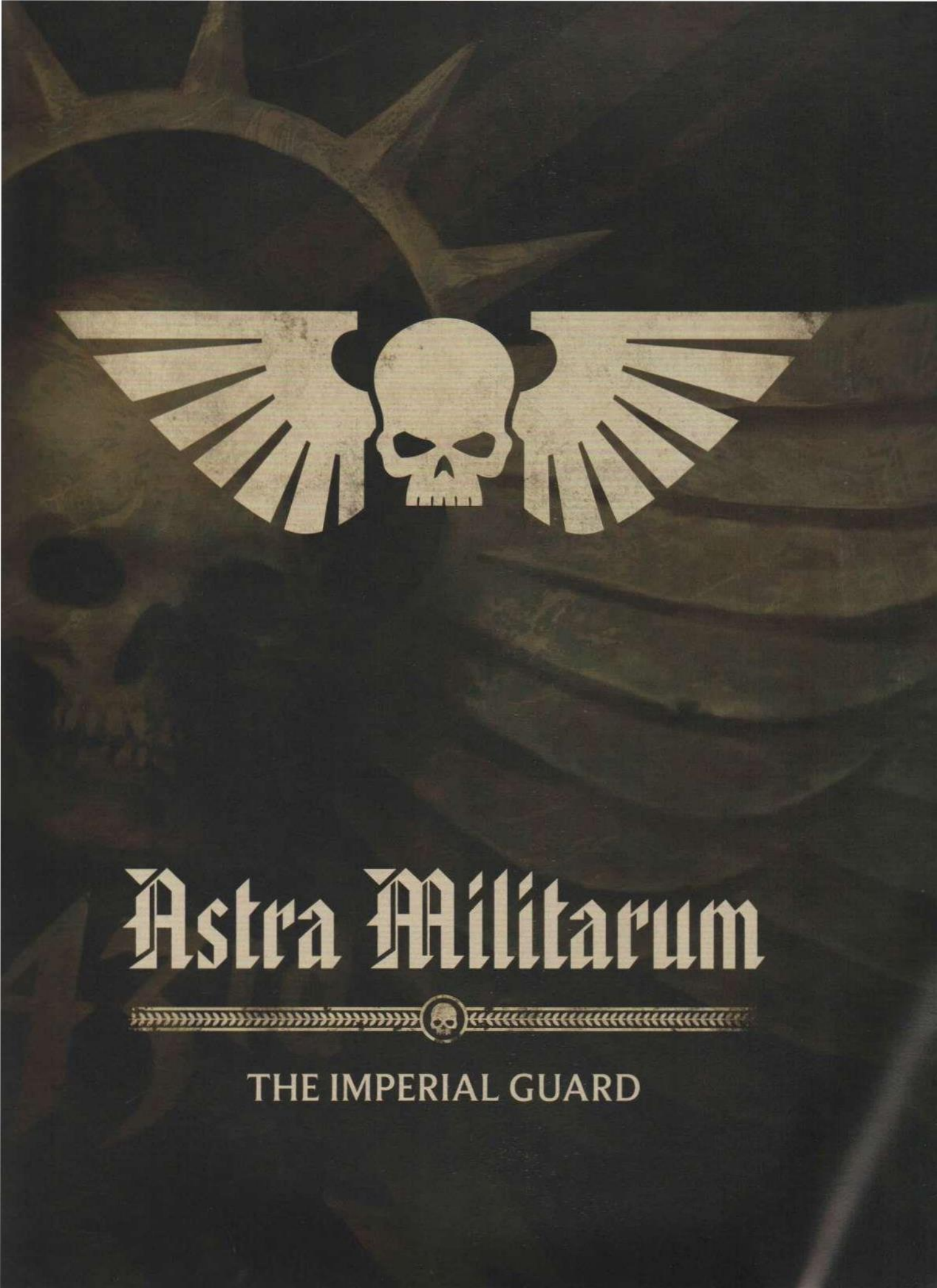




Astra Militarum

THE IMPERIAL GUARD

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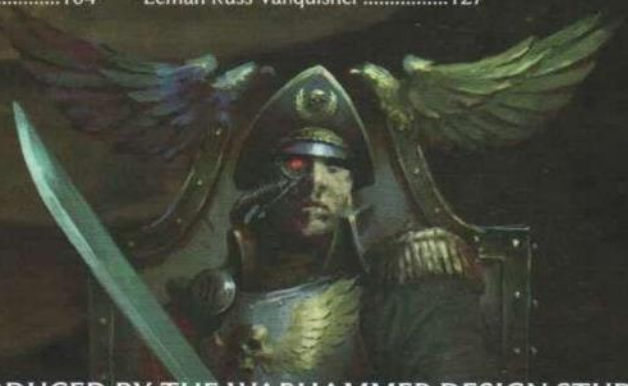
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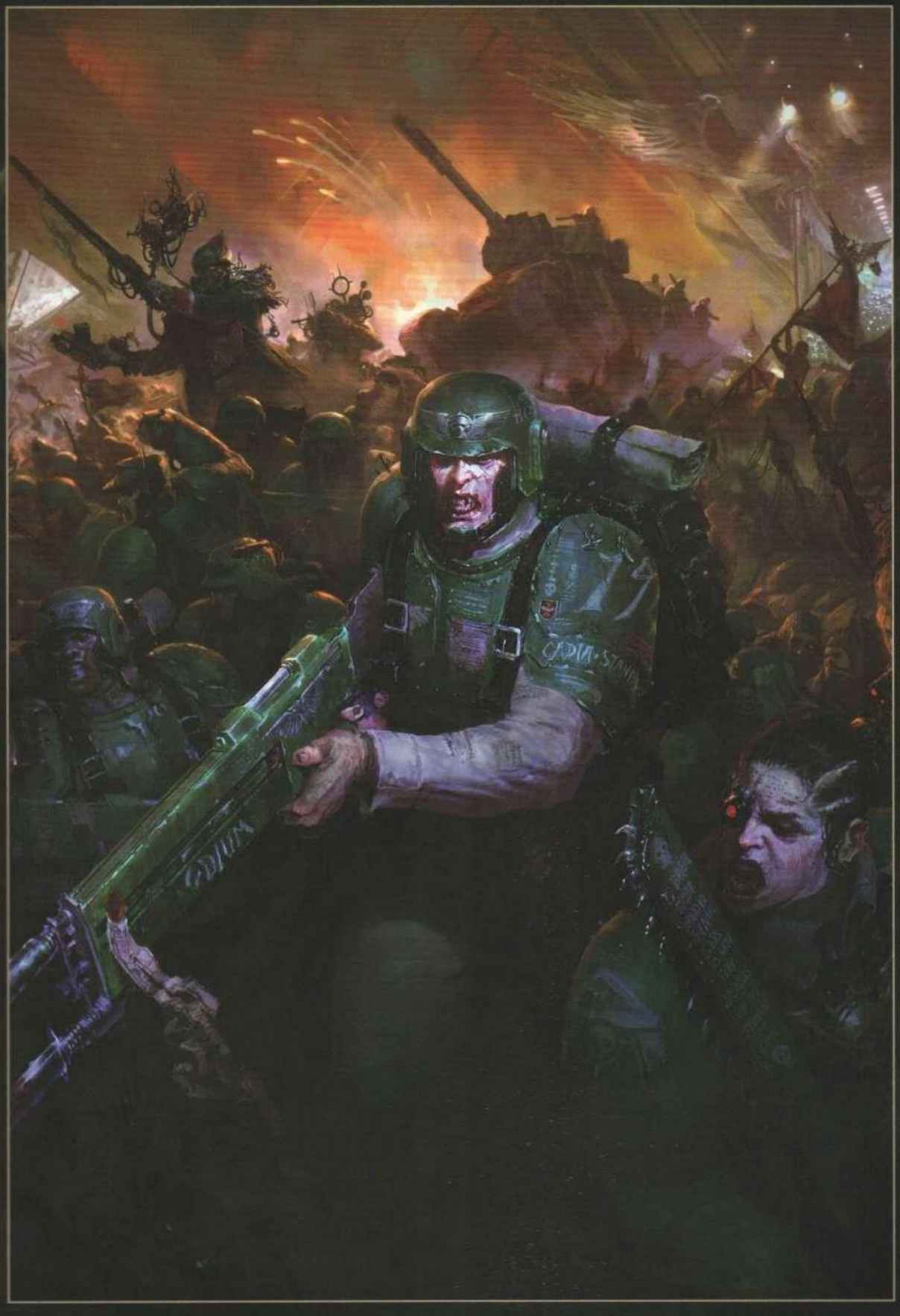


Hammer of the Emperor

EACH OF THE MANIFOLD HORRORS OF THE GALAXY IS ENOUGH TO DRIVE A HUMAN INSANE. XENOS MONSTROSITIES, OTHERWORLDLY SORCERERS AND UNHOLY ABERRATIONS FROM DARKEST NIGHTMARE PLAGUE MANKIND.

AGAINST EVERYTHING THAT THREATENS HUMANITY'S SURVIVAL STAND THE MASSED RANKS OF THE ASTRA MILITARUM. IN A GALAXY SOMETIMES WITHOUT LIGHT AND OFTEN WITHOUT HOPE, THEY FIGHT AND DIE THAT OTHERS SHALL NOT. FROM THE MILLION WORLDS OF THE IMPERIUM, THEIR IMMENSE ARMIES MARCH ENDLESSLY TO WAR. COUNTLESS SOLDIERS, HEAVY BATTLE TANKS, THUNDEROUS ARTILLERY AND SKY-DARKENING FLIGHTS OF GUNSHIPS ARE COMMANDED BY IRON-WILLED OFFICERS WHOSE CHAIN OF COMMAND IS RUTHLESSLY ENFORCED.

NOT FOR NAUGHT IS THE ASTRA MILITARUM KNOWN AS THE HAMMER OF THE EMPEROR. OCCASIONALLY UNWIELDY, OFTEN INDISCRIMINATE, IT IS THE IMPERIUM'S WEAPON OF TOTAL AND UNRELENTING FORCE. TO BE A SOLDIER IN ONE OF THE ASTRA MILITARUM'S UNNUMBERED ARMIES IS TO BE ONE AMONGST HUNDREDS OF THOUSANDS OF ALL-TOO-MORTAL WARRIORS. YET IT IS ALSO TO BE A PART OF HUMANITY'S GREATEST EVER WAR MACHINE AND TO LEND ONE'S FAITH, STRENGTH AND HATE TO THAT ENGINE OF DEVASTATION AS IT CRUSHES ALL BEFORE IT THROUGH SHEER, BRUTE FORCE.





The Astra Militarum is the largest coherent fighting force in the galaxy. Unnumbered Human troops, supported by legions of heavy armour and thundering artillery, are fed into war zones every day. Through hellish wars of attrition, desperate invasions and years-long sieges, the Imperial Guard fight a never-ending battle for Mankind's survival.

The Imperium is vast on an unimaginable scale. Communication and travel between the glinting motes of this far-flung empire are laden with risk. The inimical realm of the warp provides the only conduit for interstellar movement or messages, yet it also taints or temporally displaces much of that which plunges into its depths, confounding the Imperium's attempts at centralised control or strategy. On every border and battlefront, Humanity's worst nightmares press ever inward and are held at bay only through vast and constant sacrifice. In these dark times, warfare on a galactic scale is a matter of soulless, grinding logistics. Only the Astra Militarum can marshal the vast numbers to fight such wars.

Astra Militarum formations are the Imperium's main fighting force, those deployed to a given war zone ranging from companies of mere hundreds drawn from a single world to army groups comprising soldiers and armoured vehicles from multiple regiments, plus auxiliary and support battalions. Though they often support more elite formations, many of Mankind's largest wars are fought by the Imperial Guard alone. These forces fight punishing battles of attrition in which untold lives are expended for each objective achieved. An Imperial Guard army must utilise the twin advantages of vast numbers and overwhelming firepower to annihilate its foes. Where xenos aircraft dance and weave with impossible grace, the Imperial Guard fills the sky with a thunderstorm of munitions that no aerobatic skill can outmanoeuvre. Where heretical bastions stand defiant, Imperial Guard commanders call down artillery bombardments that reduce all to rubble. The greatest enemy threats are torn apart in the crossfire of thousands of heavy weapons or smashed aside by the gallant charge of hundreds of Imperial tanks – while enemy infantry is cut down in disciplined volleys of las-fire or impaled upon a forest of bayonets. The enemies of Mankind may employ dark sciences, supernatural powers or weapons beyond Humanity's ken but such deviance comes to naught in the face of Human intolerance, fed by a wellspring of faith in the God-Emperor and backed by sufficient guns.

For all the might of its armour and artillery, the true backbone of the Astra Militarum is the countless waves of infantry who take to the field. The sheer scale of the battles fought by the Imperial Guard is dehumanising in the extreme. Entire regiments of brave warriors are reduced to statistics upon the scrolling screens of Imperial strategos – grains of sand sliding through the fingers of more privileged individuals. Yet every single company, every single squad, every single Imperial Guardsman who lifts their lasgun and takes a stand in defence of their species is crucial. Without a constant deluge of recruits, the Astra Militarum would cease to function.

DEPARTMENTO MUNITORUM

It is one of the fundamental functions of the Departmento Munitorum to ensure that the Astra Militarum's ranks are constantly refilled. This mammoth organisation forms the military bureaucracy of the far-larger Administratum and constitutes the general staff of the Imperial Guard. The Departmento Munitorum monitors tithes imposed on almost all Imperial worlds, the bulk of which are paid in the flesh of a world's children. Often conscripted, these soldiers are raised as regiments and sent out to uphold their planet's pride on some distant battlefield. Others are paid in materiel: anything from uniforms and rations to highly explosive shells and super-heavy battle tanks.

The Departmento Munitorum administers the Imperium's numerous war zones. Its agents gather armies for each, liaise with the Navis Imperialis to transport them and, in the feared forms of Commissars, ensure the loyalty of soldiers and officers once they reach the front lines. The unique demands of a war zone; the particular requests of senior officers; the availability of nearby recruiting worlds or in-transit forces; the tumultuous nature of the warp – all must be weighed against the importance of the planet under threat. The organisation of an Imperial response can take months, even years. Ill-suited regiments may be forced together out of necessity, leading to clashes in fighting style and culture. Soldiers from arid planets may be deployed to ice worlds or experienced jungle fighters charged with defending densely populated hive cities. Armies might even arrive to find the world they aimed to save long dead and devoid of life, or already saved by other forces. That sufficient Astra Militarum regiments arrive at any war zone at all is a testament to the untold millions of troops dispatched every day.

MUNITORUM ASSET REQUEST COMMISSAR-COLONEL GRAFF KORVON II

I must labour my request for further enviro-suits. Atmospheric toxins have accounted for over half of 3rd Brigade's losses. Death Guard probing assaults continue with regularity. If this request is not heeded, these positions shall soon hold naught but withered corpses.





A GLORIOUS TAPESTRY

Individual regiments and their worlds of origin – should they ever hear of their soldiers' deeds at all – glorify the noble victories of their warriors. Famous last stands, tales of selfless sacrifice and epic crusades across the stars are embroidered and aggrandised, held up as the ideal that the common soldier should aspire to, in histories sometimes dating back millennia.

Dusty tapestries in the deepest archives hint at the Astra Militarum's founding. During the brutal reorganisations that swept the Imperium in the aftermath of the Horus Heresy, what had been the Imperial Army ceased to exist. By a great treatise – the Tactica Imperium – the link between Mankind's fleets and its armies was severed, as was the power the Adeptus Astartes had over the immense mortal military. No longer, it was hoped, would individuals be able to muster the combined forces required to strike at entire sectors without Terra's authority.

Though huge portions of the Imperial Army turned traitor, faded frescoes proclaim that countless more stayed loyal, and a handful of regiments continue to claim lineage from those formations. Though no connection can ever be proved to such distant times, many Guardsmen of the Era Indomitus feel an intense amount of pride that, like their forebears of ages past, they fight in the name of the Emperor. Fragmentary legends and disassociated names from that time echo through the Imperial Guard's myths to the present. Stories of selfless Ollanius Pius, the almost certainly fictitious Brezhvet Companions and the final sally of Dharro Alpha Brigade have been repeated and altered the galaxy over.

In the centuries after the Horus Heresy, with the spreading of the Imperial Creed, priests of the Adeptus Ministorum accompanied Imperial armies. These zealots found eager new adherents amongst the regiments of the Astra Militarum and used the Imperium's growing religion to unify forces from clashing cultures. So too did adepts of the Machine God reaffirm their loyalty by maintaining their Enginseer agents amongst Mankind's armies. They aided the Imperial Guard's conquests by soothing the weapons of war required to crush heretics and xenos.

CRUSADES AND CONQUESTS

The triumphs and tragedies of a single segmentum's armies during the Age of the Imperium would occupy several hundred lifetimes of a host of scribes to collate. To present a cogent history of the Astra Militarum's exploits, then, is impossible. Yet there are noteworthy conflicts in which its massed ranks played a pivotal role. After the Horus Heresy, Astra Militarum forces waged retributive campaigns as part of the Scouring against the fleeing heretics that had assailed Terra, driving many into the depths of the Eye of Terror. The Cadian System, and its fortress world Cadia, became a bastion against heretical and warp-spawned invasions.

The growing power of the Ecclesiarchy came to a head during the infamous Reign of Blood, which marked the Age of Apostasy. High Lord of the Administratum Goge Vandire, the Departmento Munitorum already under his control, seized yet greater power as Ecclesiarch. At his command, Astra Militarum regiments enforced his tyranny on countless worlds. Loyalist regiments rallying to the banner of the itinerant preacher Sebastian Thor joined with other Imperial forces that eventually ensured the despot's defeat.

The increasingly ambitious and devastating Black Crusades of Abaddon the Despoiler emerging from the Eye of Terror and growing numbers of xenos wore at the Imperium, though hope flared all too briefly even in the darkest of decades. In the 41st Millennium, Lord Solar Macharius led an epic crusade into the Segmentum Pacificus, conquering a thousand worlds, but war zones beyond count called for ever greater tithes of soldiers and materiel. Upon his death, however, many of these hard-earned gains were reversed as liberated worlds were consumed by heresy and civil war, slipping once more from the Imperium's grasp. Ork invasions of Armageddon eclipsed rumours of an earlier war there. The Damocles Crusade against the T'au Empire and the defence of Ultramar during the First Tyrannic War consumed dozens of regiments, while the forces of the Dark Gods multiplied. Some pointed to these events as omens, yet none amongst the wise claim to have foreseen the opening of the Great Rift.

THE NOCTIS AETERNA

When the Great Rift opened, it unleashed tidal waves of empyric energy that battered numerous Imperial war fleets into oblivion. Entire systems were swallowed. Newly raised regiments on highly tithed worlds; industrial planets prepping requisitioned supplies; troop transports bearing elite battalions – at a stroke, whole consignments of materiel and trillions of soldiers wiped out.

Worse was to come. In the darkness that followed – the so-called Noctis Aeterna – foundering fleets lost their way, and pleas for aid went unheard. Numerous Imperial Guard regiments thought to have survived were later deemed dead or worse. Forces upon surviving worlds or in the holds of ships were preyed upon by heretic fleets and daemonic legions. Xenos raiders tore into weakened garrisons and pounced on cut-off companies.

When fitful glimpses of the Emperor's light returned, they illuminated a ravaged Imperium. Screaming messages flooded astropathic choirs and data churned through cogitators as the Departmento Munitorum struggled to collate the damage. When Roboute Guilliman mustered his Indomitus Crusade, even more forces were stripped from surviving systems. Yet for the myriad armies of the Imperial Guard, the dark times were only just beginning.



PRE-DEPLOYMENT REGISTER MAJOR ROYCE, 5TH ROYAL VOLPONE, SABBAT SECTOR

Withdrawal from Long Halent completed at tempus sabbatica 4.22.17. Post-evacuation analyses record 5th Royal Volpone's casualty rates at forty-three per cent - within acceptable limits. 163rd Ventrillian Armour record materiel losses stand at twenty-three Chimera armoured transports, fourteen Leman Russ tanks, six Hydra anti-air platforms and a dozen field ordnance pieces. Navis Imperialis losses amounted to eight Valkyrie transports and two Tetrarch heavy landers. Blood Pact positions at Gorgar Ridge thoroughly purged. Lord General Scipion's orders demand immediate transit to Krassia for rearm and refit.

THE FALL OF CADIA

The fortress world of Cadia had been the linchpin in the Imperium's defence against traitor forces raiding from the Eye of Terror for nigh on ten thousand years. Standing guard over the critical Cadian Gate region, the planet and its soldiers symbolised stoic duty against horrific odds, their inviolability embedded in the wider Imperial Guard's consciousness.

It was immediately before the opening of the Great Rift, at the culmination of Abaddon the Despoiler's Thirteenth Black Crusade, that Cadia fell.

The planet had provided the Imperium with a cast-iron stronghold from which Imperial Guard campaigns had, for millennia, taken the fight to heretic fleets, cult uprisings and daemonic incursions. It had held fast against multiple invasions by traitors, mutants and the monstrously powerful Chaos Space Marines. Each attempt to conquer Cadia had been repulsed, though at increasingly immense cost to the regiments that defended its bastions, star forts, trench lines and bunkers. Abaddon's Thirteenth Black Crusade, however, unleashed Chaos-worshipping heretics in numbers not seen since the Horus Heresy.

Under sustained assault, the Astra Militarum on Cadia endured as Abaddon poured more and more of his limitless forces into crushing the world that had defied him. Thunderous artillery bombardments pounded the invaders. Massed Cadian tank divisions duelled with renegade armour formations through city outskirts. Cadian Shock Troops grimly held defensive positions, and the world's elite – the Kasrkin – launched precision strikes against the heretics, while other Imperial forces mustered to repel enemy advances. The rallying cry of 'Cadia Stands!' was taken up by Imperial Guardsmen and heard amongst the fortified kasrs of Cadia and elsewhere – the term kasr being applied both to Cadia's militarised cities and to some of its fortress sister planets. No greater symbol was there of this will to push the heretics back than Ursarkar E. Creed, the Lord Castellan of Cadia.

THE LORD CASTELLAN'S FINAL STAND

Formerly the Colonel of the Cadian 8th, Creed was granted overwhelming authority as Lord Castellan of Cadia after a gross betrayal resulted in the assassination of Cadian high command. Creed led the defenders' stand from the fortress of Kasr Kraf. His foresight to reinforce the defences of Cadia and to transmit ceaseless calls for aid bought a little time. Countless regiments of Imperial Guardsmen – amongst

them many of Cadia's lauded Shock Troops – as well as forces of Adeptus Astartes and Adepta Sororitas, flooded the fortress world. Despite these reinforcements, the defence was not enough. At the campaign's zenith of bloodshed, Abaddon sent a sabotaged Blackstone Fortress plummeting from orbit into Cadia's surface. The colossal and ancient void station's impact would be the final death blow for Cadia, and its inexorable approach through the atmosphere was like that of a burning comet. Creed vowed to remain, leading a rearguard action to enable as many as possible to escape the doomed world. When the ancient craft hit, continents cracked; fire, tsunamis and hurricanes scoured the surface as the world's death throes were triggered. The warp – held back for so long – greedily enveloped Cadia, anything that still lived on the planet's surface becoming a plaything for daemons. Of nearly a billion souls who had stood to defend Cadia, scarcely three million were evacuated. Lord Castellan Creed and the remnants of the Cadian 8th were not amongst them.

