICLE

WARHAMMER LEGENDS

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

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

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

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

ABILITIES

CORE: **Deadly Demise D3**

Support Vehicle: In your Command phase, select one friendly **ASTRA MILITARUM VEHICLE** model within 3" of this model. That **VEHICLE** model regains up to D3 lost wounds and, until the start of your next Command phase, each time that **VEHICLE** model makes an attack, re-roll a Hit roll of 1. The same **VEHICLE** model cannot be selected for both this ability and the **REGIMENTAL ENGINEER**'s Ommissiah's Blessing ability in the same turn, and each model can only be selected for this ability once per Command phase.

KEYWORDS: **VEHICLE, SQUADRON, SMOKE, FRAME, IMPERIUM, TROJAN SUPPORT VEHICLE**



FACTION KEYWORDS: **ASTRA MILITARUM**

TROJAN SUPPORT VEHICLE

WARHAMMER LEGENDS

Astra Militarum armoured companies and artillery regiments depend upon an extensive corps of support vehicles for their maintenance and rearmament. Amongst these is the Trojan; a crane-armed ammo mule tasked with keeping big guns firing, whether by replenishing supplies of shells and fuel or by facilitating simple battlefield repairs.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Trojan Support Vehicle

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

KEYWORDS: VEHICLE, SQUADRON, SMOKE, FRAME, IMPERIUM,
TROJAN SUPPORT VEHICLE



FACTION KEYWORDS:
ASTRA MILITARUM

VALDOR

WARHAMMER LEGENDS

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Valdor neutron laser [HEAVY]	48"	2	4+	16	-4	D6+1

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

ABILITIES

CORE: Deadly Demise D6+2

Power Overload: Each time this model makes an attack that targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Damage roll.



DAMAGED: 1-7 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, VALDOR



FACTION KEYWORDS:
ASTRA MILITARUM

VALDOR

WARHAMMER LEGENDS

The Valdor is an arcane variant of the Malcador tank chassis, its entire frame dominated by a technological relic known as the neutron laser projector. This powerful energy weapon fires a beam of superenergised particles that can penetrate the thickest armour and send a crippling electromagnetic pulse through vehicles' inner workings.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Valdor

This model is equipped with: autocannon; Valdor neutron laser; armoured tracks.

KEYWORDS: VEHICLE, TITANIC, FRAME, IMPERIUM, SMOKE, VALDOR



FACTION KEYWORDS:
ASTRA MILITARUM

VOSS-PATTERN LIGHTNING

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	9	3+	14	7+	-



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Lightning hellstrike rack [ANTI-FLY 2+]	48"	2	4+	10	-3	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

Agile Dogfighter: Each time an attack targets this model, subtract 1 from the Hit roll.

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, FRAME, IMPERIUM, VOSS-PATTERN LIGHTNING



FACTION KEYWORDS:
ASTRA MILITARUM

VOSS-PATTERN LIGHTNING

WARHAMMER LEGENDS

Smaller and more agile than the iconic Thunderbolt, the Lightning is a high-speed suborbital fighter designed for interception, interdiction and surgical strikes. The Lightning's hellstrike missiles, coupled with lascannons, ensure that few ground targets are safe from its swooping assaults.

WARGEAR OPTIONS

- This model can be equipped with 1 Lightning hellstrike rack.

UNIT COMPOSITION

- 1 Voss-pattern Lightning

This model is equipped with: 2 lascannons; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, FRAME, IMPERIUM, VOSS-PATTERN LIGHTNING



FACTION KEYWORDS:
ASTRA MILITARUM

VULTURE GUNSHIP

WARHAMMER LEGENDS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Multiple rocket pod [BLAST]	36"	D6	4+	6	0	1
Vulture gatling cannon [SUSTAINED HITS 1]	24"	18	4+	5	0	1
Vulture hellstrike rack [ANTI-FLY 2+]	48"	2	4+	10	-3	D6

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

ABILITIES

CORE: **Deadly Demise D6, Hover**

Gunship Barrage: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.



DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, VULTURE GUNSHIP



FACTION KEYWORDS:
ASTRA MILITARUM

VULTURE GUNSHIP

WARHAMMER LEGENDS

Based on the Valkyrie STC, Vulture Gunships are high-speed, low-level hunter-killers capable of bearing a wide range of payloads. Whether performing close-protection roles for drop troops or strafing missions against massed infantry and light vehicles, Vultures are stalwarts of the Imperial Navy that can be adapted to many combat situations.

WARGEAR OPTIONS

- This model's 2 multiple rocket pods and Vulture hellstrike rack can be replaced with 2 Vulture gatling cannons.

UNIT COMPOSITION

- 1 Vulture Gunship

This model is equipped with: heavy bolter; 2 multiple rocket pods; Vulture hellstrike racks; armoured hull.

KEYWORDS: VEHICLE, FLY, FRAME, IMPERIUM, VULTURE GUNSHIP



FACTION KEYWORDS:
ASTRA MILITARUM

CARNODON

WARHAMMER LEGENDS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Carnodon twin autocannon [TWIN-LINKED]	48"	2	4+	9	-1	3
Carnodon twin lascannon [TWIN-LINKED]	48"	1	4+	14	-3	D6+1
Carnodon twin multi-laser [TWIN-LINKED]	36"	6	4+	6	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Militarum Multi-laser	36"	4	4+	6	0	1
Volkite caliver [DEVASTATING WOUNDS]	24"	2	4+	5	0	2
Volkite culverin [DEVASTATING WOUNDS]	36"	4	4+	6	0	2

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

ABILITIES

CORE: **Deadly Demise D3**

Ancient Conquest: Each time this model makes an attack that targets an enemy unit that is within your opponent's deployment zone, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, CARNODON



FACTION KEYWORDS:
ASTRA MILITARUM

CARNODON

WARHAMMER LEGENDS

The Carnodon is a versatile battle tank whose storied history stretches back to the Great Crusade. Adaptable and reliable, the Carnodon became a byword for conquest amongst the Expeditionary fleets, and though it is now largely kept in strategic reserve, it continues to perform with distinction when called into service.

WARGEAR OPTIONS

- This model's Carnodon twin autocannon can be replaced with one of the following:
 - 1 Carnodon twin lascannon
 - 1 Carnodon twin multi-laser
 - 1 volkite culverin
- This model's 2 autocannons can be replaced with one of the following:
 - 2 heavy bolters
 - 2 heavy flammers
 - 2 lascannons
 - 2 Militarum multi-lasers
 - 2 volkite calivers
- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- 1 Carnodon

This model is equipped with: 2 autocannons; Carnodon twin autocannon; armoured tracks.

KEYWORDS: VEHICLE, FRAME, IMPERIUM, SQUADRON, SMOKE, CARNODON



FACTION KEYWORDS:
ASTRA MILITARUM

PROVISIONALLY PREPARED

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Sniper rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	5+	2	0	1

ABILITIES

CORE: Infiltrators, Leader, Stealth

A Hearty 'Pick Me Up': While this model is leading a unit, in your Command phase, you can return up to D3 destroyed models to that unit.

Well-stocked Supplies: While this model is leading a unit, improve the Leadership and Objective Control characteristics of models in that unit by 1.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, GRENADES, EPIC HERO, PROVISIONALLY PREPARED



FACTION KEYWORDS: ASTRA MILITARUM

PROVISIONALLY PREPARED

WARHAMMER LEGENDS

The traits that make Ratlings excellent snipers also make them skilled thieves. The most adept work in pairs, one amassing all manner of supplies to benefit their often-overlooked fellow sharpshooters while the other keeps a stealthy lookout. They both work equally hard to exploit their pilfered rations, of course.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Provisionally Prepared – EPIC HERO

This model is equipped with: sniper rifle; close combat weapons.

LEADER

This unit can be attached to the following unit:

- RATLINGS

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, GRENADES, EPIC HERO,
PROVISIONALLY PREPARED



FACTION KEYWORDS:
ASTRA MILITARUM