CADIA'S LEGACY

Though their home planet was utterly sundered, the resolve of the Cadians has not been broken. Veteran survivors of the last battle for Cadia, along with regiments of their kin scattered throughout the galaxy, now fight even more doggedly against the Imperium's enemies. Whole generations of Shock Troopers are born, raised and trained en route to war zones, and soldiers from other worlds with the mettle to withstand Cadian training are inducted into their ranks. The mantra 'Cadia Stands!' – oft-repeated during the planet's final violent days – has gained purchase within the officer corps and amongst the platoons. For Cadia does indeed still stand, they assert, as long as a single Cadian soldier continues to fight.

The grit and determination with which Cadia was so valiantly defended for all those millennia have long been lauded within the Astra Militarum. The professionalism of the world's soldiers remains influential, not only as inspiration to fuel lurid trench tales but also through tactica penned by Cadian generals that are studied in regimental academies. Rare demobilised regiments of Cadians, granted rights of settlement on worlds they conquered, instil Cadia's legendary discipline into their new societies. Other regiments model their recruitment and training practices on Cadian doctrine or seek to equip their forces in the Cadian style. All are eager to emulate a world so heavily militarised that it was said its people were taught how to field strip and shoot a lasgun before they could even read. Cadia's surviving children refuse to allow the destruction of their home world to keep them from unleashing the

URSULA J. CREED

Though Cadia's valiant regiments are spread wide, some constants remain to anchor its soldiers amidst their far-flung wars. The declamation of 'Cadia Stands!' is one. A Creed as Lord Castellan of Cadia is another.

Ursula Creed is her father's daughter in many respects. A hardened general, physically imposing, Creed stands as a symbol of Cadia's survival, exemplifying her people's unbowed spirit. Ursula's rise to senior command was not the meteoric ascent of Ursarkar, but it was grindingly unstoppable. She restlessly demanded swift redeployment in the wake of victory after victory, forging her legend as a strategist of incredible intuition and ruthless determination.

Over her broad shoulders, the new Lord Castellan wears what some assume to be a recreation of her father's greatcoat, for surely it perished with him. Ursula, however, knows it to be no fake. Appearing in her sealed chambers months after the loss, dried blood and the smell of Cadia's final hours saturating the heavy fabric, it fired an obsessive hope in her that somehow, somewhere, her father yet lived.

So widely spread are the Cadian regiments across the galaxy's many active war zones that the Lord Castellan cannot hope to oversee each campaign in which they are involved. The passage of each Terran standard day sees yet more Cadians dispatched at her word, sent to fight distant wars from which the majority of their number may never return. Though this responsibility weighs heavily upon the Lord Castellan, she takes pride in the fact that, despite the loss of their home world, the Cadian regiments remain amongst the Imperium's most reliable and crucial fighting forces.

Despite her status as Lord Castellan, Creed does not fear to lead from the front line. Should a conflict prove pivotal enough to demand her attention, Creed may take to the battlefield with a bodyguard of elite Kasrkin at her side. Her power sword and her master-crafted duelling pistols – named Duty and Vengeance – have accounted for many impudent xenos and apostate traitors.



Emperor's wrath on their foes. This dauntless spirit in the face of ceaseless enemies masks several darker sentiments amongst the Cadian troops that continue to fight. Widespread hatred for Mankind's enemies has deepened to a zealous degree. Many Cadians see their home world's fall as a personal failure and fight all the harder to regain what they perceive as lost honour. Some of those who were not present for the planet's tragic end resent those who failed in its defence or else feel guilt for playing no part themselves. Others scorn the regiments of worlds they believe failed to aid Cadia in its darkest hour and oppose the use of soldiers from other worlds to expand Cadian regiments, loath to share the burden of loss.



In the view of many Imperial Guardsmen, the planet broke before the Guard did. The sacrifice of Ursarkar Creed and those under his command only reinforced for many the bloody-mindedness and hard-faced demeanour of the Astra Militarum. The soldiers of the regiments of lost Cadia will continue to wade into unremitting firestorms and battle through trenches choked with blood and mud. Alongside deafening salvoes from armoured behemoths, they will advance into the teeth of enemy fire if that is where their orders lead them. They will do so again and again, continuing to fight until the day every traitor in thrall to the Dark Gods is defeated at last, and their world avenged a thousand times over.

THE ERA INDOMITUS

Humanity's response to the cataclysm of the Cicatrix Maledictum – the outpourings of heretics, the surges of mutation and xenos aggression – was not the spiteful lash of a dying beast. It was the roar of a titan on the warpath, and its manifestation was arguably greater than the mythic battle groups and armies said to have been loosed in the Great Crusade.

Millions of Imperial Guardsmen had fallen on Cadia alone. Countless more were wiped out with the tearing open of the Great Rift and the eruptions of warp storms old and new, or perished fighting the hellish enemies that had boiled out of their depths. The fate of half the galaxy – designated the Imperium Nihilus – remained unknown beyond the Great Rift, while threats of every conceivable evil assailed thousands of systems within the Imperium Sanctus.

Everywhere, it seemed to the overburdened staff officers and lords general of the Astra Militarum, war zone commanders demanded urgent logistical support and mountains of additional ammunition, cried out for desperately needed reserves or, worse, fell ominously silent. Tithes were increased on already suffering worlds. Vicious conscription drives emptied entire hive cities. Heightened output needs pushed industrial worlds to their limits in desperate attempts to make up for shortfalls. Each Militarum Regimentum – the total forces of a given world that fall under the remit of the Astra Militarum – was stretched to breaking point.

THE INDOMITUS CRUSADE

Roboute Guilliman's Indomitus Crusade was but one answer to the hurricane of woes that beset him daily as Lord Commander of the Imperium. Between Guilliman, his senior commanders

and his army of bureaucrats in the Officio Logisticarum, the laborious effort of gathering the crusade fleets began. To secret mustering points throughout the Sol System and beyond, thousands of regiments converged, joining with Space Marines, Sisters of Battle, the cybernetic hosts of the Adeptus Mechanicus and more – yet this was only the beginning. Each fleet's battle groups, once launched, fitfully made their way through the churning warp on predetermined courses. Where they came to systems miraculously spared carnage, they each reaped a harvest of yet more regiments. Where their task forces found worlds in the grip of invasion, the Imperial Guard's regiments of massed infantry, battle tanks and artillery almost always formed the vast majority of every crusade force. In the wake of each victory, reinforcements from the recently saved world were demanded.

The fleets of the Indomitus Crusade continue Guilliman's vision of pushing back the corrupting armies of Chaos and those enacting xenos tyranny. Guilliman's objectives stretched beyond mere attack, however; his Officio Logisticarum was granted the authority to requisition tithed regiments for the protection of its adepts and their hub-fortresses, and senior Astra Militarum officers were ever amongst the luminary nobles and warrior-generals assembled by the Indomitus Crusade. Several were appointed by Guilliman to command entire battle groups and even fleets, such as the dynamic leader of Fleet Tertius, Fleetmaster VanLeskus, formerly a hereditary general – or Markha-Gher – of the Vodine Sergastae Regiments.

WAR WITHOUT END

The demands the Indomitus Crusade placed upon the Astra Militarum were unparalleled. As the battle groups moved from system to system, they subsumed innumerable regiments to replace their losses and swell their combat assets. Many regiments were also deployed to the Officio Logisticarum's hub-fortresses in the crusade's mustering sites, and commanders were instructed to found new hub-fortresses in conquered systems.

Guilliman's ambitious aims for the Indomitus Crusade were vital for the Imperium's future, but the battlefields its fleets were destined for made up only a fraction of the war zones the Imperial Guard fought in. Within sub-sectors that lay nowhere near the path of any Indomitus battle group, Astra Militarum forces were dispatched to new or escalating war fronts daily, coordinated by the masters of localised Departmento Munitorum officios and their armies of scribes, adepts, logisticians and strategos. Infantry regiments, armoured battalions, artillery divisions and super-heavy



LORD SOLAR LEONTUS

Arcadian Leontus – his dizzying tally of titles, privileges and ostentatious ranks placing him amongst the Imperium's highest echelons – is responsible for all Astra Militarum within the Segmentum Solar. He hails from one of Terra's noblest families, one with a peerless lineage of service dating back countless generations. A product of Terra's opulent spires and greatest military academies, Leontus is steeped in the political and martial skills needed to survive on and off the battlefield.

Even after the loss of billions of soldiers to warp storms, combat attrition or calamities unknown, the Militarum Regimentos at the Lord Solar's command have been depleted still further by the Indomitus Crusade. He would never gainsay the Primarch's directives, but within their parameters, Leontus has emerged victorious from many political battles with planetary lords, Navis Imperialis admirals and Officio Logisticarum adepts. With the aid of entire corps of strategic advisers, cloisters of priests and a personally maintained stable of seers, prophets and tarot readers known as the Collegiate Astrolex, Leontus has masterminded hundreds of stunning victories. As he sees them, the Lord Solar's duties lie first with the defence of the Throneworld, then the Sol System, then its neighbouring sub-sectors and the segmentum's wider frontiers.

A war scholar, polyhistor and martial tactician of the highest calibre, the Lord Solar's razor-sharp intellect and energetic leadership belie his extensive command experience of more than a century. Regimens of costly rejuvenat treatments, alongside suites of concealed bionics within his polished armour, keep Leontus at his physical peak. Outside battle, however, he endures a weariness of spirit, privately appalled at the horrors he sees perpetrated by the Imperium upon its people. He has authorised many himself, having sent millions of Imperial Guardsmen into the most terrifying conditions, but Leontus sees such steps as distasteful necessities on a path to ultimate salvation. With grim pragmatism, the old soldier knows he will not see the hoped-for destination of his works. For him, it is enough that he paves the way.

Though Leontus' remit technically ends at the boundaries of the Segmentum Solar, he has led several campaigns beyond. The Lord Solar sees the myths of Saint Macharius as precedent for this; if prosecuting distant wars will protect Terra, Leontus will not shirk from such duty. The outbreak of the Fourth Tyrannic War saw him rush to the Bastior Sub-sector to marshal its defence. Astride his cyber-steed, Konstantin, the Lord Solar inspired the defenders of Sanctum with rhetoric and valour in equal measure.

tank companies were constantly deployed and redeployed, reinforced, consolidated or evacuated. The grinding logistics involved in moving huge numbers of troops and materiel through storm-tossed warp channels only compounded this undertaking, adding further dangers and delays. Xenos invasions were confronted: Orks and Tyranids in the Octarius Sector; Necrons in the Erinaeus Cluster; Aeldari raiders in the Desh'ka Sub-sector, to name but some. Multiplying cult uprisings were crushed and uprooted, some in thrall to the Dark Gods of Chaos, others bearing xenos mutations or ideas, or fighting for secessionist tenets fuelled by political or religious heresy.

Only three of the five Lords of the Segmentae Majoris were in tentative contact with the wider Imperium. Of these, Leontus, the Lord Solar, was arguably the most embattled. The Segmentum Solar – home to Terra itself – was assailed from without by heretic fleets and countless xenos, and from within by insurgents and traitors. Leontus refused to allow such threats to come to fruition under his watch.

THE CHAIN OF COMMAND

The Astra Militarum, for all its colossal size and necessarily decentralised organisation, is built on a labyrinthine but rigid hierarchy. Discipline is ruthlessly enforced and a fortified chain of command exists, ensuring every soldier – from the rawest recruit to the most decorated officer – knows their place in an unbroken line of authority stretching ultimately to the Emperor.

The titular head of the Departmento Munitorum is the Lord Commander Militant. This august individual represents the organisation, and the entire Astra Militarum, before the Senate Imperialis and hence, through that body's holy authority, before the Emperor. So great is the Lord Commander Militant's power and influence that they are often appointed one of the High Lords of Terra, but rarely leave the Throneworld.

In theory, each of the five Segmentum Lords gives orders to various sector officers and sub-sector commanders, who in turn relay orders to the individual Militarum Regimentos. In this way, the wishes of the High Lords of Terra are enacted by the Departmento Munitorum. In practice, the immense distances and delays in communication between worlds often make a mockery of such procedures, and the sheer scale of the Imperium prevents any meaningful central governance. Operational control of Astra Militarum forces in a given war zone is therefore assumed by a high-ranking Militarum Regimentum officer – carrying a title such as general, high marshal or lord hetman – who assumes responsibility for the completion of their given duties. This might be the initiation of a decades-long conflict to cleanse a star system of savage Orks, or it could involve the protection of cypricite mines or promethium refineries from pirate raids. Just as common are military recolonisations of planets lost from the Imperium's fold. Whatever the task, the commander of the war zone's forces is responsible for the deployment and application of all resources at their disposal.

REGIMENTS

Beneath a force's overall ground commander and their numerous attachés, advisers and support staff are the individual regiments and their commanding officers. Each Militarum Regimento comprises multiple regiments, all of which usually hail from the same planet or system. Because of the shared culture and fighting styles of regiments sourced from a single world, soldiers, officers and even officials of the Departmento Munitorum often interchange the terms Militarum Regimentum and regiment, referring to all Imperial Guardsmen from Cadia as being from the Cadian regiment, for example. On their home worlds, the forces who serve to defend the planet may be split into cohorts, militia groups, geno-corps or a host of other formations known by a variety of local terms. To the generals and senior officers of the Astra Militarum, however, these fighting forces are all considered to be different types of regiments.

Regiments are usually divided into multiple companies according to the tenets of the Tactica Imperium, each placed under the command of a senior officer. The number of companies depends upon the regiment's type and size but may range from as few as three to several dozen. Companies are further divided into platoons or squadrons, and infantry platoons typically comprise an officer, their staff and several squads of Imperial Guardsmen, each led by a sergeant.



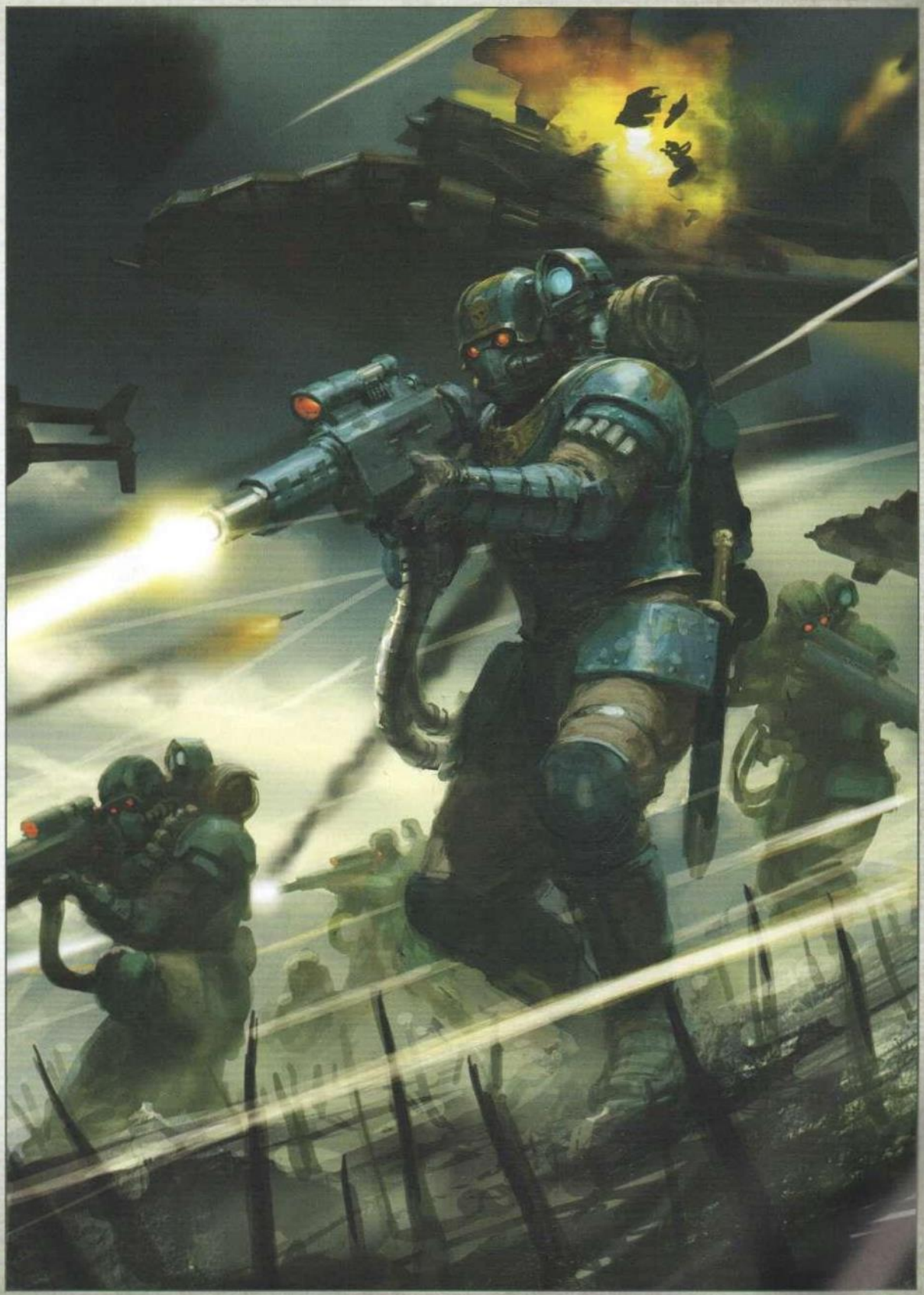
THE SCHOLA PROGENIA

The orphaned children of Imperial officials are often sent to one of the Schola Progenia scattered across the Emperor's realm. Staffed by Ecclesiarchal drill abbots, these martial academies mould the most capable of their students into indoctrinated adherents to the Imperial Creed. Graduates of these military training facilities are known as progena.

Depending upon their character and the skills they display, progena may be selected to become officers in the Imperial Navy, Imperial Assassins, to train as Commissars in the Officio Prefectus or even join the Inquisition. The majority, however, will be earmarked for service in one of two military bodies. Those who display exceptional zeal and faith in the God-Emperor may be inducted into one of the Orders of the Adepta Sororitas. The majority of progena, regardless of gender, are dispatched to serve in the ranks of the Militarum Tempestus.

Tempestus Scions are a rigorously trained and elite fighting force. They are outfitted with the best equipment the Departmento Munitorum can supply. Their armour is formed from rigid armaplas and ceramite plates and they wield rapid-firing hot-shot volley guns, plasma weapons and other instruments of destruction. They are often deployed to battle by Valkyrie gunships.

Others train as Commissars to serve in the ranks of the Astra Militarum. These political officers enforce discipline in the ranks and execute any who fail to perform their duties in the heat of battle.







Standing at the observation slit of his command bunker, Colonel Kurz – service numeral LK714/9G – of the 413th Siege Regiment looked down at the chrono. Brushing a layer of ash and grime from its readout with a gloved right hand, he checked the time. The first wave remained on schedule. He heard the distant boom of artillery pieces ripple from the rear of the Death Korps' lines. Raising a pair of battered magnoculars, Kurz peered down into the Krieg trench lines laid out before the command bunker. Masked and armoured Grenadiers shifted impatiently in position, heads down, braced for the thunderous barrage to come. Great-coated soldiers placed ladders against the lip of the trench whilst Commissars and officers stood ready, some carrying laud-hailers, others grasping chainswords and pistols. He adjusted his gaze to the scarred earth that separated the Krieg positions from those occupied by the traitors. It was a muddy expanse of ruined vehicles, scorched tree trunks, razorwire and shell craters. Despite being only a few hundred yards across the mire, the heretic positions were obscured by a chemical haze.

'Steady! Preparatory barrage incoming!' bellowed a Commissar in the eerie silence. 'Stand ready!'

Kurz heard the rumble of artillery batteries. Dust shook loose from the bunker's thick ferrocrete ceiling. The first volley of shells whistled overhead, arcing towards the traitors' positions. The sound of the thunderous impacts rattled bones and shook the earth loose from the wooden walls of the trenches. Pools of toxic effluent that filled deep craters rippled as the rounds struck home. A second barrage landed, this time further away, creeping over the enemy line. Explosions rippled across the battlefield as ammunition and promethium detonated. Kurz hoped the effect upon the defenders had been as impressive as it looked. The Grenadiers remained silent, waiting for the barrage to end. Then, in a violent crescendo of smoke and shrapnel, the third and final volley struck.

Hovering servo-skulls emitted high-pitched screams from their vox-casters. Death Korps soldiers emerged over the lip of the trench, climbing wooden ladders and striding out into the miasma of lethal gas that permeated Septum Verda's ashen wastes. The troops marched forward in order, never sprinting or breaking formation, bayonets fixed, trudging with a grim defiance that Kurz was sure would have made even the Emperor proud. He measured their progress against the range markers on his magnoculars' display, green numerals flashing brightly over the static-laced visuals. Twenty yards they strode, then thirty, plunging through a toxic haze of ash and filth thrown up by the preparatory barrage. Kurz glanced at his chrono once more and gave a satisfied nod. The first wave was on time.

Sergeant Tyborc – service numeral X511Z/46 – clambered up the rickety wooden ladder and followed his squad out into the miasma of no man's land. The Krieg soldiers managed to advance a few dozen yards before the first traces of sporadic fire erupted from the enemy positions. Through the smoke, he could see the muzzle flare of heavy stubbers and the pinprick flashes of lasgun bolts lancing forward to strike the first rank of Grenadiers. The blind fire was not precise, but accuracy was hardly required in such a killing field. Krieg soldiers fell, bodies riddled with impact wounds. On the remainder strode, heedless of their fallen. The haze was lifting, revealing the enemy's position. He could hear the heretics, bellowing orders to one another, their vox-casters screeching blasphemous prayers. Fresh craters covered the approach, with large sections of razorwire defences blasted into ruin by the impact of the creeping barrage. Death Korps Engineers crouched in the dirt, cutting additional routes through the wire and clearing minefields.

In several positions, the enemy's forward trenches had been blasted open, the body parts of their occupants strewn all around. Still, the remaining heretics kept up a prodigious rate of fire, inflicting terrible losses on the advancing Death Korps soldiers. Mortar shells began to rain down in the midst of the advancing column, spraying lethal shards of glowing shrapnel through the Krieg ranks. Thankfully, the groans of the wounded and dying were largely drowned out by the deafening report of heavy guns.

Tanks rumbled forward beside the Death Korps infantry. Battle cannons roared and metal tracks tore through the mire, grinding over the bodies of the dead and wounded. Bone and armour cracked under their relentless steel tread. Rattling stubber and staccato autocannon fire from the heretic positions deflected from the sloped armour plating of Leman Russ tanks with audible pings and screeches. Lascannons found their mark, shearing a track from the lead tank and piercing the hull of a second. Fire licked from the vehicle's hull as burning tankers hauled themselves from hatches, screaming as they fell to the ground and rolled desperately from side to side in vain attempts to extinguish the flames.

The man to Tyborc's left took a lasgun round to the knee and toppled into the mire. A burst of heavy stubber fire felled another to his right. The Death Korps soldiers continued forwards without so much as casting a glance towards their stricken companions. Tyborc drew his bolt pistol from its holster and followed the squad of Grenadiers forward, slipping into the quagmire base of a shell crater. The first enemy trench lay no more than a few feet beyond their position, close enough for him to hear the guttural cries

of the heretics over the whip-crack of lasgun fire. The Death Korps soldiers scrambled through the cloying mud, grasping for handholds as they hauled themselves up the far side of the crater. Mortar shells rained down, brief sonic whistles audible before the heavy rounds exploded in the muddy ground, shrapnel scattering Krieg soldiers.

A dozen or more Imperial Guardsmen were clustered around Tyborc now, struggling forwards, hemmed in on all sides by enemy fire. Several attempted to leave the crater, rising above its lip only to be struck by a hail of bullets, bodies falling backwards to impede the remaining soldiers. The advance had begun to stall. Frustration gnawed at Tyborc as he looked down at his muddy chrono. They were behind schedule, and throwing himself into automatic fire wouldn't achieve victory. He turned to the vox-carrier.

'Hail the armour! We need supporting fire!'

Standing in the cramped turret of his Leman Russ tank, Gunner Dovon – service numeral DR193/LK2 – activated the traverse mechanism, tracking enemy infantry with the coaxial stubber. Tracer fire raked the trench line, causing a group of Traitor Guardsmen clad in muddy brown flak armour to duck for cover. Return fire – autocannon judging by the sound – slammed into the hull of his tank, caroming from its thick armour.

'*Infantry pinned down ahead. Traverse to thirty degrees. Traitor stubber position,*' came the voice of the tank's commander, Sergeant Stagmar, over the internal vox-system.

Gunner Dovon wrestled with the traverse controls and panned the stabilised gun to the left. Pressing his eye to the sight, he saw a group of Grenadiers crouched behind the lip of a deep crater. Several dead bodies lay in the base. He saw the muzzle flare of a heretic stubber, concealed behind sandbags in an elevated position, raining fire upon the pinned Grenadiers. He heard the heavy clang as the carousel autoloader moved another weighty shell into the breach. Rune displays flashed green, indicating ready status.

'Gun laid on target,' he growled into his vox-bead.

'*Fire!*' ordered Stagmar.

Dovon closed his hand around the firing lever, whispered a rhythmic prayer for accuracy and yanked backwards. The battle cannon roared, its recoil shaking the Leman Russ on its tracks. The shell slammed into the sandbags and detonated, igniting ammunition and causing a crackling fireball explosion that consumed heavy stubber and crew.

'*Good effect. Target neutralised,*' Stagmar said. '*Driver forward!*'

Through the gunner's sights, Dovon watched as the Grenadiers clambered out of the crater and covered the last few yards towards the heretic trench, tossing frag grenades into the enemy position as they ran. Some fell, lasgun fire from the defenders cutting them down before they could bring their bayonets to bear. Dovon depressed the trigger of the turret's coaxial stubber, spraying the enemy line with bullets, and was rewarded with bright puffs of gore as the heavy rounds found their mark.

The tank ground forward over the dead and dying. Dovon felt little sympathy for those crushed beneath the weight of the vehicle. Their fight was over anyway.

'*Enemy armour cresting ridge at three-ten! Traverse left!*' Stagmar's voice carried a trace of panic this time.

Dovon wrestled with the turret traverse again, bringing the heavy cannon around as the driver adjusted the tank's facing. His sight settled over the jet-black bulk of a traitor tank, its armour emblazoned with red sigils and festooned with macabre trophies. Its turret was already levelled towards them. The autoloader whirred again. Dovon placed a trembling hand upon the firing lever and prayed to the God-Emperor.

Through his magnoculars, Colonel Kurz saw the traitor armour crest the ridge beyond the enemy trench and grimaced as their cannons flared. He watched the last remaining tanks of the 12th Platoon erupt into flames, or come grinding to a halt, their hulls blasted open, leaking fuel and smoke. He winced involuntarily. Without armour support the first wave was doomed.

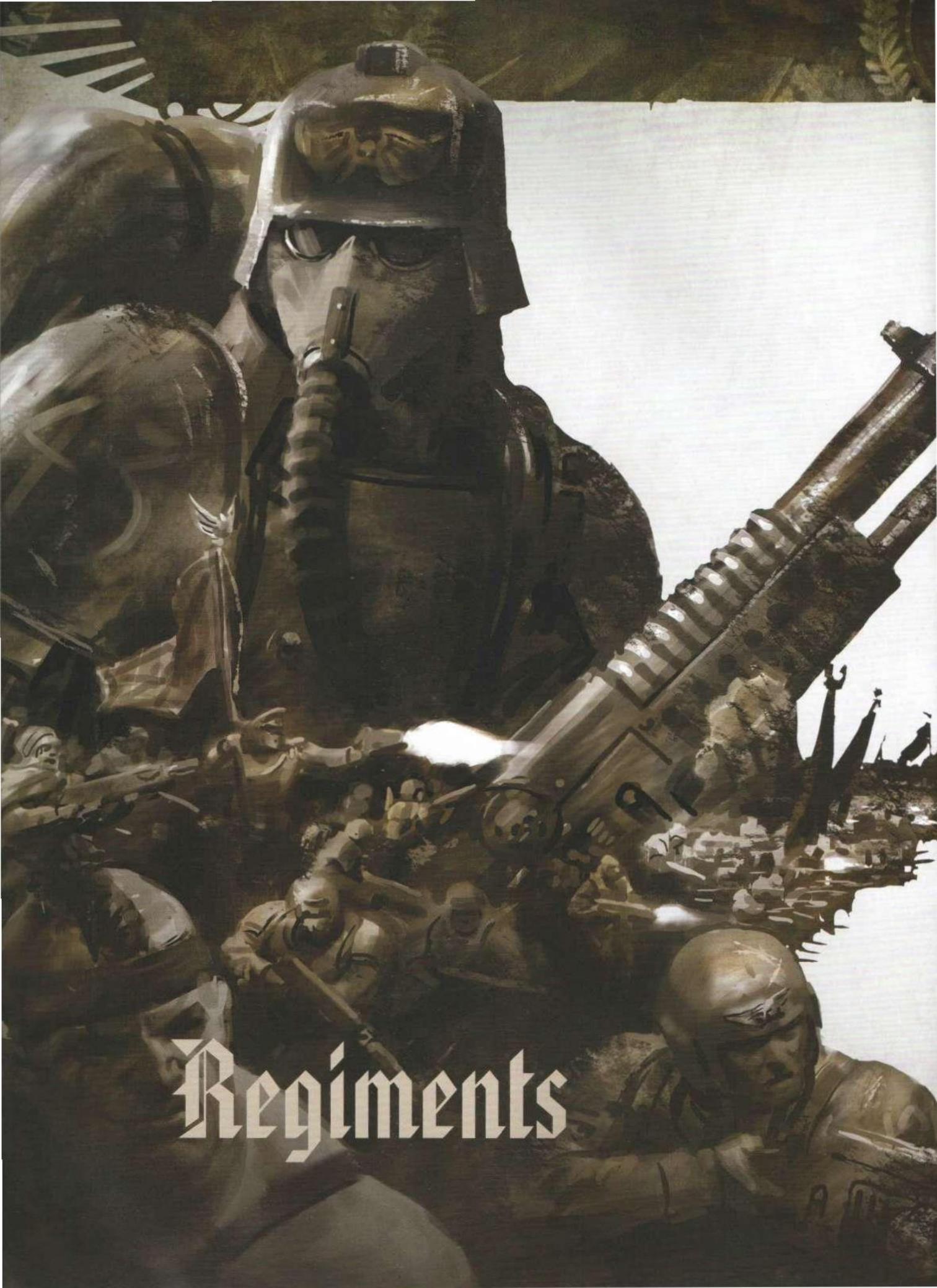
'First wave casualties estimated at seventy-five per cent and increasing,' said his adjutant, voice slightly muffled by her rebreather hood.

Kurz lowered his magnoculars and drummed a gloved finger against the bunker's ferrocrete wall as the slaughter unfolded before him.

The Grenadiers at least had reached their objective, traces of lasgun fire from the enemy trenches betraying the ongoing fight. How long they could hold their position he had no idea. He glanced down at his chrono again and waved his vox-operator forward.

'Contact the batteries – prepare smoke barrage. Second wave assault to commence forthwith,' he ordered.

Gazing out at the field of broken bodies and smouldering wrecks, Colonel Kurz gritted his teeth. He still had four companies in reserve. If the foe thought the resolve of the Death Korps had been broken, they would soon be disavowed of their belief.



Regiments

THE DEATH KORPS OF KRIEG

Grim, dour and fanatically devoted to the Imperium, the soldiers of the Death Korps of Krieg specialise in doing battle in the most horrific of conditions. They are proponents of relentless, attritional warfare and possess a willingness to sacrifice millions of lives in pursuit of victory.

The history of Krieg is one shrouded in mystery and rumour. Much of the truth of its past has been lost to time, or purposefully obscured by its leadership. Its surface is now a barren, rad-blasted and poisoned expanse of bombed-out cities, muddy shell craters and coils of razorwire. Long ago, however, Krieg was a thriving hive world and one of the Uhulis Sector's most important trading centres. Its autocratic leaders became corrupted by the wealth and privilege of their stations. These corrupt leaders descended into petty vendettas and vice, which escalated into insularity and mistrust. Each despotic leader raised private armies, whilst together they surrounded their world with orbital defences. The autocrats began to resent the influence of the Adeptus Administratum, refusing to pay the tithes levied upon them by the Departmento Munitorum. The citizens of Krieg remained ignorant of these events and of the disastrous fate their arrogant leaders were about to bring down upon them.

UPRISING

The end came when the High Autocrat of Krieg's largest hive – alongside various other officials whose names are so reviled as to have been purged from all records – declared planetwide martial law and seceded from the Imperium.

The High Autocrat's proclamation saw the beginning of a civil war that pitted the rebellious leaders and those under their sway against the few who remained loyal to the Emperor. Most capitulated to the rebels' superior firepower and, after several months of fighting, only a single loyalist city, Hive Ferrograd, remained. Colonel Jurten, commander of the Krieg 83rd Imperial Guard Regiment and a steadfast adherent to the Imperial Creed, had taken control of the hive from its traitorous rulers in a swift and bloody military coup. Ferrograd became the rallying point for the remaining loyalists on Krieg.

Jurten's forces were heavily outnumbered by billions of rebels. Ferrograd was soon surrounded and besieged by teeming masses of traitors. To make matters worse, the defenders could expect no external assistance, for Krieg's potent planetary defences were in the hands of the enemy, and were strong enough that breaching them would require the might of a Navis Imperialis fleet. Communiqués from sector command left Jurten in no doubt that such a fleet would not be forthcoming. The Colonel was ordered to resist at all costs, for as long as he could.

THE PURGING

Faced with an impossible situation, Colonel Jurten came to the fateful realisation that only one course of action remained. If he could not keep Krieg in Imperial hands, he could at least deny it to the enemy. Buried beneath Hive Ferrograd was a secret Adeptus Mechanicus storage facility. Colonel Jurten, with the help of his loyal Adeptus Mechanicus ally Archmagos Greel, resolved to unseal the facility and unleash the array of forbidden weapons within. As the siege ground on, Greel's adepts worked on their desperate plan.

Jurten picked a portentous day upon which to begin his long-planned counterattack. At dawn on the Feast of the Emperor's Ascension, scores of long-range missiles erupted from the heart of the city and arced high into the planet's stratosphere before detonating in brilliant blooms of bright light. Tonnes of lethal isotopes filtered through the planet's atmosphere, blanketing its entire surface in fallout. The planet's ecosystem collapsed within hours. Storms spanned continents. Raging fires and black clouds of smoke blocked out the system's star and atomic contamination took hold. Those who did not perish were condemned to a subterranean existence in the vast fallout shelters that lay beneath the planet's battle-scarred surface. These events would come to be known as the Purging. Krieg may have been reduced to a post-apocalyptic wasteland, but the Purging had turned the course of the war in the loyalists' favour.

The conflict ground on for at least five hundred years; the unfolding devastation caused the Imperium to view the planet as worthless, and thus it was abandoned to its fate. Bloody wars of attrition saw rad-drenched expanses turned into nightmare battlescapes draped in razorwire and riddled with shell craters. The bones of the unburied dead lay scattered across the muddy ground and amidst toxic ooze. Those who fought great-coated and vapour-masked over these horrific battlefields became known as the Death Korps. They existed only to endure and to kill in the Emperor's name. For many generations, the loyalists purged their foes trench-by-trench and tunnel-by-tunnel. With lasgun, bayonet, fire and sheer determination they eventually scoured the rebels from their trenches and holdfasts. Countless trillions had fought, suffered and died, but at last, Krieg belonged to the loyalists once again.

THE CULT OF SACRIFICE

During its civil wars, Krieg's loyalist citizens were willing to make many sacrifices to ensure victory, including their own lives. This mindset has persisted and permeated every aspect of the Death Korps' combat doctrine and regimental organisation.

For generations, Krieg's citizens were raised only to fight. Having known nothing but warfare their entire lives, generations of soldiers came to actively seek death in service to the Emperor. This attitude endures, and all Krieg's soldiers actively seek to die in service to the Emperor as a repayment for the sins of their forefathers. Devout faith serves to amplify the culture of willing sacrifice amongst the Death Korps. These patterns of worship have become known as the Cult of Sacrifice to the Ecclesiarchy.



RETURNING TO THE FOLD

When Krieg was eventually reincorporated into the Imperium towards the end of M40, the event passed without any celebration. The Departmento Munitorum, however, paid note; Krieg was in arrears, so it would be required to raise a new tithe of soldiers for the Astra Militarum. The Adepts who requested these reinforcements were somewhat surprised when the authorities on Krieg offered them not one, but twenty full regiments for immediate deployment, all formed, trained and equipped. The commanders of each of these regiments actively requested the most hazardous war zones available. These regiments were swiftly inducted into the Astra Militarum, reorganised for combat and issued with Commissars. The newly founded forces were then dispatched, where they proved themselves exceptionally effective, particularly in environments that mirrored the toxic, irradiated wastelands of their home planet.

Yet such was Krieg's debt to the Imperium that further payment would be required. To collect its due, the Departmento Munitorum took direct control of Krieg and its industry. Production facilities were enhanced by Adeptus Mechanicus agents to further increase its output, maximum tithe levels were enforced upon the planet and Krieg's sole purpose became the production of new regiments.

In the centuries following the Purging, the citizens of Krieg had founded subterranean cities. Thousands of fortified bunkers and passageways had been dug and an underworld of industrial activity and manufacture was introduced that was geared towards providing military arms and equipment, but most of all to the production of soldiers. Each citizen of Krieg was expected to contribute to the war effort. Those who proved incapable of serving as soldiers were put to work in the manufactorums and forges, toiling ceaselessly to provide for the military.

Life on Krieg is exceptionally grim, even by the standards of the Imperium. The only foodstuffs the planet remains capable of producing are

cavern-grown nutrient slimes and vat-grown nutri-gruel. Even these meagre resources must be rationed in order to support Krieg's large population. Exhaustion, malnutrition and industrial accidents mean that the life expectancy of the ordinary citizen is scarcely much longer than that of a Death Korps soldier. Such is the culture of self-sacrifice, penance and piety amongst the people of Krieg, that few complain about the misery of their existence. Most toil with religious fervour and any who show a hint of discontent are viewed by their fellow citizens with disgust, for it was such heresy that led Krieg to be transformed into the hideous place it now is. This prevailing attitude means that incidents of insubordination, rebellion or political strife are completely unheard of, and have earned Krieg a reputation amongst the Imperium's most loyal and reliable recruiting worlds.

DEATH KORPS TRAINING

The methods by which recruits to the Death Korps of Krieg are trained are unorthodox and often lethal. Conscripts are tested, selected and relentlessly drilled almost from birth for their assigned role as a Death Korps trooper. Fatality and injury rates amongst recruits are always very high. Any who display fear or weakness are summarily punished, for these contagious flaws would surely reduce combat effectiveness if left unchecked. To ensure these weaknesses are purged from prospective soldiers, their minds and bodies are constantly pushed to their limits, inuring the survivors to trauma that would kill others. Those who make it through this extreme training must face a final punishing trial – survival on the deadly surface of Krieg itself.

No part of the planet's war-ravaged surface is inhabitable. The barren, irradiated planet stands as a testament to the cost of victory. It is a seemingly endless wasteland of ruined cities, rad-zones, ash wastes and violent storms driven by lingering atomic fallout. In this hellscape the training regiments march, dig trenches, clear minefields and fight mock battles against one another. Only those who endure these horrific conditions are judged capable of taking their place as true members of the Death Korps.

Such are the continuous demands upon the Departmento Munitorum that Krieg raises many regiments of infantry, mechanised troops and tanks, but more numerous than any of these are its siege regiments. These formations express the Death Korps' philosophy of total war, operating on the principle of sustained artillery bombardments followed by unrelenting infantry assaults.

It is the soldiers themselves that are the primary weapon of the siege regiment – a tide of Humans with the endurance to fight for prolonged periods and the will to die for the Emperor. The children of Krieg are capable of maintaining strict discipline and following direct orders with absolute loyalty, regardless of the number of casualties taken or the horrific nature of the war zone in which they fight. A zealous desire to atone for Krieg's past drives each and every soldier to give their life for the Emperor.

The doctrine that drives the siege regiments is based upon pushing forward at all costs, taking the fight to the enemy with relentless determination and killing until no foes remain. These infantry assaults are supported by armour, heavy weapons and prodigious artillery fire. Siege regiments rarely utilise vehicles such as the Chimera, reasoning that its lack of armour would render it vulnerable to the large number of heavy weapons that proliferate in trench warfare. Whilst the Death Korps do operate several larger transports with heavier armour, siege regiment infantry predominantly advance on foot.

Siege regiments often possess attached armoured assets, albeit modified for greater traction across shell-scarred hellscapes and fitted with additional environmental protection to shield the crew from toxic gases and other chemical weapons. Heavy Weapons Squads accompany the advancing infantry, deploying to provide covering fire to suppress defenders and repel counterattacks.

The chain of command within a siege regiment follows the standard Astra Militarum pattern, with platoons and companies led by junior officers. Commissars are deployed in large numbers, for they are required to rein in Krieg's overly zealous officers. Siege regiments also emphasise large masses of infantry to a greater degree than others. In particularly large conflicts, several siege regiments may be combined to form a line korps, with several line korps forming a single army group. Individual siege regiments may also be assigned to assault korps – formations designed to break through enemy lines and often featuring a large number of heavily armoured troop transports and bunker-busting tanks.

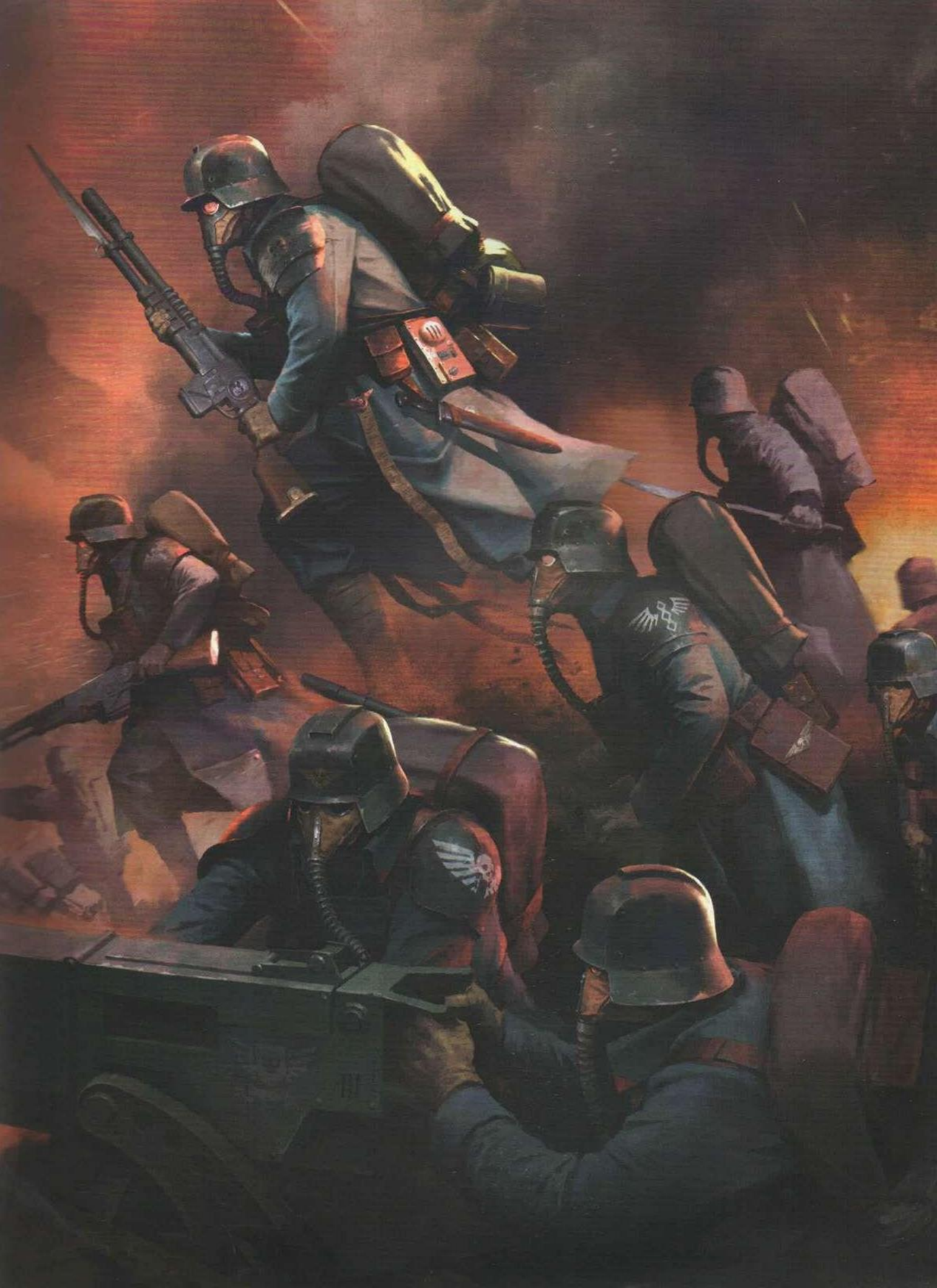
In common with the Krieg mindset, siege regiments are rarely deployed with any degree of subtlety. They are most often wielded as blunt instruments of destruction, with massed formations of infantry hurled towards the enemy. Often the sheer number of Death Korps soldiers, along with the sinister appearance of their vapour-masks and rebreathers, is enough to cause the enemy to take flight before a shot is fired.

LORD MARSHAL VARNAN DREIR

Varnan Dreir has risen through the ranks of the Death Korps from lowly trooper to the vaunted position of Lord Marshal. He has commanded Astra Militarum battle groups in dozens of war zones, demonstrating upon each occasion an uncompromising determination to achieve victory, regardless of the cost in soldiers and materiel. Whilst many commanders who display such an attitude would risk claims of wastefulness or unimaginative strategy, Dreir is held in high esteem by the greatest strategos as much as by those he commands. His string of victories speaks for itself, while he demands nothing from the soldiers of Krieg that he would not ask of himself. In the typical fashion of Krieg commanders, Lord Marshal Dreir leads from as close to the front as he can, and is willing to join the fighting should the soldiers under his command require motivation that faith and fear alone cannot provide.

Whilst he is in many ways an exemplar of the Krieg codes of warfare, Lord Marshal Dreir possesses an unusual sentimentality when it comes to his Krieg steed. ES819 has fallen several times in battle and suffered damage that would in normal circumstances have resulted in termination. Yet on each occasion, the Lord Marshal has ordered his steed recovered and repaired. Some Krieg soldiers claim the two are unkillable, having been blessed by the Emperor himself. Dreir holds no such belief. He knows that his time will come and is resolved to take as many foes with him as possible before he achieves the glorious death in battle that befits any true child of Krieg.





FIELD REPORT Z/44/19155
MARSHAL KARISS
FORMIDYRE SYSTEM

Hive Fleet Leviathan's assault crashed against the Holdfast with savage ferocity. We of the Krieg 188th bore the brunt, our soldiers torn apart by blade-limbed monsters. The walls were slick with xenos ichor and the blood of my soldiers. Yet we held strong, buoyed by the presence of the Lord Solar. A soldier of Krieg never surrenders! They will come again, of that I am sure. Emperor willing we shall be there to meet them, bayonets fixed and righteous fury in our hearts.



THE KRIEG SOLDIERY

Whilst the Death Korps largely adhere to a similar force organisation and chain of command as other Astra Militarum Regimentos, their armies do feature several unique units that have been created to fulfil important roles, particularly within the infamous siege regiments.

One of the primary deviations from these guidelines is that infantry sergeants are known by the title Watchmaster whilst sergeants of the cavalry Death Rider units are known as Ridemasters.

All Death Korps soldiers, regardless of rank and whether manning trenches and artillery pieces or crewing vehicles, go to battle clad in rebreather hoods and environmentally sealed fatigues covered with long, flakweave greatcoats. Their uniforms are ordinarily drab in colour, although subtle variations between regiments are common. The line infantry wield the venerable Lucius-pattern lasgun, a weapon with excellent stopping power but a lower rate of fire than many of its equivalents. These lasguns possess bayonet lugs, and each Krieg warrior carries a bayonet as part of their standard-issue equipment. The bayonets utilised by Krieg soldiers are long, sturdy weapons that can be wielded in one hand like a combat knife when not attached to the lug of their lasgun. Most Krieg soldiers carry plenty of grenades for tossing into occupied trenches and disorienting foes before a charge.

DEATH KORPS OFFICERS

Krieg officers of all ranks almost always lead from the front. This is not for any specific tactical reason but rather is another example of the Death Korps' fanaticism and willingness to die for the Emperor. This often leads officers to select lethal sidearms and power weapons, which enables them to hold their own should they find themselves in the midst of melee.

Unlike other worlds, Krieg has no real aristocracy or class system. The officers of its regiments are promoted from the ranks, or selected for their skills and bravery. This method of recruitment has the effect of ensuring that those who are elevated to command are able leaders and hardened

survivors. Such is the Death Korps' way of war that their officers show little concern for the casualties their regiments take, treating attrition reports with no more importance than those detailing expended ammunition. This does not mean that they waste their troops to no end, however. Terrible casualties may be tolerated, but only if the possibility of victory exists. This cold and uncompromising style of command has been known to cause issues when Death Korps officers are placed in charge of regiments from other worlds, and several mutinies have occurred. Death Korps officers rarely issue or display upon their uniform medals, citations or any other form of decoration, reasoning that bravery is expected from all and that individual soldiers are merely cogs in the machinery of warfare.

As in other Regimentos, it is common for company- and platoon-level Death Korps officers to be accompanied to battle by a Command Squad formed of experienced Veteran Guardsmen and regimental advisers bearing an array of banners, special weapons and medical equipment. Many officers are drawn from the Death Rider formations and thus share an affinity with the cavalry. It is not uncommon for a Death Korps officer to go to war astride a Krieg steed.

COMMISSARS

The presence of Commissars in Astra Militarum armies has long been mandated by the Departmento Munitorum and they are always present in Death Korps regiments. However, rather than enforcing obedience as they do in other Regimentos, the Commissars assigned to Krieg units are instead required to rein in the more fanatical officers and soldiers under their command. So loyal and zealous are the soldiers of Krieg that they will often pursue short-term victories at the cost of men and materiel that may have proven vital in more important battles to come. It falls to the Commissar to ensure the strategic goals of the wider campaign are adhered to and that such wasteful assaults are prevented. Still, such is the preference of Death Korps officers to fight at the front, that casualty rates are higher amongst officers than in almost any other regiment. Thus Commissars serving in the Krieg regiments must be prepared to take command as they are often forced to take the place of a fallen Death Korps officer at a moment's notice. So it is that in the heat of battle, many Death Korps formations will receive their orders from senior Commissars.

Given the Death Korps' disdain for other less-motivated soldiers, those Commissars who are assigned to the Death Korps are often forced to act as liaisons between the Krieg officers and their counterparts in other regiments to prevent acrimony. As a result, Commissars who have served alongside Krieg regiments are often more diplomatically and politically astute than others.

So valued are postings with Krieg regiments that the Officio Prefectus has established a training facility upon Krieg itself. Here, Krieg's most promising officer candidates are relentlessly trained and drilled in the art of command and given Commissar training and indoctrination that tempers and hones their ingrained fanaticism and zeal. Known as Prefectus Militants, these officers accompany senior Commissars to battle so that they may learn how to effectively channel their fanaticism for the benefit of the Imperium. Those who excel in this role may be progressed into the ranks of the Officio Prefectus as full Commissars, or be promoted within the Death Korps' own command structure, dependent on the need of the Krieg armies.

RANK AND FILE

The vast majority of Krieg's soldiers serve in infantry formations. Those who survive this attritional form of warfare for any length of time may develop the skills and experience required to join one of the specialist units unique to the regiments of Krieg. Soldiers who demonstrate the requisite fearlessness and zeal may be chosen to become Grenadiers – shock troops that operate on the front line and are responsible for storming enemy trenches and fortified positions. Grenadier units are often the first into the fray, tasked with seizing a foothold in the enemy line and holding it until further waves of infantry can reinforce them. To be selected for service as a Grenadier is an honour that cannot be refused.

The lessons learned during Krieg's centuries-long civil war have led them to develop bespoke units of soldiers dedicated to specific tasks. In the grinding brutality of warfare in the 41st Millennium, taking even a few metres of ground is often exceptionally difficult. Whether advancing through drifting Tyranid spore mines, makeshift Ork barricades or towards the mobile turrets and barricades of T'au invaders, there are always hazards and obstacles to clear. Thus, Death Korps' siege regiments almost always include specialist Combat Engineers whose task is to clear the path for the infantry by cutting through wires, clearing minefields and bringing down any obstacle likely to impede the progress of the assault.

Some fortifications are so well defended that they are almost impossible to seize. Impenetrable void shields; reinforced ferrocrete bunkers; hovering T'au turrets and barricades; all are capable of dooming direct assault.

QUARTERMASTERS

The Death Korps long ago replaced their battlefield medics with individuals known as Quartermasters. This role has its roots in the war-torn past of Krieg. In the civil wars that raged across the irradiated planet, the recovery of valuable military equipment was prioritised over the application of medical aid and triage. After all, a torn environment seal usually resulted in a slow lingering death. Thus, if a soldier could not be readily returned to action or retreat under their own power, they would be given the blessing of the Emperor's peace – an honourable field execution. It is this task, along with the recovery of the fallen soldier's equipment, that still falls to the Quartermasters.

These soldiers are provided with additional training in field medicine, tech-lore and battlefield triage, as well as deeper indoctrination into Krieg's sanctioned denomination of the Imperial Cult. Quartermasters-Revenant are responsible for the gathering of fallen soldiers' weapons and equipment. Quartermasters-Alchemyk, by comparison, are experts in chemical and biological warfare, deploying with a wide range of stimulants, antiviral fluids, salves and unguents with which to fortify important officers against the inimical conditions in which the Death Korps do battle.



To breach these positions, the armies of Krieg may call upon their Engineer Korps. Krieg Combat Engineers are equipped with varied tunnelling equipment and make use of a range of tools including geothermal auspexes, shovels, melta charges and remote mines to swiftly destroy static and mobile defences, opening a route for their allies to advance.

This form of combat is fraught with danger. With artillery fire raining down above, tunnel collapse is all too common, as is the premature detonation of explosives and munition stores. Many enemies are prepared for such strategies, often leading to bloody firefights in cramped and hellish conditions. Combat Engineers carry shotguns, trench clubs, autopistols and other close-range weapons that can be wielded in tight conditions such as tunnels, trench lines, the cramped bowels of voidcraft or the labyrinthine depths of a besieged hive city. Led by experienced soldiers known as Watchmasters, Combat Engineer squads also wear heavier ablative flak armour designed to absorb concussive force and deflect shrapnel and bladed weaponry, thereby offering greater protection against explosives and the intense and brutal fighting of trench warfare.



Combat Engineers make use of a variety of remotely operated vehicles, the most common of these being various patterns of remote mine. Operated by the squad's Watchmaster, these servitor devices are little more than mobile explosives mounted atop tracks resembling drills. Combat Engineer squads will often utilise these devices to bypass or destroy barbed wire, dragon's teeth and other battlefield obstacles, or to destroy enemy war machines or xenos monstrosities without exposing themselves to potentially lethal enemy fire. When used on the defensive, these mobile mines can be utilised as booby traps to decimate incoming infantry, or used as improvised anti-tank weapons and guided towards enemy armour before being remotely detonated.

The casualty rates in Grenadier and Combat Engineer squads are so great that it has become a tradition for their members to wear skull masks. These masks signify the warriors' acceptance of the fate that awaits all of Krieg's soldiers.

DEATH RIDERS

Of all the unique formations fielded by the armies of Krieg, the Death Riders may be the most infamous. At first glance, these cavalry units appear similar to the Rough Rider cavalry found in many other Astra Militarum Regimentos. The Death Riders are in fact a direct product of Krieg's centuries-long civil war.

The legendary Krieg steeds ridden by the Death Riders are bio-engineered monstrosities. Centuries of extreme gene editing, surgical alteration and synthetic organ implantation have created towering destriers possessed of boundless stamina, brutal strength and unnatural aggression. Just as the troopers who ride them, these steeds are viewed as disposable instruments of war. They are created in production-line fashion, with a unique number assigned to each steed. Just as Death Korps soldiers are outfitted for battle in a variety of hazardous conditions, so are the steeds fitted with rebreather hoods, osmotic lungs and sub-dermal organic armour. In place of hooves, they possess clawed and gnarled feet that provide exceptional grip when charging over muddy, rocky or uneven ground. These muscular animals can plough through razorwire, leap over trenches and charge over boggy ground without so much as slowing. The powerful psychological effect of such a charge is often enough to send the foe scurrying for safety.

Death Riders are chosen for displaying initiative and independent thought, two attributes rare amongst the soldiers of Krieg. Death Riders can perform many duties but are most often utilised as scouts for siege regiments or as shock troops to press home an attack. They are equipped with impact lances, the explosive tips of which explode on contact, rendering them capable of killing or wounding several foes with a single thrust. Each rider carries a power sabre and lascarbine, enabling them to engage at range when scouting enemy positions or charge into combat if required to break through the enemy lines.

LOG ENTRY 445/HJ
COMMISSAR VANDERVOCK

Lieutenant Branvarr was found wanting this day. His orders were clear - storm the heretic positions and force a breach. His refusal, no doubt borne of cowardice, offered me no choice but to dispense the Emperor's justice. Sergeant Prentiss has been elevated in his place. Let us hope she leads her platoon with the zeal her predecessor lacked.





CADIA

SHOCK TROOPS

The soldiers of Cadia are the inheritors of a martial legacy that stretches back almost ten thousand years. Their home planet may have been shattered, but the fighting spirit of the Cadian regiments did not die with it. Whilst their lineage continues and their banners fly over the battlefield, the survivors proclaim that Cadia still stands.

The fortress world of Cadia – officially known as Cadia Prime – stood vigil over the Eye of Terror for nearly ten thousand Terran years. Its destruction during Abaddon the Despoiler's Thirteenth Black Crusade saw the deaths of billions of Imperial soldiers and citizens, and coincided with the opening of the Great Rift. Yet despite the world's destruction, Cadia's legacy looms large over the Imperium. Hundreds of regiments raised on Cadia remain, having escaped the fiery doom of their home world or having been deployed far from the Cadian System at the time of the apocalypse.

So numerous and widespread are the soldiers of Cadia that the planet's military forces remain a crucial part of the Imperial war machine, with a reputation for reliability and adaptability that renders them sought after by Imperial commanders throughout the galaxy. The destruction of Cadia has only served to provide the survivors with greater motivation to fight and enact vengeance upon the Emperor's many enemies.

RAISED FOR BATTLE

The worlds of the Cadian System have paid a tithe of people to Holy Terra for many thousands of years. This legacy of loyal service is one of which all Cadians are justifiably proud.

Warfare is as natural to the people of Cadia as drawing breath. As a fortress world, the entirety of Cadia's population was involved in military activity of one form or another. For many millennia, Cadian society revolved around little more than the raising of armies. Before its destruction, the fortress world hosted a great many martial academies and training grounds. Cadian children were said to begin their preliminary training almost as soon as they could walk. Entire worlds within the Cadian System were dedicated to training prospective troopers in a variety of conditions. These worlds also provided the Cadian regiments with additional recruits.

Coupled with the system's large number of manufactorums, these facilities and resources allowed Cadia to provide a range of forces to the Imperium, including line infantry, artillery, reconnaissance units and armoured divisions. Such were the numbers of regiments raised in the Cadian System that it became commonplace for whole Astra Militarum armies to be composed completely of Cadian soldiers and equipment.

Since the destruction of Cadia, the entire Cadian System has descended into a state of perpetual warfare, with the forces of Chaos in the ascendancy. Now unable to recruit and train the populace of their home system, Cadian high command has been forced to turn to new methods to replace their losses and found new regiments. Enough Cadians survived the loss of their home world to provide a steady stream of fresh Cadian blood, but this source of recruits is no longer as constant or reliable as before. To make up the shortfall, many Cadian regiments have been forced to draw recruits from the native populations of planets upon which they have been deployed, from the remnants of other depleted Astra Militarum forces and in the most extreme cases even from penal colonies. Whilst some true Cadians may look upon these newcomers with suspicion and hostility, the majority welcome the new blood. After all, if Cadia is to continue fighting the Emperor's wars and upholding the fortress world's reputation as a key recruiting world for the Astra Militarum, it will need all the new warriors it can muster.

It is a testament to the respect afforded to Cadia's military that many regiments raised on other worlds model their equipment, force organisation and methods of warfare upon those utilised by the Cadian regiments. Cadian weapons and armour favour function, reliability and ease of manufacture without sacrificing potency or protection.

CADIA AT WAR

The true strength of the Cadian regiments is not that they excel in a particular skill set or method of fighting, but in the fact they are effective in any form of combat, from deadly close-quarters engagements to attritional, static warfare. The breadth of the Cadian regiments' experience means their officers are rigorously trained and educated in combat tactics and strategy and are well-versed in the teachings of the Tactica Imperium. This degree of training enables them to deploy and utilise their forces to their maximum potential. The most gifted members of the Cadian officer class combine their accumulated knowledge to great effect, and many Cadian leaders have gone on to serve in lofty positions within the wider Astra Militarum.



Whilst the more specialist Regimentos – such as those of Tallarn or Valhalla – may be requested by field commanders faced with specific battlefield conditions, Cadian regiments are constantly in demand for both their tenacity and their adaptability. Should they be required to hold the line, the Cadians will gladly dig in, position their artillery and heavy weapons and prepare for lengthy trench warfare. If their orders call for a massed infantry assault, the Shock Troops will hurl themselves towards the enemy with bayonets fixed. If the enemy brings armour to the fight, the Cadian armoured divisions will coax the machine spirits of their battle tanks to life and prepare to meet them head-on.

HONOUR AND SACRIFICE

The Cadian battle record is as lengthy as it is impressive. In the past millennia, few of the Imperium's most pivotal conflicts have been fought in the absence of at least a single Cadian regiment. The destruction of the Aeldari warhost on Aurent; the Cadian 12th's liberation of Bren's World; the defeat of the Night Lords in the Battle of Vogen; all these conflicts were turned in the favour of the Imperium thanks to the sacrifice of Cadian soldiers.

During the thirteenth of Abaddon's Black Crusades Cadian regiments on Agripinaa, Korolis, Kasr Sonnen and dozens of other battlefields fought to the last to delay the Black Legion's relentless advance long enough for millions of survivors to be evacuated. None who were present at any of the pivotal battles in this conflict could doubt the bravery and proficiency of Cadia's armed forces.

Since the Fall of Cadia, those Cadians that remain feel a weight of failure and dishonour pressing down upon their souls. All seek to avenge their destroyed home world and wash away the stain of defeat in the blood of their enemies – particularly the Despoiler's Black Legion. This opportunity has been afforded to the many Cadian regiments active in the Nachmund Gauntlet. Cadian infantry and armour fought particularly bravely on Vigilus. The 313th Regiment's rearguard action during the Battle for Hyperia Hivesprawl earned the plaudits of no less a warrior than Canoness Hrethnar of the Order of the Bloody Rose. On the hive world of Skemass, the soldiers of the 65th Infantry Regiment – left behind after the Imperial withdrawal – remain trapped behind enemy lines, fighting running battles against Traitor Guard and mutant cultists as any lingering trace of hope of relief fades away.

The majority of Astra Militarum forces in the vicinity of the Nachmund Gauntlet continue to fall back towards Sangua Terra, amongst them dozens of Cadian army groups. With Haarken Worldclaimer's invasion force continuing to rampage across the systems of the Gauntlet, the Cadians will surely form the spine of Imperial resistance in the bloody warfare to come.

THE CADIAN ELITE

The Kasrkin serve as the elite shock assault troops of the Cadian forces. Extensively trained and equipped with thick carapace armour and devastating hot-shot lasguns – alongside other specialist equipment – the Kasrkin are braver, more disciplined and far more capable than regular Imperial soldiers. They are given the most crucial and lethal missions, often far behind enemy lines. Kasrkin squads utilise their skills at fieldcraft, stealth, marksmanship and sabotage to disrupt the enemy and create weak spots in the line for their allies to exploit.

CATACHAN

JUNGLE FIGHTERS

Catachan is one of the most notorious and deadly death worlds in the entire Imperium. Yet, within its dense jungles and lethal ecosystems dwell many Human settlements. Raised amidst their home world's savage flora and fauna, the Catachan people are fearless, intelligent and hardy – making them the perfect warriors to fight the Imperium's ceaseless wars.

THE TYRANID THREAT

Catachan regiments have seen a great deal of fighting in the war-torn Bastior Sub-sector. Their fearlessness and experience battling the bestial monsters of their home planet renders them highly suitable for battling the tendrils of Hive Fleet Leviathan. The Catachan CDVIII 'Devil's Own' has been deployed to the death world of Graehl in the Pyremoat System, tasked with searching for Admiral Ranjav's saviour pod. The planet's vast swathes of woodland are teeming with predators and Tyranid bioforms. To the embattled Catachans, Graehl is simply a home away from home.

The brutal environment in which the Catachan people are raised makes them far more mentally and physically resilient than Humans from other worlds. For a Catachan native, simply reaching adulthood requires natural survival combined with cunning, resourcefulness and determination. The names of Catachan's most deadly flora and fauna are well known across the galaxy. The gigantic, scorpion-like Catachan Devil in particular has a reputation for savage ferocity. That the world maintains a stable population borders on miraculous, given the odds stacked against its people.

HEEDING THE EMPEROR'S CALL

The jungles of Catachan provide a steady stream of regiments for the Astra Militarum. Hardened by their upbringing, these soldiers are keen to prove their mettle against the deadliest of foes. Military and medical supplies from the Departmento Munitorum enable the Catachan settlements to survive and to continue to raise a tithe of soldiers for the Imperium's armies. Such is the combat prowess of Catachan's regiments, that this arrangement has remained unchanged for thousands of years. So long as Catachan remains able, it will continue to raise its children to serve the God-Emperor.

The Catachans are only too aware of their own skills, leading them to look down upon other regiments. They are particularly scornful of the lustrous medals and ostentatious uniforms worn by other Regimentos. Individuality is highly prized, and few traditions are adhered to with rigidity, though the red bandana is commonly worn by Catachan soldiers. This item represents the blood oath sworn by each newly founded regiment. Many Catachan soldiers eschew the heavier flak armour worn by the Cadian regiments in favour of lighter flakweave clothing that enables greater mobility. The majority of Jungle Fighters bear at least a few tattoos. These tattoos often indicate kill tallies or honour the settlement from which the soldier hails. Some are even used to indicate rank, though rarely with any degree of uniformity between regiments.

Catachan leaders and officers do not exploit the privileges of their position, instead opting to suffer and fight alongside the rank and file. The divides between the officer class and the ranks that exist in many other regiments are far less pronounced in Catachan units. The most respected Jungle Fighter officers take pride in saving the lives of their troops. Commands are often framed informally and are followed due to the mutual respect that exists between officer and private, rather than blind adherence to command structure. Whilst this style of leadership is undeniably effective, outsiders such as Commissars find attachment to Catachan regiments a difficult duty.

The Catachan methods of war differ greatly from those of Regimentos raised on less-lethal worlds. The Jungle Fighters have no codes of honour when it comes to the business of battle. They are known to favour the laying of mines, tripwires and other explosive traps to incapacitate the foe before emerging from dense cover to finish the task with volleys of lasgun fire and waves of burning promethium.



VALHALLA

THE ICE WARRIORS

The regiments of Valhalla have established a well-earned reputation for stoicism and devotion to the Imperial Creed. When on the offensive, they combine massed artillery with overwhelming infantry assaults. When defending their ground against the foe, they display a stubborn determination to hold their positions, even when defeat seems a certainty.

Long ago, Valhalla was a verdant world covered in thick forests and large swathes of grassland. A comet strike forever altered the planet's ecosystem, changing its orbit and raising clouds of dust that blocked out the light of the system's star. Temperatures plummeted overnight, putting an end to the majority of life on the world's surface. The few Humans who survived laboured to carve cities deep beneath the layers of ice that now coat the frigid world. Digging closer to the planet's core, the Valhallans found enough warmth to survive.

Having found some form of sanctuary from the biting cold, the Valhallans next found themselves the target of an Ork invasion. With the grim defiance that would become their hallmark, the Valhallans fought a bitter war against the invaders, emerging victorious at great cost. This conflict resulted in a hatred of the Orks, which has persisted for centuries.

The subterranean cities of Valhalla are terrible places to live. The harsh conditions have given the world's people a disregard for Human life that seems shockingly callous to others. Violence is rife amongst criminal gangs and consequently justice is harsh, with even seemingly insignificant crimes punishable by death. The majority of the civilian populace face a miserable life toiling in dank caverns, cultivating and harvesting the nutrient slimes that barely sustain the ice planet's population. It is no surprise, therefore, that many are glad for the opportunity to join the Valhallan regiments and leave their home world to fight and die in the name of the Emperor.

Valhallan soldiers are renowned for their stern and stubborn nature. When posted upon Valhalla's surface, they must wear thermally heated greatcoats, without which they would freeze to death in minutes. The Valhallan regiments are often deployed to similarly frozen planets, or the polar regions of active war zones, where their resilience can be made use of.

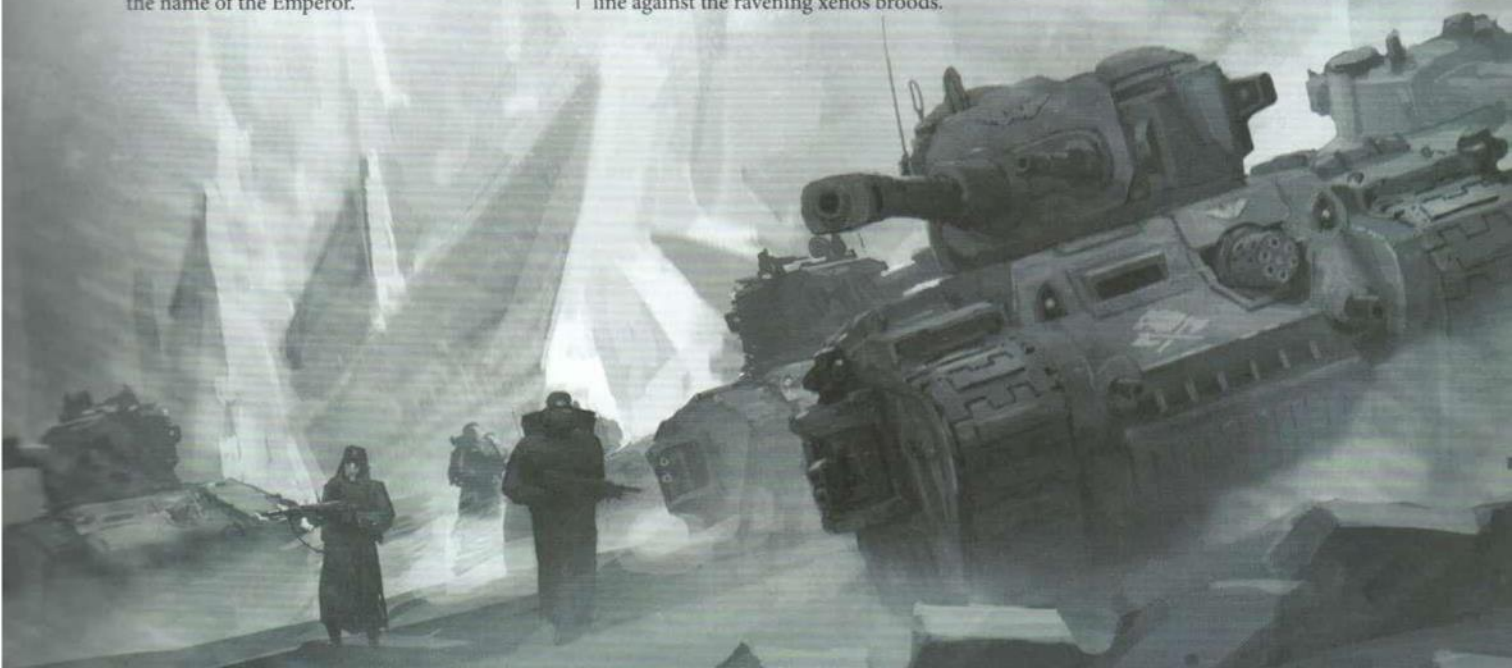
LOST IN THE DARK

Located deep within the Imperium Nihilus, Valhalla has survived where dozens of others have fallen victim to heresy, rebellion and the predations of xenos. Valhallan regiments deployed throughout this area also managed to survive these onslaughts in greater numbers than those of many other worlds. On dozens of embattled planets, the Valhallans dug in and weathered the storm as others around them were swept aside. Some even managed to drive their enemies back, undertaking grinding advances even without the support of the wider Imperial war machine.

As Warden of the Imperium Nihilus, Commander Dante of the Blood Angels has made overtures to the leadership of Valhalla, requesting soldiers to assist him in his attempts to bring unity and order to the Imperium Nihilus. The 101st and 77th Valhallan Regiments – dispatched in response to the Chapter Master's call – now find themselves at the forefront of his ambitious campaign to rid the Red Scar of the Tyranids. Wherever the fighting is thick and the conditions miserable, the stoic Valhallans can be found anchoring the line against the ravening xenos broods.

THE DEFENCE OF RIKKAI

The fertile agri world of Rikkai was once the bread basket of the Tormont System. When the world was assailed by Renegade Space Marines the Valhallan 171st engaged in a fighting retreat, withdrawing to the windswept and inhospitable regions at the planet's southern pole. From this location, the Ice Warriors fought a months-long campaign of attrition against the Renegades. Two-thirds of the Valhallan soldiers were slain but bought enough time for a Dark Angels strike force to relieve the planet and butcher or capture those Renegades who didn't flee.



MORDIAN

THE IRON GUARD

The Mordian Iron Guard hail from a world that is half bathed in perpetual darkness and has been invaded many times by the armies of Chaos. The Mordian soldiers are skilled and disciplined warriors who march to war in flawless formation, their polished boots, spotless uniforms and apparent arrogance belying their effectiveness in grinding battles.

ETERNAL NIGHT

The planet Mordian is tidally locked to its system's star, meaning that one side of the planet constantly faces the blazing orb and is inimical to life. The opposite hemisphere exists in constant darkness. It is here that the planet's citizenry live, crammed into pyramidal, multi-level hive structures that rise like mountains from the frozen ground. Resources on Mordian are tightly rationed and crime and discontent rife throughout the hive structures. Only the strict martial code of the Iron Guard prevents anarchy from taking hold amongst the populace.

To join the ranks of the Mordian Iron Guard, one must display great discipline. Training places as much emphasis on the pressing of uniforms and endless parade ground drills as it does on marksmanship, bayonet practice and live-fire exercises. Onerous repetition and strict indoctrination instil within Mordian recruits obedience, respect and loyalty towards the officer class that borders on fanaticism. Incidents of insubordination are incredibly rare in the regiments of the Iron Guard. Upon their founding, each newly raised Mordian regiment is presented with a beautifully crafted banner, created within the planet's Tetrarchal Palace. Each recruit must swear an oath to never let the standard fall in battle or enter the hands of the enemy.

In battle, the Mordian Iron Guard rely heavily upon their infantry. Few other Astra Militarum regiments can match the lasgun drill of the Mordian soldiery in either rate of fire or accuracy. When combined with their precise and potent artillery batteries, these skills render the Mordians particularly effective when on the defensive.

Soldiers of the Mordian regiments have a reputation for following orders to the letter without hesitation. In battle, they will steadfastly continue reloading and firing, despite the odds arrayed against them, until either they or the enemy are utterly annihilated. This respect for the chain of command makes the Iron Guard popular amongst Imperial commanders, who can rest assured that an order, once given, will be carried out without question.

MORDIAN AT WAR

The planet Mordian lies in the Stygius Sector, a region that has attracted the attention of the Thousand Sons, whose Sorcerers have had designs on Mordian and many of its surrounding systems for centuries. The most recent of these incursions was preceded by insurrection on Mordian itself. Rebellious cultists were met with a tightly ordered wall of steel, accompanied by pinpoint barrages from Mordian artillery regiments. Broken, the surviving heretics were herded from the dark side of the tidally locked planet towards the hemisphere permanently bathed in sunlight, there to be incinerated. Many other worlds of the Stygius Sector did not fare so well. As the Thousand Sons continued to advance into Imperial territory, more and more regiments were raised from Mordian's hives and dispatched across the sector to hold back the heretics and their cultist agents.

Mordian units continue to see action in other war zones too, notably in the Cadian System prior to and following the destruction of Cadia itself. On Kasr Sonnen, the Mordian 48th 'Maven's Fusiliers' were ordered to cover the retreat of the Cadian 16th Armoured Division. Holding back a seething tide of traitors with lasgun fire, the Mordians eventually resorted to bayonet charges when their ammunition ran dry. By the battle's end, only five Mordian soldiers remained alive, carrying with them the torn and tattered regimental standard and thereby upholding the regiment's honour as well as earning the eternal respect of their Cadian allies.

TALLARN

DESERT RAIDERS

The Tallarn Desert Raiders are guerrilla fighters who favour hit-and-fade attacks, rarely bringing their full strength to bear at once – instead preferring to pick apart the unwieldy formations of the foe. They are a patient people, slow to anger but utterly determined and pitiless when pursuing the enemies of Mankind.

Prior to the Horus Heresy – so legends tell – the planet Tallarn was green and fertile. An invasion by the Iron Warriors Traitor Legion saw thousands of virus bombs dropped on the surface. Those who were not slain during the bombardment fled to buried enviro-shelters. When they emerged, their world had been forever altered; Tallarn had been transformed into a barren wasteland.

Despite the fate that had befallen their planet, the Tallarn people remained defiant, engaging the Iron Warriors in a months-long conflict fought primarily with armour rather than infantry, due to the lingering traces of lethal virus still present in the atmosphere. The Tallarns' mobility and ability to avoid engaging the foe head-on eventually resulted in victory.

In the millennia since, the remnants of the virus have broken down, but Tallarn continues to be a barren expanse of sulphurous sand. The only water vapour that remains is trapped in the atmosphere. No vegetation and few animals are capable of surviving in these adverse conditions. The Tallarns live in domed towns, or caverns hollowed out of the planet's rocky crust. There they are protected from corrosive sandstorms that can strip flesh from bone. Sky-scraping vapour traps collect and channel water into vast holding tanks. Tallarn settlements are linked by a complex system of tunnels, enabling the citizens to move between them without exposing themselves to the system's blazing star. Consequently, the Tallarns are as comfortable fighting in tunnels and tight confines as they are across the surface of a desert world.

Tallarn regiments have long possessed an aptitude for mechanised warfare. They continue to raise large numbers of armoured units. Rather than utilising these vehicles as a slow-moving wall of steel, however, Tallarn commanders employ their armoured assets in rapid spearhead assaults. Tallarn armour squadrons weave past allied formations and outflank the enemy before striking where least expected.

THE INDOMITUS CRUSADE

After the eruption into being of the Great Rift, Tallarn found itself caught within a violent warp storm and was overrun by daemons. Only the arrival of Roboute Guilliman's Indomitus Crusade Fleets prevented the population's annihilation. In the wake of this conflict, many newly raised Tallarn regiments joined the Primarch's crusade, the world supplying soldiers and other assets to many of the fleets being mustered in the Sol Sector.

The Desert Raiders are well used to battling across multiple fronts and their ability to outflank and rout much larger forces has seen them thrust into some of the most devastating conflicts now raging across the galaxy. Whilst fighting alongside Roboute Guilliman's fleets, Tallarn regiments have often been deployed as diversionary forces, assaulting lightly defended outposts behind enemy lines and forcing the enemy to deploy reinforcements to their location before withdrawing to strike elsewhere. These assaults are designed to spread the enemy thin, allowing larger Imperial forces to pick them apart.

TALLARN CRAFT

The Tallarn are master craftspeople and their wargear is both practical and ceremonial. Indeed, the weapons of many Tallarn officers are inset with precious gems and metals. These officers are usually selected from amongst Tallarn's tribal leaders and a coloured sash tied around every soldier's waist denotes their rank. Ceremonial curved daggers are also ubiquitous, with even the lowliest foot soldiers possessing a finely crafted blade tucked into a waistband, always ready for use.



ARMAGEDDON

STEEL LEGION

Few Imperial planets have seen conflict on the same scale or frequency as Armageddon. Daemons, Chaos Space Marines, Orks – all these foes and more have assailed this key industrial world. In these conflicts, and others across the galaxy, have the mechanised regiments of the Armageddon Steel Legion served with distinction.

Armageddon's intensive industry has resulted in large regions of the planet being transformed into ash wastes drenched in industrial pollution and corrosive toxins. The lungs of any Human foolish enough to breathe this poisonous air soon rot away. Armageddon's massive population is crammed into huge hive cities and from these overcrowded settlements, the planet's leaders raise a large number of Imperial Guard regiments. It is said that, at the height of each of the Ork Ghazghkull Thraka's invasions, more regiments were being raised from the population of Armageddon than from any other world in the Segmentum Solar. The people of Armageddon are therefore no strangers to warfare.

Many different types of regiments are raised from Armageddon's populace, but the most well-renowned are the Steel Legion mechanised infantry regiments. Even during the various wars that have raged across its surface, Armageddon has managed to raise hundreds of these swift-moving regiments, aided by the fact that the hive world is one of the primary manufacturing sites for the Chimera armoured transport. When mounted in Chimeras, Steel Legion infantry generally deploy in large convoys, ploughing through enemy defences in force before disembarking to finish off any who remain.

In addition to mechanised infantry, Armageddon raises a large number of armoured divisions. Equipped with a wide range of vehicles, these divisions are often split up, their components attached to mechanised regiments, engaging enemy war engines and providing heavy fire support for the more vulnerable Chimera transports as they advance into the enemy lines and unload their troops.

Recruits for the Steel Legion are drawn from densely populated hive cities. In these crime-ridden places, bloody wars are constantly being waged between murderous gangs. Only the strongest and most ruthless survive these conflicts. It is not unheard of for entire gangs to be conscripted directly into the Steel Legion with little training required beyond learning



to follow orders – a life spent in Armageddon's hives having already turned every one of them into hardened and ruthless killers.

The Armageddon regiments are incredibly well supplied, for their home world is an important centre of industry. Lasguns, armoured vehicles and artillery pieces are produced at a prodigious rate by the planet's manufactorums. All of these weapons are of excellent quality, the production processes utilised in their creation honed by centuries of repetition.

ARMAGEDDON AND BEYOND

Ghazghkull Thraka has long desired to crush Armageddon beneath his iron-shod boot. While the Ork Warlord's first invasion was repelled – albeit at great cost to the Imperium – the belligerent Orks proved exceptionally difficult to fully exterminate from the surface of the world. Many years after his first assault, Ghazghkull returned at the head of a massive Ork fleet, heralding the beginning of a new and equally deadly conflict. The fighting encompasses the entire planet, from the hive cities and the ash wastes that surround them to the dense equatorial jungles and frigid polar regions. To make matters worse, rampaging warp-entities continue to pour forth from an area known as the Red Angel's Gate, located in the northern polar region of the embattled planet, attacking Ork and Human with equal relish.

The native regiments of Armageddon have been called upon to fight in nearly every battle against the Ork invaders. The siege of Hive Acheron was one such bloody engagement. The battle saw a three-way fight between Orks, Imperial forces and bloodthirsty daemons drawn to the carnage. Whilst gargantuan Ork Gargants duelled towering Titans, the Steel Legion rushed from breach to assault aboard their armoured transports, repelling invaders and exploiting gaps in the enemy lines. All the while artillery fire rained down, inflicting hideous numbers of casualties on Orks, Humans and daemons alike. On the bloody fighting raged, a microcosm of the war at large, endless bloodshed and misery with none of those involved moving any closer to achieving the victory they desired.

Despite the war raging on their home planet, Steel Legion regiments remain active across the galaxy. The Regimento's extensive experience fighting Orks has made them particularly sought after by commanders faced with these xenos foes. During the Octarius War, the 302nd and 303rd Regiments were selected by Inquisitor Van Roth to accompany him upon his ill-fated expedition to the maiden worlds of the Veloria System, each infested by Orks and Tyranids. Three Steel Legion mechanised regiments and two armoured divisions were deployed to the Vordrast System on the order of the Lord Pacificus, there to conduct purgation missions on worlds caught in the path of Waaagh! Wazdakka. The Steel Legion savour such deployments, for nothing gives the soldiers of Armageddon more satisfaction than slaying Orks.



ARMAGEDDON ORK HUNTERS

The Steel Legion regiments are not the only ones to hail from Armageddon. Operating from Cerbera Base – their stronghold in the planet's equatorial jungles – the Armageddon Ork Hunters have a reputation for savagery, often operating in Ork-infested regions for months at a time. Rival regiments claim that the Armageddon Ork Hunters are only marginally less feral than the Orks they hunt, an opinion only reinforced by their preference for huge machete weapons – referred to as scalpers – and their tendency to take grisly trophies from the Orks they have slain in battle.





Wargear

WEAPONS OF THE ASTRA MILITARUM

The weapons and equipment of Astra Militarum regiments, whilst varied in vintage and pattern, remain broadly similar in overall form and function across Humanity's worlds. The specifications to which these weapons are made are ancient indeed, legacies of the distant past that have been in production for thousands of years due to their functionality, reliability and effectiveness.

Humanity's superstitious mistrust of technological innovation has long precluded the development of new weapons. Even the slightest alteration in the manufacturing process of a gun or blade can invite the ire of the Adeptus Mechanicus. Thus the Astra Militarum are reliant on a suite of weapons that have served Humanity for many millennia. Some are ubiquitous throughout the armies of the Imperium, with countless manufactorums producing them non-stop. Other patterns of weapons and equipment are far more scarce, with only a handful of forge worlds possessing the STC templates, alloys or rare chemicals required to fabricate them.

STANDARD-ISSUE WEAPONS

The most commonly issued weapon in the ranks of the Astra Militarum is the lasgun. Cheap and simple to manufacture, this reliable energy weapon can be operated in even the most adverse conditions with little loss of function. Hundreds, if not thousands, of patterns of lasgun exist across the galaxy. The soldiers of most Cadian regiments commonly bear the M36 lasrifle, originally manufactured on Kantrael and renowned for its robustness. The Catachan Jungle Fighters extol the merits of the Mk IV lascarbine, a shorter and more mobile weapon perfect for close-quarters engagements. Other common versions of the weapon include the Mars- and Armageddon-patterns, and the sought-after Triplex Phall-pattern, which features adjustable power settings. Even more exotic are the intricately wrought heirloom weapons of the Vostroyan Firstborn Regiments and the Accatran-pattern Mk IV, much valued by the Elysian Drop Troops for its compactness and capability at short ranges. The lasguns utilised by the Astra Militarum are almost as varied in origin as the regiments who wield them.

Weapons with solid ammunition, such as the autogun, are also prevalent in many regiments, though not in the same numbers. Those fighting forces raised from the most primitive or resource-starved worlds may even utilise weapons as archaic as black powder muskets.

Infantry squads such as Cadian Shock Troops are often provided with at least a single powerful portable weapon in order to enhance their firepower. Flamers project streams of burning promethium and are particularly feared by the enemy, making their bearers prime targets for snipers. Grenade launchers fire fragmentation grenades for anti-personnel

AN OFFICER'S ARMAMENTS

The majority of officers eschew the lasguns borne by the rank and file in favour of close-combat weapons such as chainswords, power weapons or power fists. As well as providing the squad with close-ranged killing power, these melee weapons have the dual function of also serving as status symbols. It is often the case that the higher ranking the officer, the more ornate and intricately decorated their weapon. Officers are also issued with sidearms, most commonly laspistols, but also bolt or plasma pistols and various other more esoteric weapons.



use or armour-piercing krak grenades that are capable of penetrating the armour of tanks and transports. Meltaguns fire shimmering beams of thermal energy that can turn metal into molten slag and are often issued to troops expected to encounter tanks, fortifications, rampaging monsters or heavily armoured infantry.

Those troopers who demonstrate exceptional marksmanship may be rewarded for their skill with the issue of a long-las. These specially designed lasguns possess lengthened barrels and attached optical sights that greatly extend the shooter's effective kill range. The long-las can be further enhanced with the use of hot-shot laser power packs. While these rare and temperamental power packs provide increased charge and therefore stopping power, they are expensive to manufacture and prone to spontaneous combustion if handled indelicately. If fired too frequently from a single weapon the extreme heat of each shot can also warp the barrel, rendering the gun useless. Other forms of sniper rifles are also utilised by the Imperial Guard, from bolt-action weapons that fire conventional bullets to needle sniper rifles that shoot sharp-tipped darts filled with potent neurotoxins.

CAVALRY WEAPONS

Although the massed armies of the Astra Militarum contain many technological terrors, the use of cavalry remains prevalent. Despite the low-tech nature of these units, the psychological impact of a cavalry charge upon an opponent remains undimmed by the passage of millennia. The Imperium's million worlds host many societies, some of which are known to produce incredibly skilled riders. These troopers are equipped with a range of weapons to aid them in varied roles that include scouting, line breaking or skirmishing. The steeds these warriors ride upon vary from flesh-and-blood creatures to genetically and cybernetically enhanced monstrosities.

The Death Riders of Krieg and the Attilan Rough Riders, two of the Imperial military's most famed cavalry units, are outfitted with a combination of lances and sabres. When utilised by charging cavalry, frag-tipped impact lances are exceptionally effective weapons. The tips of these lances are fitted with detonating devices that explode on impact with a target. The tip of the lance is angled in such a way that the resultant explosion showers the target with shrapnel whilst leaving the rider unharmed. Some lances can also be fitted with melta lance heads that – when triggered – are capable of burning through the reinforced armour of a tank. Attilan Rough Riders carry several spare lance heads, enabling them to conduct multiple charges against different targets before they withdraw to rearm. Most riders, regardless of their world of origin, usually carry a cavalry sword as well. These blades commonly take the form of a specially designed power sabre. The curved blades of these weapons serve to concentrate the force of the blow and help ensure the weapon slices deeply into armour and flesh and slides free without snagging.



Specialised cavalry units are often skilled enough to utilise ranged weapons whilst remaining mounted. The steppe warriors who make up the Attilan cavalry are said to be born into the saddle. When fighting against densely packed infantry they use their steeds to move into advantageous firing positions before opening up with long-barrelled las weapons.

HEAVY WEAPONS AND ARTILLERY

When defending a position, the massed infantry of the Imperial Guard are lent greater killing power by the scorching energy beams, thudding barrages of explosive rounds and flesh-melting flame blasts of Heavy Weapons Teams. The weapons operated by Heavy Weapons Squads

include anti-armour guns such as the lascannon, short-ranged indirect fire platforms such as mortars, and devastating anti-infantry weapons such as heavy bolters, autocannons or flame projectors. Each squad typically brings three weapons to battle, and each weapon is typically crewed by two soldiers. One trooper operates the weapon whilst the other acts as a loader and ammunition carrier. The Heavy Weapons Squads employed by the Death Korps of Krieg forgo the second crew member, reducing their mobility. They are, however, accompanied to battle by dedicated fire coordinators who direct the fire of the gunners under their command with absolute precision.

There are occasions when even crew-mounted heavy weapons do not provide enough killing power to shatter the enemy line. In these situations, more powerful artillery may be called into action. Amongst the most commonplace of these are Field Ordnance Batteries. These artillery teams normally consist of two guns, each of which requires three men in order to move, load, aim and fire the weapon. Malleus rocket launchers fire a rain of explosives that arc high over enemy positions, their projectiles emitting a terrifying whistle as they plummet down to detonate and saturate large areas of the battlefield with glowing shrapnel. Bombast field guns lob heavy shells packed with explosives over battlefield obstacles and into heretic gun positions or teeming swarms of xenos. Heavy lascannons are used as direct-fire anti-armour weapons, their volleys punching smoking holes in enemy tanks and felling lumbering monsters. All of these weapons have a deleterious effect on enemy morale that is almost as impactful as the destruction their shells, bolts and beams inflict.

Some regiments – notably the siege regiments fielded by the Death Korps of Krieg – bring to battle even larger artillery pieces. These colossal engines of mass destruction can only be hauled into position with the use of tracked vehicles, heavy servitor units or massive dray beasts. Some of these weapons hurl their gigantic shells for many miles to shatter fortifications. Others launch volleys of rockets filled with chemical nerve agents to flush troops from dugouts and foxholes, or rain cluster munitions down upon opposing batteries of alien energy weapons.

JOURNAL ENTRY Z4/19155
COLOUR SERGEANT EIKE
LOCATION: KARZAK DAM

We thought they were from the 3rd Company until they came close. Bald pates, ridged brows, something insectile about the way they moved. We managed to open fire first, thank the Emperor. The las-rounds flew thick and fast. Trooper Harkkin took one in the gut. I fear his anguished cries will stay with me for some time.

SPECIALIST ARMS

Some units, particularly elite veteran infantry or soldiery tasked with sabotage, assassination or other clandestine operations, are issued with more potent weapons. Elite troops such as the Tempestus Scions of the Militarum Tempestus, the Cadian Kasrkin and the Death Korps of Krieg's Grenadiers are often equipped with the hot-shot lasgun, known by many soldiers as the hellgun. These las weapons pack enough punch to burn through even the warped ceramite armour of a Chaos Space Marine or thick chitinous plate of Tyranid warrior-beasts. They do, however, require specialised power packs that are extremely unreliable and drain swiftly. Some elite infantry circumvent this issue by using a backpack battery connected to their weapon by a series of cables. This, of course, comes at the cost of reduced mobility, but is a risk worth taking when extra power is paramount.

Abhuman Ogryns often serve as bodyguards for officers, or as disposable shock troops. These hulking soldiers – whose bulky physique and limited intellect preclude the use of more intricate technology – are equipped with a variety of simplistic yet deadly weapons. Ripper guns are automatic shotguns crafted specifically for Ogryn soldiers and designed with durability and close-range lethality in mind. Often fitted with jagged saw blades and wielded as close-combat weapons, ripper guns also possess inbuilt burst limiters to stop their enthusiastic Ogryn bearers from gleefully expending their ammunition in mere seconds. The most belligerent and obstinate of the Ogryns are pressed into service as Bullgryns – specialist units equipped with thick, bullet-proof slabshields and grenadier gauntlets. When wielded in combination, both make excellent tools for clearing trench lines. The slabshields form a wall behind which allied infantry may advance whilst the grenadier gauntlets launch fragmentation grenades into the midst of the enemy. Exploding within the close confines of dugouts and trenches, these grenades pepper enemies with lethal shards of shrapnel.

Given the sheer size of the Imperium and the number of regiments fighting in its armies, even the Departmento Munitorum struggles to maintain an exact inventory of all of the weapons and wargear wielded by the Astra Militarum. It is likely that in the most distant reaches of the Imperium, even more ancient and esoteric weapons are fielded by the armies of Humanity, each with its own benefits, drawbacks and idiosyncrasies. After all, with heretics, traitors and xenos closing in on all sides, Mankind is forced to make use of every available weapon to ensure its survival.





MANTICORES

The Manticore has a volatile machine spirit and requires careful coaxing in order to operate efficiently. Despite these quirks, these vehicles are highly valued by the Astra Militarum for their ability to unseat enemies from heavily fortified defensive positions. The Manticore's weapon systems contains complex targeting augurs, gyroscopic stabilisers and predictive logic engines. This suite of equipment is utilised to calculate firing patterns for its bank of four storm eagle rockets. These are packed with cluster munitions that, when the warhead detonates, are sprayed over a wide area to land within trenches and foxholes to shred the infantry within. Each bomblet packs more than enough explosive punch to shatter the armour of any enemy vehicle it may strike.



BASILISKS

Overwhelming artillery fire is a hallmark of Astra Militarum Regimentos. Towing artillery pieces across the battlefield is an onerous process, however. The Basilisk is a self-propelled assault gun capable of traversing rough terrain and laying down supporting fire far more swiftly than towed field ordnance. This enables Astra Militarum regiments to undertake fast-moving assaults without moving out of range of artillery support. Basilisks mount the devastating earthshaker cannon, the impressive range of which is matched by the destructive power of its payload; it is capable of obliterating entire platoons of infantry. These vehicles are also equipped with hull-mounted defensive weaponry, ensuring that they are capable of repelling unexpected assaults from enemy infantry long enough for support to arrive or for the unit to retreat to a safer distance.



SENTINELS

Sentinels are capable of moving swiftly across open ground, yet also possess the manoeuvrability and agility to traverse dense urban battlefields or dense equatorial jungles, rendering them incredibly versatile assets. This versatility allows them to perform multiple different roles in the myriad armies of the Astra Militarum. Lightly armoured Scout Sentinels are often deployed to undertake reconnaissance duties or act as mobile observation posts for allied artillery. Armoured Sentinels possess closed canopies and additional armour, and are designed to fulfil roles focused on front-line combat, such as supporting infantry advances with their array of heavy weapons. This said, even Armoured Sentinels cannot stand toe to toe with enemy tanks, and therefore Sentinel formations tend to utilise hit-and-fade tactics when combating such heavily armoured foes.

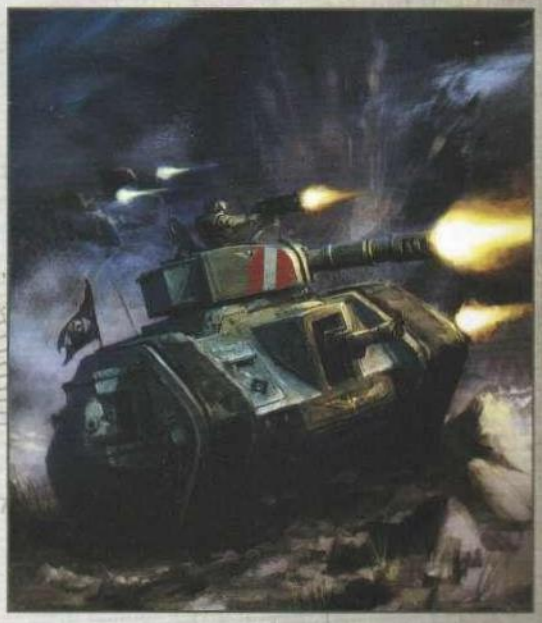
VALKYRIES

Rugged and versatile, the Valkyrie primarily serves as a transport or ground-attack aircraft, though it is also capable of intercepting enemy flyers. As airborne assets, Valkyries are operated by the Aeronautica Imperialis, a division of the Imperial Navy. However, these aircraft are often deployed for extended periods with Imperial ground forces, most notably the Militarum Tempestus, whose Tempestus Scions have made a bloody and effective art form of the Valkyrie combat drop, leaping from hovering Valkyrie Gunships to descend on grav chutes and strike deep behind enemy lines. Having dropped off their cargo, Valkyrie Gunships are capable of providing heavy fire support for the infantry below, hunting targets of opportunity and keeping their allies abreast of enemy troop movements.



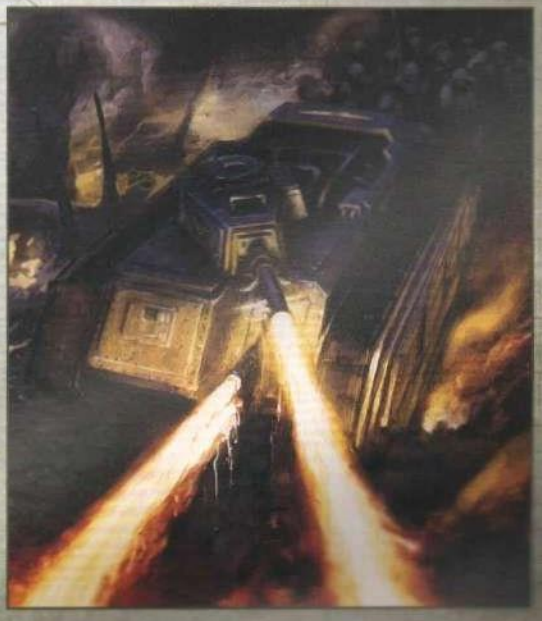
LEMAN RUSS

Venerable yet reliable, the Leman Russ has served as the primary battle tank of the Astra Militarum for millennia. Possessed of notoriously resilient armour and a belligerent machine spirit, the Leman Russ can weather a storm of enemy fire and emerge operational. The Leman Russ' turret is particularly versatile, allowing for a range of weapons systems to be fitted, including devastating anti-infantry weapons such as the punisher gatling cannon and armour-piercing anti-tank guns such as the vanquisher battle cannon. Leman Russ tanks are ordinarily deployed in small squadrons, with various patterns often fielded together to ensure complementary weapon load-outs and provide the unit with the tools they require to take on a wide range of targets. The sight of a Leman Russ tank rolling into battle is often enough to lift the spirits of a beleaguered force of Astra Militarum infantry.



HELLHOUNDS

Based on the same chassis as the ubiquitous Chimera armoured transport, the Hellhound trades troop capacity for a series of promethium storage tanks, shielded pump systems and thermal containment units, which each feed turret-mounted melta, inferno or chem weapons. In battle, the Hellhound rolls into the thick of the fighting and use their inferno cannons to unleash torrents of flaming promethium into trenches and bunkers. One of the most feared variants of the Hellhound – often referred to by Imperial Guard troops as the Bane Wolf – is fitted with a turret-mounted chem cannons. This lethal weapon projects gouts of corrosive gas that can dissolve organic material in seconds. Infantry unfortunate enough to be struck by such a weapon are at risk of being dissolved into bubbling pools of noxious ooze.



Corporal Drann held his lasgun in trembling hands, casting a wide-eyed gaze across the bombed-out cityscape that lay before him. His three remaining squadmates moved into position at his side. They had taken cover in the hollowed-out ruin of a hab-bunker. The ceiling and facade of the structure had been fractured by the invaders' precise orbital barrage, leaving only a low wall behind which to cower.

Gerritt – the rawest member of the squad – pawed at his helmet, unfastening the leather chinstrap and breathing heavily.

'Where's sarge?' he asked, clearing sand from his lasgun.

'Dead,' answered Trooper Orvan.

Enemy munitions continued to streak down, few in number but unerringly accurate. In the aftermath of each impact, screams of pain and the crackle of burning munitions could be heard.

Around the blasted bunker in which Drann's squad had taken cover, Cadian soldiers rushed to seek shelter from incoming fire. Drann could hear the cracks of lasgun fire and the high-pitched whine of the xenos invaders' guns as they pressed their assault.

'Quiet!' Drann barked, peering through the gathering sandstorm.

'What in Throne's name are they?' Gerritt whined, rising to train his gun down the road.

'Xenos,' Drann replied sharply.

Trooper Irons, a grizzled veteran whose ragged beard spoke to the length of this deployment, remained characteristically silent, sitting with his back against a low wall to Drann's right and wiping down the cooling shroud of his meltagun with a rag.

'Any word from command?' Drann said, turning to Orvan, who bore the squad's vox-unit upon her back.

She shook her head.

'Then we follow orders. Hold position.'

Gerritt let out a frustrated sigh. 'Without armoured support, we're finished.'

'You were dead the moment you put on the uniform, Gerritt. Get used to it,' Irons replied dryly.

Drann ignored the back and forth between his squadmates, focusing his attention across the roadway. Through the dust clouds, he caught a flash of movement. Something lithe and swift scurrying through the husks of burned-out buildings. He snapped his lasgun into position.

'Weapons ready! Enemy infantry incoming!' he shouted.

The troopers shifted into firing positions, lasguns resting atop window frames and scrap metal, wide eyes scanning for movement. Drann could feel his hands trembling. He swallowed hard as he fought to steady the wavering muzzle of his weapon. He could see more shapes moving, darting between cover. He felt his weapon vibrate and heard the soft thrum of engines.

A volley of fire ripped across the roadway from the xenos' positions, scything through the dust storm to slam into the stone walls and deflect from scrap metal obstructions. Drann ducked involuntarily as the shimmering projectiles whistled overhead. To the east and west, he could hear lasgun fire as the enemy assault reached the first line of defences.

The xenos soldiers rushed forward in small bands, all clad in bluish form-fitting armour with long power weapons and pistols grasped between slender digits. The majority wore conical helms, the lenses of which glowed red. The figures darted across the roadway, bounding strides carrying them swiftly towards the Cadian positions.

Drawing a bead on one of the aliens, Drann squeezed his lasgun's trigger. The xenos reacted swiftly, darting aside. He fired again and again, his final shot hitting the target. The bolt burned through the xenos' breastplate and it fell. Dozens more followed, however, their lilting battle cries filling the air.

An Armoured Sentinel lumbered into position beside the bunker, its autocannon spooling up with a loud rattle and glowing red-hot as it spat armour-piercing ammunition into the xenos. The first wave of blade-wielding enemies ducked behind cover and began snapping off shots with their pistols. Beyond them, Drann could see the ominous shadows of hovering tanks drifting into position. More armoured warriors sprang swiftly out of the vessels, bringing with them floating weapons platforms.

'Armour! Irons, get that melta forward!' Drann barked.

The hovering vehicles drifted closer, their turrets spitting laser fire and searing beams of blinding light into defensive positions. Drann reeled, shielding his eyes as a blazing lance of light erupted from one of the hovering tanks and hit the Sentinel in the centre of its canopy, passing straight through the walker. The Sentinel's ammunition erupted into flame and it toppled onto its side before exploding. Drann's squad threw themselves to the ground as a hail of shrapnel and fire washed over them.

Irons made use of the conflagration and obscuring smoke cloud to move, scrambling over debris, corpses and broken armaglass. Gerritt and Drann rose to provide covering fire, snapping off lasgun bursts at any xenos foolish

enough to emerge from hiding. Orvan crouched low, hands over the headset of her vox-unit, bellowing status reports to company command.

Heaving his meltagun, Irons dragged himself to cover behind a deactivated plasma conduit and raised the weapon, resting its cooling shroud atop a conduit and centring it on the armoured vehicle. Ignoring the blizzard of fire spinning towards him, he fired. The air hissed as a beam of superheated energy erupted from the meltagun towards the gracile skimmer tank. The first shot missed, fizzing over the canopy of the target.

The miss had given away Irons' position. Xenos warriors pointed in his direction and began turning their weapons upon him. Gerritt and Drann continued to fire upon the foes, forcing them to keep their heads down. Irons ignored the hail of incoming fire and loosed another melta beam. This one struck home. Energy shields flickered and died as the beam burned its way through and struck the vehicle's armour. The hovering transport tank plummeted, striking the ground with a loud crash. Gouts of flames licked from a smouldering hole in its hull.

Any sense of triumph was fleeting. One of the xenos' weapon platforms had locked onto Irons' position. A blizzard of shimmering projectiles burst from its barrel and scythed towards the exposed trooper. Blood sprayed from a dozen wounds as the alien ammunition sliced neatly through flak armour and flesh before burying itself into the walls. Irons' body toppled backwards into the dust, his meltagun falling to the ground beside him. The xenos immediately turned their attention towards the rest of the squad.

The sword-wielding enemies danced forward, their seemingly insubstantial armour absorbing or deflecting the few lasgun rounds that found their mark. Drann let out a loud curse as one of the foes vaulted over the rubble covering the entrance to the bunker and landed before the three Guardsmen. Gerritt froze as the warrior bounded forward. The assailant lunged, blade outstretched, and with a casual flick of its wrist, decapitated him. His lasgun fell from lifeless hands and his corpse slumped to the ground.

Drann backpedalled towards the bunker's broken doorway, firing from the hip as he sought to escape. Proximity prevented the xenos warrior from dodging. Several lasgun rounds burned straight through its armour and it fell. Drann fumbled numbly for another power pack, trying his best not to look at Gerritt's corpse. As soon as the dead alien's body hit the floor, more of its kind cleared the rubble and burst into the hab-bunker.

Shoving Drann out of the doorway, Orvan took a grenade from her belt, pulled the pin and tossed it into the bunker. The opponents darted back to avoid the explosive. Drann and Orvan made use of the momentary distraction to exit the structure just as the explosive detonated. A shower of rubble and dust erupted from within.

Orvan's vox-unit crackled.

'*Reinforcements inbound. All forces fall back to the secondary defensive line!*' a static-laden voice exclaimed.

Orvan rose first, extending a hand to drag Drann to his feet. They backpedalled, firing to hold the xenos back. Others were in full retreat now, dozens of Cadian soldiers fleeing their overrun positions. High above, alien aircraft roared through the clouds before screaming towards the battlefield and strafing the Guardsmen with their laser weapons.

Glowing shrapnel flew in all directions, the hail of shimmering projectiles intensifying as the swift xenos gained on the retreating Guardsmen. Drann felt a flash of agony in his left leg. Ignoring it, he continued sprinting hard.

Streaking jetbikes swept into view, their white chassis glistening in the blazing sunlight. They swept down with quicksilver speed, riders levelling long lances. Drann threw himself to the ground as they passed, feeling the heat of their engine flare wash over him. One of the riders angled towards Orvan, who continued to sprint in a futile attempt to escape. The rider's lance struck her in the back, a flash of light emitting from its tip. She folded up mid-sprint, rolling across the dusty ground, vox-unit erupting in a shower of sparks.

The riders wheeled away, leaving scores of dead soldiers in their wake. Drann scrambled forward. The next line of defence lay no more than a few feet ahead. He could see the standard of the Cadian 66th fluttering in the breeze.

Behind a series of Aegis defence barriers, a hardened core of survivors held firm. A Regimental Preacher stood in their midst, reliquary raised aloft, autopistol clasped in gnarled hands. The toothless zealot cried out at the fleeing Cadians.

'Flee not in the face of death, for the Emperor blesses the martyr and shuns the craven!'

Drann scrambled into cover behind the barrier, heart pounding. He reached for the aquila pendant fastened around his neck and clasped it tightly in his trembling hand.

The priest's voice rang out again, loud and clear.

'Hold, warriors of Cadia. Hold in the name of the Emperor!'

Drann released his aquila. He took a deep breath, swallowing the fear, purging the doubt from his mind, the priest's words hardening his resolve. He would hold the line, for the Emperor and for those that had fallen this day. He raised his gun, sighting it the xenos, and with a whispered prayer, opened fire.



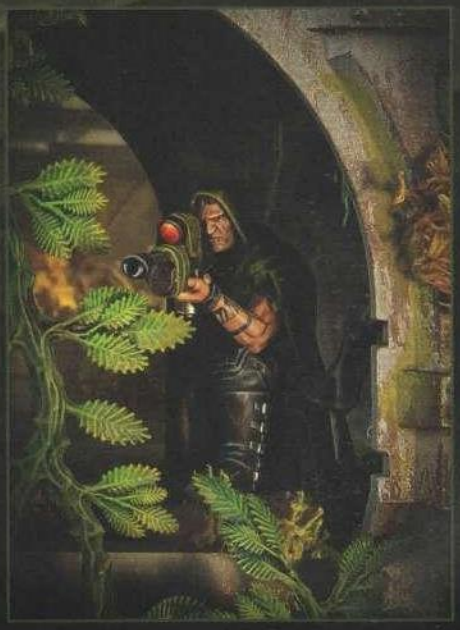
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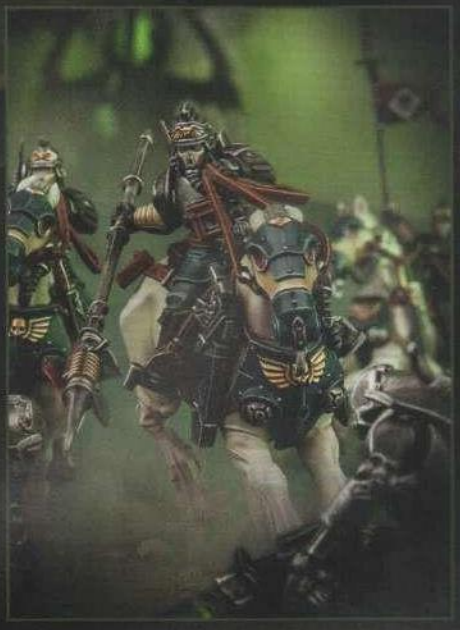
REGIMENTAL COLOURS

THE UNIFORMS, CAMOUFLAGE SCHEMES AND HERALDRY OF THE ASTRA MILITARUM ARE AS VARIED AS THE WORLDS AND CULTURES FROM WHICH THEY HAIL. THE ARMOURED HULLS OF VEHICLES AND UNIFORMS OF INFANTRY MAY BE CAREFULLY TAILORED TO BLEND WITH THE ENVIRONMENT BUT ARE JUST AS LIKELY TO BE PAINTED BOLDLY AND PROUDLY IN THE GLEAMING COLOURS OF THEIR REGIMENT OF ORIGIN.


Krieg
4
Krieg
2













Ursula Creed



Veteran Guardsmen of the Cadian 8th Regiment

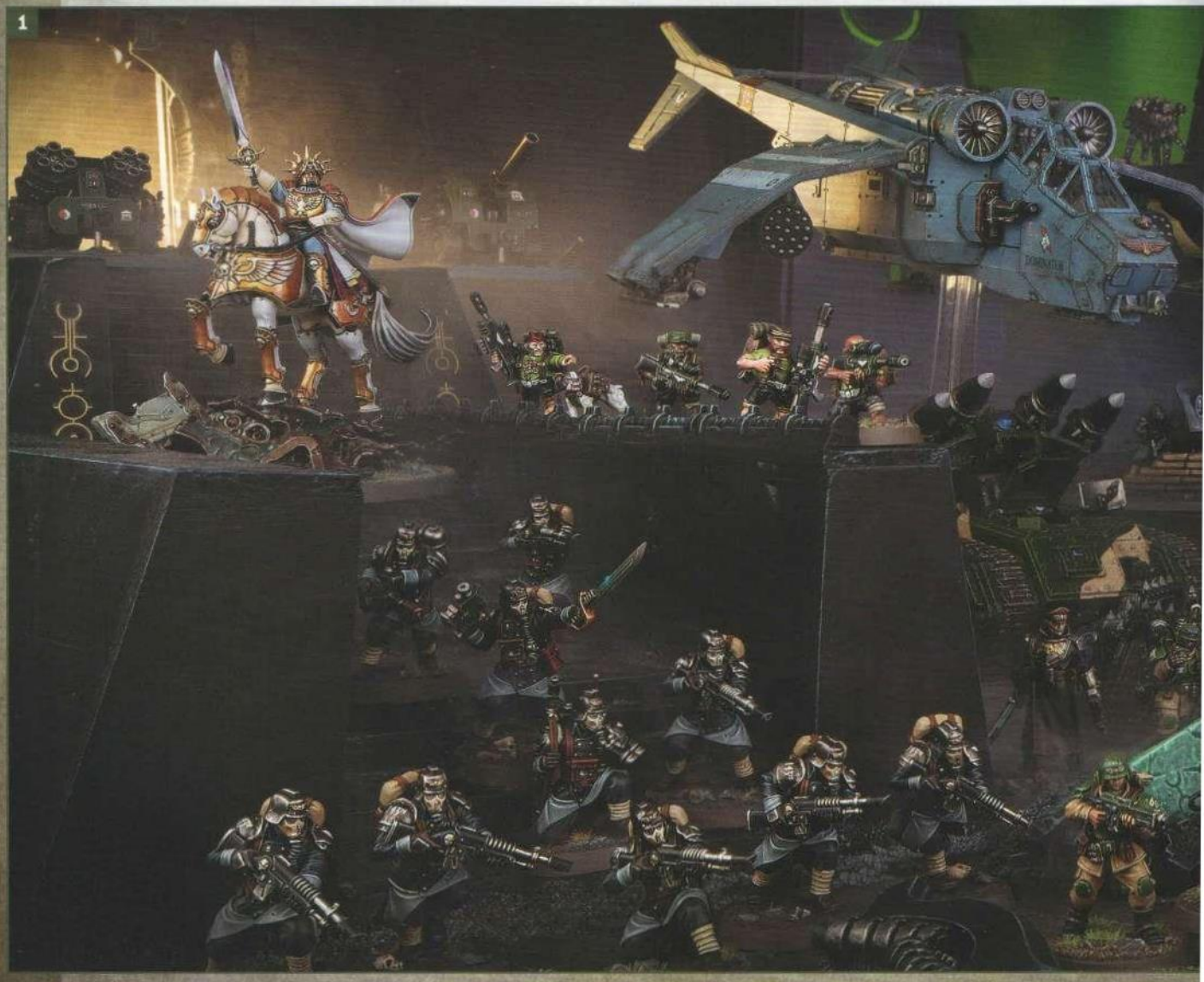


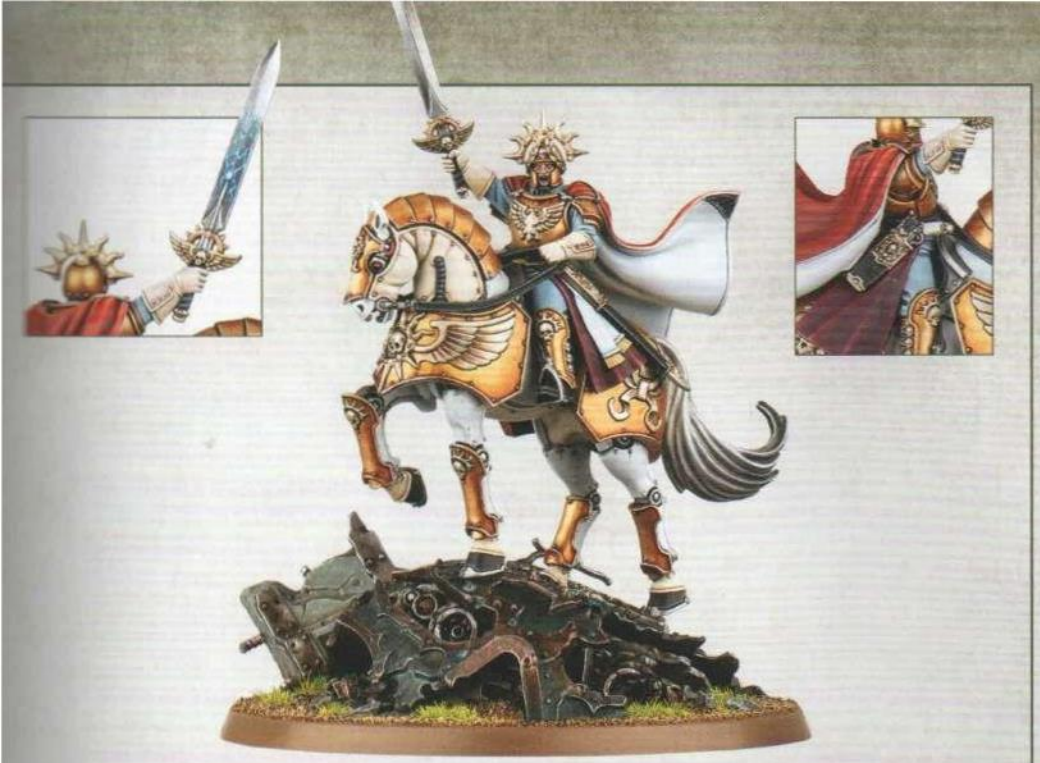
Commissar





Veteran Guardsmen of the Cadian 8th Regiment





Lord Solar Leontus, riding Konstantin

The armies of the Astra Militarum are drawn from many worlds. The most talented commanders know how best to field these soldiers, utilising their varying combat skills and specialities to crush the enemies of Humanity.

1 Astride his faithful steed, Konstantin, Lord Solar Leontus oversees an assault upon the Necron tomb world of Khysor. Under his precise direction, the soldiers from many worlds combine their might to purge their android foes. Cadian artillery batteries and tank squadrons pour concentrated fire into massed ranks of Necron Warriors. Krieg and Cadian infantry lead the assault, raking the enemy with lasgun fire and clubbing them to pieces with trench clubs and gun stocks. Meanwhile, Attilan Rough Riders thunder towards the Necrons' exposed flanks, lances levelled at their chosen targets.

2



3

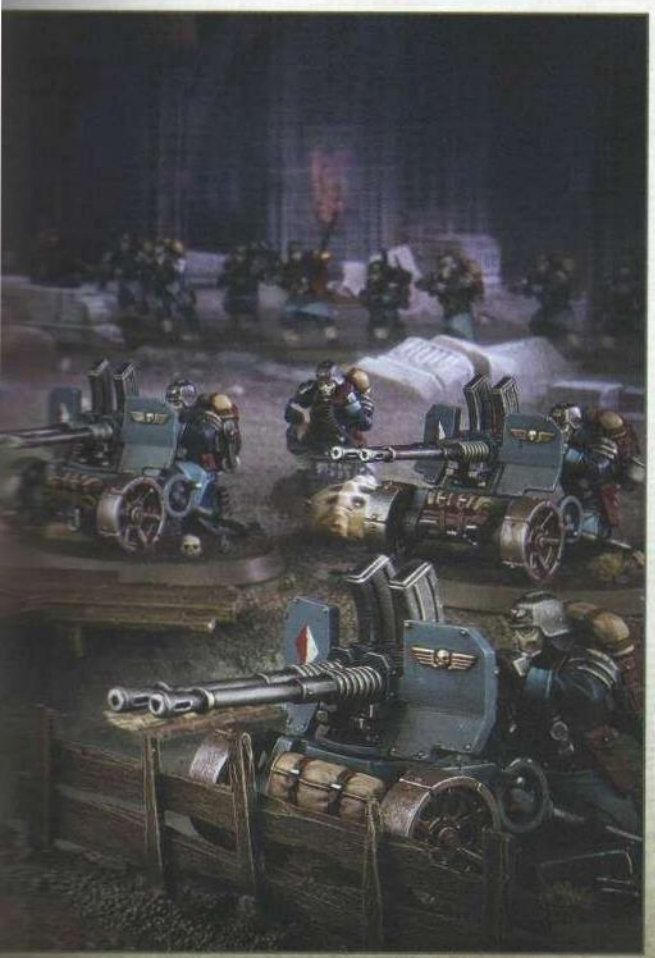




Countless billions of Astra Militarum soldiers are fed into the meat grinder with every passing day. They are Humanity's first line of defence and must endure terrible suffering and horrific losses of personnel and materiel to ensure the survival of the Imperium.

2 Through a miasma of pestilence and contagion comes the hideous form of the Daemon Primarch of the Death Guard, Mortarion. Hearts pounding with increasing terror, Basilisk crews of the Krieg 310th Siege Regiment work feverishly to load and fire their weapons. Only with the full weight of their combined fire can they hope to stop the relentless advance of this monstrous foe.

3 The Death Korps of Krieg's 143rd Siege Regiment are no strangers to attritional warfare. Heavy Weapons Teams provide covering fire, pinning opponents down as squads of Combat Engineers trudge over rotting duckboards and through shell craters filled to the brim with noxious fluid to clear mines, razorwire and other obstructions. As the infantry toil under heavy fire, Death Riders spur their powerful Krieg steeds towards the foe, sabres drawn and ready to strike.





Lord Commissar



Servo-scribes



Quartermaster Alchemyk



Veteran Guardsman



Prefectus Militant







Krieg Combat Engineers



Remote mine



Krieg Combat Engineer





Krieg Fire Coordinator



Krieg Heavy Weapons Gunner



Bullgryns

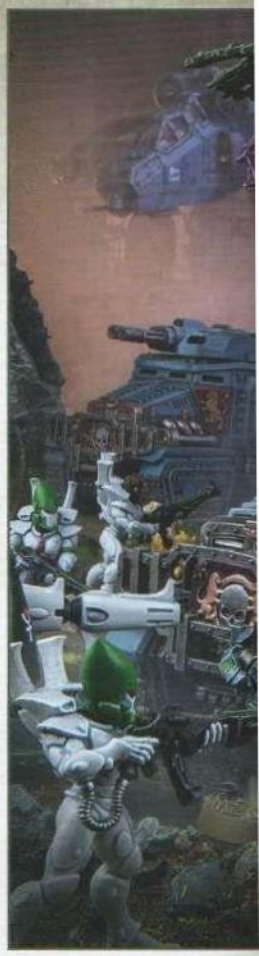


Tempestus Scions of the 55th Kappic Eagles

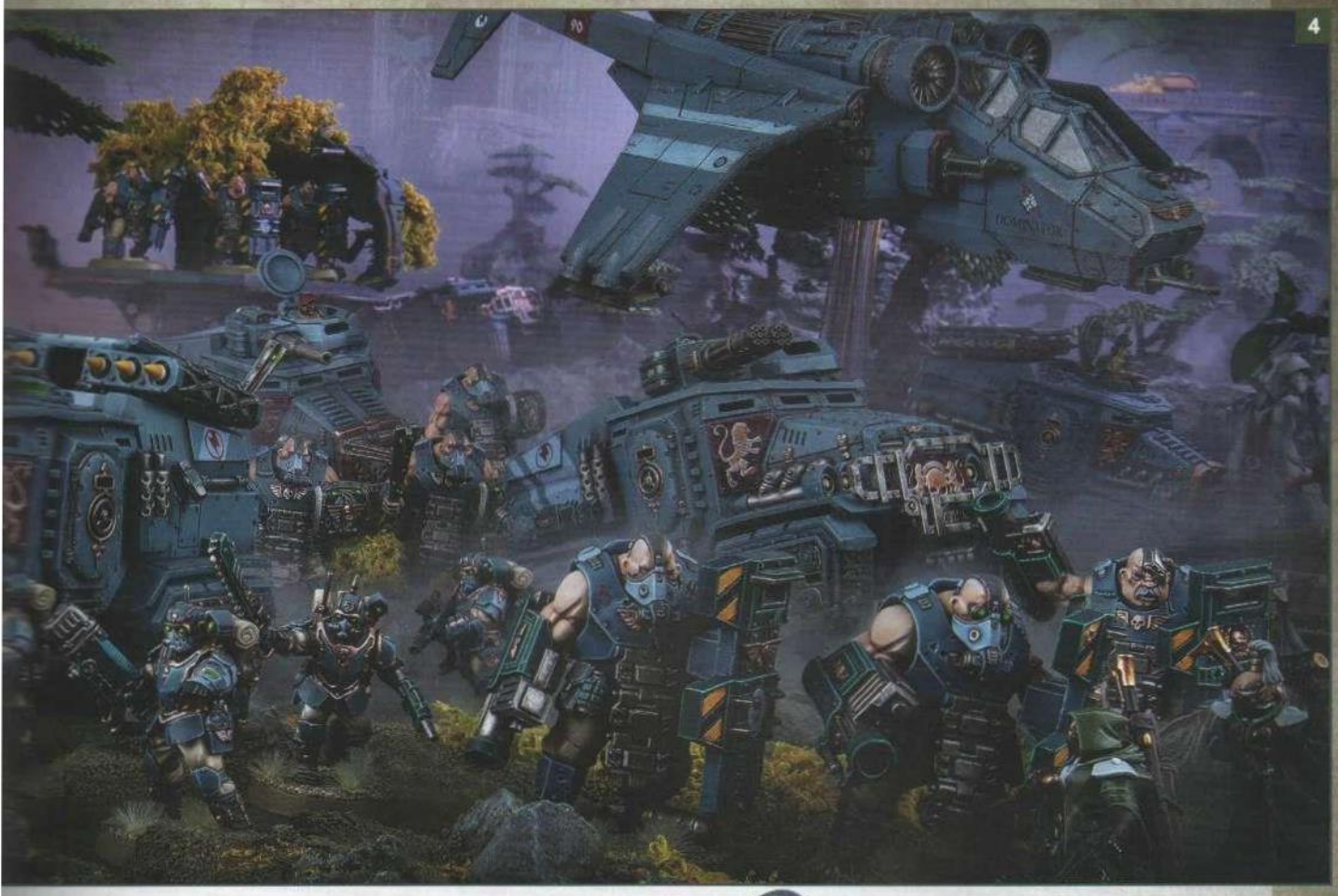
Many Astra Militarum regiments have perfected the art of mechanised warfare. Infantry go to war aboard armoured transports, lending them greater speed and protecting them from incoming fire as they are borne to battle. When the time comes to dismount, turret- and pintle-mounted weapons roar into life, providing cover for allied infantry as they advance swiftly on enemy positions.

4 Responding to Aeldari raids on Imperial settlements, Militarum Tempestus forces launch a swift assault upon the xenos. Valkyries scream overhead, Tempestus Scions leaping from their transports to descend on grav chutes. Taurox Prime transports rumble forward over rocky ground to deploy more elite soldiers into the fight. Bullgryns lead the infantry assault, their slabshields forming a formidable wall of steel.

5 At the head of a Death Korps of Krieg combined arms force, Chimera transports grind through the rubble-strewn streets of a Tyranid-infested city. The bioforms of Hive Fleet Behemoth surge forward to meet the dismounting Death Korps troops in vicious close combat. In the wake of the Chimera advance, the colossal bulk of a Stormlord super-heavy tank spells certain doom for the xenos swarms.











'What need is there for camouflage? We are the Emperor's elite. Let the enemy see us. Let them know their doom has come.'

- Tempestor Artyon, 13th Omichroni Vipers



Taurox Prime of the 55th Kappic Eagles

The Astra Militarum's armoured fist embodies the martial might of the Imperium. Steel behemoths grind relentlessly forward, pulping the unwary beneath their treads and unleashing an inferno of explosive vengeance from their array of heavy weapons.

6 In the fading light of a setting sun, a Cadian armoured spearhead presses through a shrine world's streets. From their hatches, tank commanders scan the surrounding buildings for movement, wary of ambush from above. The enemy wastes no time in revealing their presence. Their armour and flesh flecked with gore, World Eaters Berzerkers crash against the tide of steel. Guns swivel to target the crimson tide, coaxial stubbers cutting down assailants with raking automatic fire and the explosive shells of battle cannons bringing crumbling buildings down upon the Heretic Astartes. Cadian infantry and swift Sentinel combat walkers follow the armoured spearhead, desperately firing upon the charging World Eaters who continue to close in, blood-slick chainblades raised for the kill.




CADIA
DOMINATUS
309



Death Riders of Krieg





Attilan Rough Riders

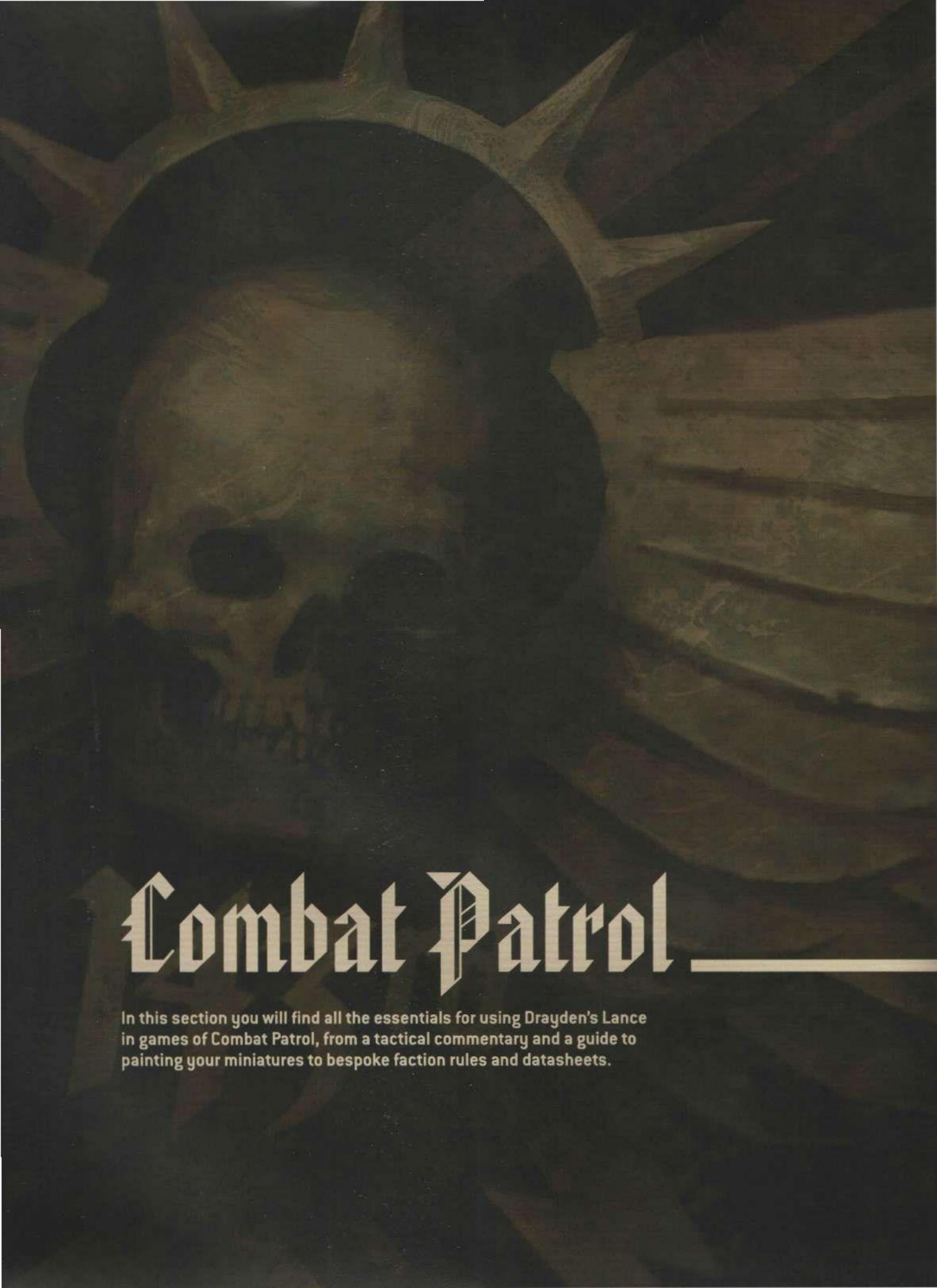
Some battlefield conditions preclude the use of massed armour and super-heavy assets. When speed and manoeuvrability are required, reconnaissance forces and swift cavalry often prove effective, striking the enemy from the flanks and utilising guerrilla tactics to bleed their strength.

7 The sawmills and lumber yards of Mythalos have fallen victim to an insidious xenocult uprising. As the cultists move to seize more ground, Astra Militarum reconnaissance formations counter the foe with a swift ambush. Attilan Rough Riders crash into ranks of mutant warriors, frag-tipped hunting lances shredding multi-limbed monstrosities before they can raise their weapons to fire. Simultaneously, the Tanith First and Only emerge from the foliage to open fire on their surprised foes from above, to bloody effect.



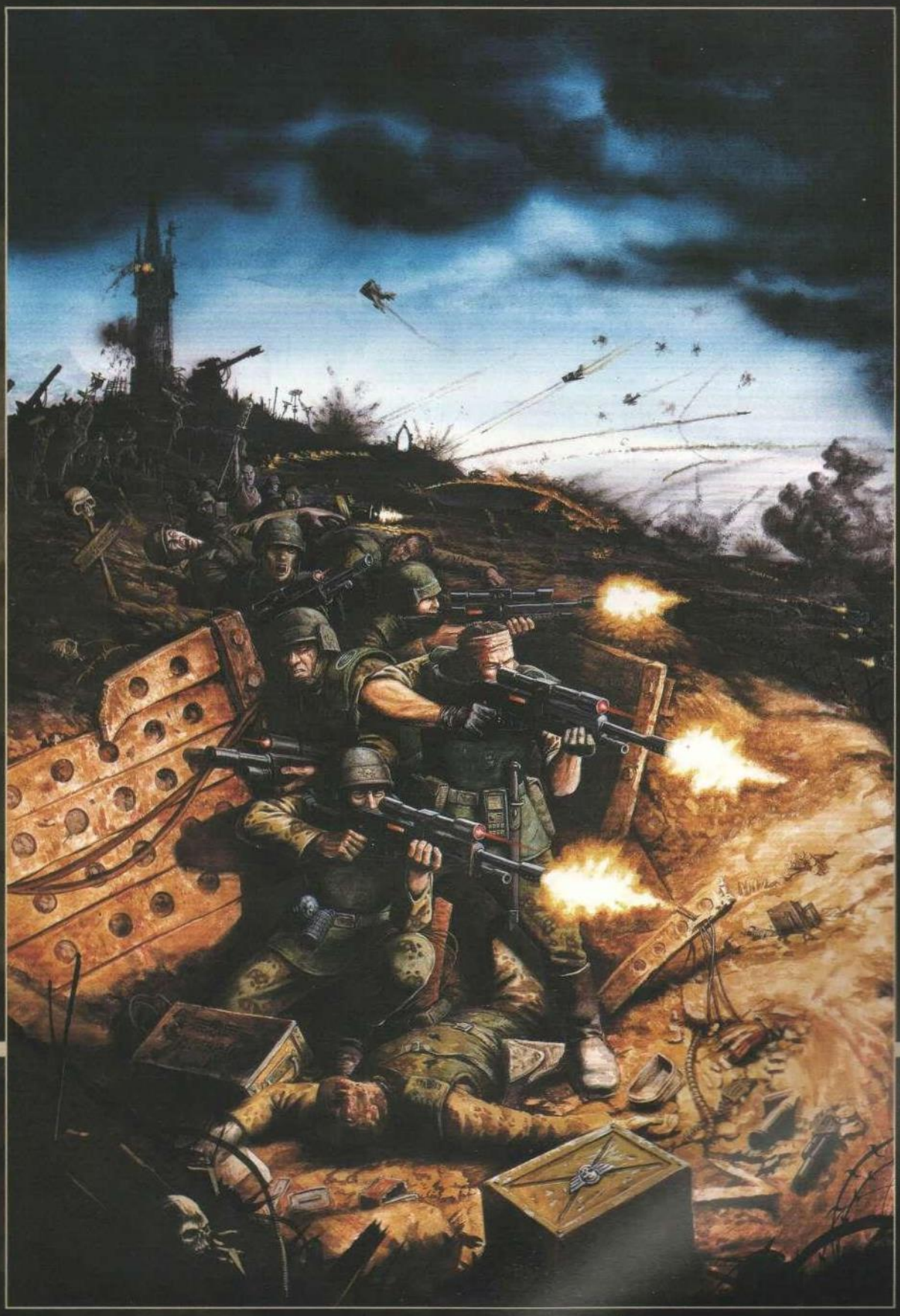






Combat Patrol

In this section you will find all the essentials for using Drayden's Lance in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



DRAYDEN'S LANCE

DRAYDEN'S COMMAND SQUAD (5 MODELS)

- **Major Drayden is equipped with:** plasma pistol; power weapon.
- **1 Cadian Veteran Guardsman model is equipped with:** bolt pistol; power fist.
- **1 Cadian Veteran Guardsman model is equipped with:** lasgun; close combat weapon; medi-pack.
- **2 Cadian Veteran Guardsman models are equipped with:** lasgun; close combat weapon.

While your Command Squad has some special weapons in the form of a plasma pistol and power fist it is important to remember that its primary role is issuing Orders to your other units. By default the Command Squad can issue Orders to your Kasrkin and Rough Rider units, allowing you to boost their precision and survivability. Should you opt for the Overarching Command Enhancement, the range of these Orders becomes battlefield-wide, and Drayden can even issue them to his own unit. Should you choose the Battlefield Domination secondary objective, then you may want to consider the Commando Training Enhancement instead, as this focuses on gradual progression across the battlefield, securing objective markers as you go while keeping your force close together for mutual support.

ATTILAN ROUGH RIDERS (5 MODELS)

- **The Rough Rider Sergeant model is equipped with:** lasgun; laspistol; hunting lance; power sabre; steed's hooves.
- **1 Rough Rider model is equipped with:** lasgun; laspistol; goad lance; steed's hooves.
- **3 Rough Rider models are equipped with:** lasgun; laspistol; hunting lance; steed's hooves.

As your Combat Patrol contains two units of Attilan Rough Riders, they can create a powerful, two-pronged counterattack, by holding back and waiting for your opponent to move forward before the Rough Riders leverage their high speed for a devastating charge. If your opponent is playing a more defensive army, then that is where the Battlefield Domination secondary objective comes in, as you can use your Rough Rider's fast movement, again, to instead pose threats on multiple sides and restrict where your opponent's forces can move without fear of retaliation.



KASRKIN (10 MODELS)

- **The Kasrkin Sergeant model is equipped with:** plasma pistol; chainsword.
- **1 Kasrkin Trooper model is equipped with:** hot-shot marksman rifle; close combat weapon.
- **1 Kasrkin Trooper model is equipped with:** hot-shot laspistol; close combat weapon; melta mine.
- **1 Kasrkin Trooper model is equipped with:** flamer; close combat weapon.
- **1 Kasrkin Trooper model is equipped with:** grenade launcher; close combat weapon.
- **1 Kasrkin Trooper model is equipped with:** hot-shot volley gun; close combat weapon.
- **1 Kasrkin Trooper model is equipped with:** plasma gun; close combat weapon.
- **3 Kasrkin Trooper models are equipped with:** hot-shot lasgun; close combat weapon.

The Kasrkin are your primary source of ranged damage dealing, featuring a wide array of weaponry. Whether you want to split them into two Patrol Squads instead of deploying them as a single unit will be heavily dependent on your opponent. You may well find that, against other armies, being able to separate out the weapons so that those with lots of shots can lay down some powerful Overwatch while still keeping your heavier hitting guns free to target tougher threats is an effective strategy. Bear in mind however, when running into elite armies, it is usually best to keep them together as one squad in order to really maximise the value of your Orders and focus fire on one target at a time. It is also good to deploy them fairly cautiously as, once you know if you have the first turn, you can always use their Scout move to get them out of cover and into a more advantageous shooting position.

ATTILAN ROUGH RIDERS (5 MODELS)

- **The Rough Rider Sergeant model is equipped with:** lasgun; laspistol; hunting lance; power sabre; steed's hooves.
- **1 Rough Rider model is equipped with:** lasgun; laspistol; goad lance; steed's hooves.
- **3 Rough Rider models are equipped with:** lasgun; laspistol; hunting lance; steed's hooves.

The Attilan Rough Riders are a melee hammer for your Combat Patrol, able to cover large distances quickly and deal a devastating punch to many units. However, care must be taken as they are not a very resilient unit, so it is critical to manoeuvre them cleverly, utilising cover when possible, to charge your foes when the opportunity arises. The Born in the Saddle and Last Stand Stratagems are powerful ways to ensure you get some additional value out of them, be it dodging the fire of a shooting-focused force or eking a little bit more melee damage out of them.



PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you to bring your Astra Militarum Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of their respective regiments to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.



You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- THUNDERHAWK BLUE
- NULN OIL
- KHORNE RED
- ZANDRI DUST
- REIKLAND FLESHSHADE
- CORAX WHITE
- RHINOX HIDE
- ABADDON BLACK
- WAAAGH! FLESH
- LEADBELCHER
- RETRIBUTOR ARMOUR
- ASTROGRANITE



Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Grey Seer Spray paint. You can use multiple thin coats of Corax White Base paint instead.

Basing







1 Apply Astrogranite to the base. 2 When dry, apply an all-over shade of Nuln Oil, including the rocks and metal rods. 3 Drybrush the Astrogranite with Corax White. Finally apply multiple thin coats of Abaddon Black to the base edge to finish.

Blue Cloth





1 Apply multiple thin coats of Thunderhawk Blue to the cloth on the Rough Riders and horses. 2 When the Thunderhawk Blue has dried, apply Nuln Oil to these areas, focusing on the recesses.

Red Armour





1 Paint the Attilan Rough Riders' helmets and shoulder guards, and any lenses on the Kasrkin with Khorne Red. 2 When dry, shade these areas with Nuln Oil, being careful not to let it pool.

Horses' Coats



1 Paint the coats of the horses with Zandri Dust. Thin your paint with a small amount of water and apply multiple coats. 2 Apply a coat of Reikland Fleshshade to these areas and set aside to dry. 3 Gently drybrush the horses' coats with Corax White to create a highlight.

Fatigues



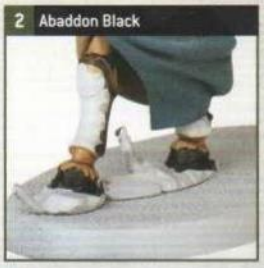
1 Paint the fatigues with multiple thin coats of Zandri Dust. 2 Apply a smooth wash of Nuln Oil over the Zandri Dust. Be careful not to let it pool on flat surfaces.

Leathers



1 Paint all leather straps, reins, holsters, gloves and other leather details with multiple thin coats of Rhinox Hide. 2 Once dry, use Nuln Oil to shade all of these areas. 3 Using the side and tip of your brush, edge highlight all of the leather details with thinned Zandri Dust.

Black Details



1 Paint the horses' hooves and cables, straps, gun casings and bedrolls using thinned Abaddon Black.

Green Armour



1 Basecoat all armour on the Kasrkin and Command Squad with Waaagh! Flesh. Thin the paint and apply several coats. 2 Shade all of the armour with a coat of Nuln Oil. Apply the shade quickly and evenly to avoid tide marks forming on flat areas.

Silver Details



1 Basecoat any metallic areas, such as the barding on the horses, with thinned Leadbelcher. 2 Once dry, apply a wash of Nuln Oil, being careful not to let it pool as it dries.

Gold Details



1 Paint all of the gold details with thinned Retributor Armour. 2 Allow these details to dry before applying a small amount of Reikland Fleshshade.

Plasma Coils



1 Paint the plasma coils with thinned Corax White. Use the tip of a smaller brush to avoid the weapon casing. 2 Use thinned Thunderhawk Blue to shade the coils.

COMBAT PATROL
DRAYDEN'S LANCE

ABILITIES

The datasheets required to use Drayden's Lance can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This may include a Faction ability – Voice of Command – which is described below.

VOICE OF COMMAND

Raised and trained to instil unwavering obedience, officers of the Imperial Guard command authority and respect, issuing orders with imperious bellows that cut through the clamour of war.

OFFICER models with this ability can issue Orders. Each **OFFICER**'s datasheet will specify how many Orders it can issue in a battle round and which units are eligible to receive those Orders. Each time an **OFFICER** model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that **OFFICER** model to issue it to.

OFFICER models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a **TRANSPORT** or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only **ASTRA MILITARUM** models gain the benefit of an Order issued to their unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

ENHANCEMENTS

Your **OFFICER** model has the Overarching Command Enhancement. You can replace this with Commando Training.

DEFAULT ENHANCEMENT

OVERARCHING COMMAND

Schooled in the arts of war and blooded in combat, this officer is an experienced commander capable of issuing orders swiftly and decisively across an ever-expanding front line.

In your Command phase, the bearer can issue one additional Order that phase. In addition, each time the bearer issues an Order, it can be issued to any friendly **ASTRA MILITARUM** unit on the battlefield, regardless of distance between the two units or any keywords that unit would normally be required to have.

OR

OPTIONAL ENHANCEMENT

COMMANDO TRAINING

Having served in elite special forces units, this commander is a master of unconventional warfare, utilising these strategies to seize objectives from under the feet of the foe.

Each time the bearer issues an Order to a friendly unit, you can select one objective marker within range of that unit and one objective marker within range of the bearer's unit. Those objective markers are secured by you (see the Combat Patrol rules).



SECONDARY OBJECTIVES

You will use the Advance and Eliminate secondary objective. You can replace this with Battlefield Domination.

DEFAULT SECONDARY OBJECTIVE

ADVANCE AND ELIMINATE

Enemy units have taken up forward positions in the no man's land that divides the opposing armies. These interlopers must be eliminated before this open ground can be captured and fortified.

Each time an **ASTRA MILITARUM** unit from your army destroys an enemy unit, if that enemy unit started that phase within range of one or more objective markers within No Man's Land, you score 3VP.

OR

OPTIONAL SECONDARY OBJECTIVE

BATTLEFIELD DOMINATION

The shifting tides of battle are meaningless come the end of the conflict. Only they who hold territory when the fighting ends can claim true victory.

At the end of the battle, you score 4VP for each objective marker you control.

You cannot score more than 12VP from this secondary objective.

STRATAGEMS

You can use the following Stratagems:

LAST STAND

1CP

DRAYDEN'S LANCE – STRATEGIC PLOY STRATAGEM

The soldiers of the Astra Militarum are zealous in their faith and remain defiant in the face of certain death.

WHEN: Fight 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 a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

PRIME TARGET

1CP

DRAYDEN'S LANCE – BATTLE TACTIC STRATAGEM

When a key target presents itself, this officer may direct their soldiers to prioritise its annihilation.

WHEN: Your Command phase.

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

EFFECT: Select one enemy unit. Until the start of your next Command phase, weapons equipped by **ASTRA MILITARUM** models from your army have the **[LETHAL HITS]** ability while targeting that enemy unit.

BORN IN THE SADDLE

1CP

DRAYDEN'S LANCE – BATTLE TACTIC STRATAGEM

The natives of Attila are skilled riders who guide their steeds across the battlefield at breakneck speed, rendering them exceedingly difficult to hit.

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

TARGET: One **ATTILAN ROUGH RIDERS** 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, subtract 1 from the Hit roll.

DRAYDEN'S COMMAND SQUAD

Combat Patrol Datasheet

M	T	SV	W	LD	OC	
6"	3	5+	3	7+	1	MAJOR DRAYDEN
6"	3	5+	1	7+	1	VETERAN GUARDSMAN



A graduate of Cadia's finest martial academies, Major Drayden was deployed off-world during Cadia's fall. Since learning of his home world's demise, Drayden has been determined to enact his own personal vengeance upon the Emperor's foes, leading special forces and elite warriors in daring missions deep behind enemy lines.

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

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

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

ABILITIES

FACTION: **Voice of Command**

Cadia Stands!: While this unit contains an **OFFICER**, each time a ranged attack targets this unit, if this unit is within range of an objective marker you control, models in this unit have the Benefit of Cover against that attack.

WARGEAR ABILITIES

Medi-pack: The bearer's unit has the Feel No Pain 6+ ability.

ORDERS

This unit's **OFFICER** can issue 1 Order to a **REGIMENT** unit.

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

FACTION KEYWORDS: **ASTRA MILITARUM**

KASRKIN

Combat Patrol Datasheet

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



Amongst the lauded regiments of Cadia, the Kasrkin are the elite of the elite. These special operatives bear high-powered hot-shot lasguns and wear thick carapace armour. Disciplined and professional, the Kasrkin are peerless shots, and the equals or superiors of any unaugmented Human warriors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
Grenade launcher – krak	24"	1	3+	9	-2	D3
Hot-shot lasgun [RAPID FIRE 1]	24"	1	3+	3	-1	1
Hot-shot laspistol [PISTOL]	12"	1	3+	3	-1	1
Hot-shot marksman rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	3
Hot-shot volley gun [RAPID FIRE 2]	30"	2	3+	4	-1	1
Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2

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

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

ABILITIES

CORE: **Scouts 6"**

Warrior Elite: In your Command phase, you can select one Order to affect this unit until the start of your next Command phase, in addition to any other Orders issued to this unit by an **OFFICER** model this turn.

WARGEAR ABILITIES

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

PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, REGIMENT, KASRKIN**

FACTION KEYWORDS: **ASTRA MILITARUM**

ATTILAN ROUGH RIDERS

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



Combat Patrol Datasheet

Hailing from the steppes of Attila, these horsemasters are potent cavalry troops. Their mobility makes them a powerful force, whether spearheading an attack or outflanking the foe. Though also equipped with grenades and sidearms, their deadliest weapon is their hunting lance, capable of bearing one of several deadly tips.

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

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

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

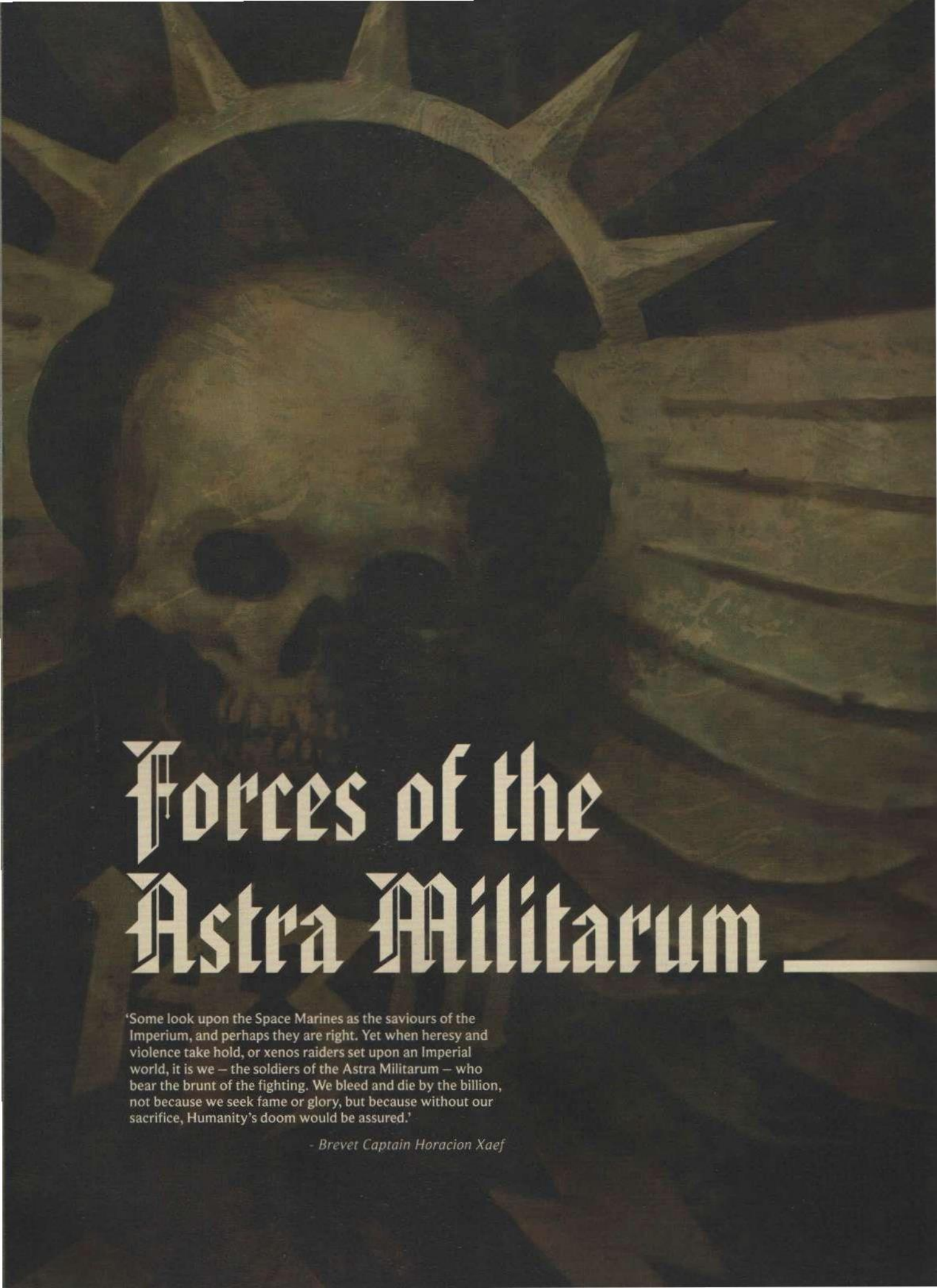
ABILITIES

Horsemasters: This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

KEYWORDS: **Mounted, Grenades, Imperium, Regiment, Attilan Rough Riders**

FACTION KEYWORDS: **Astra Militarum**

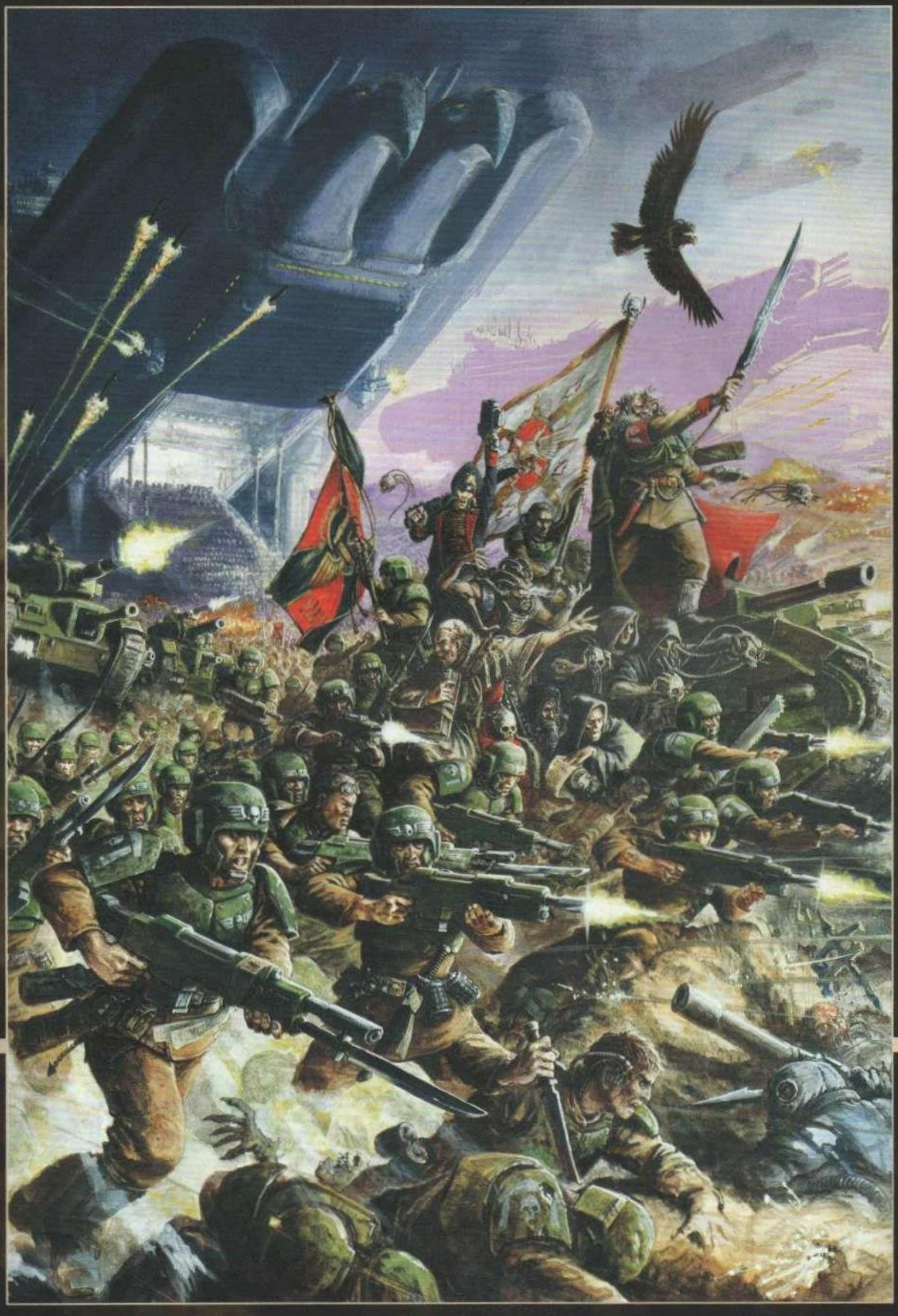




Forces of the Astra Militarum

'Some look upon the Space Marines as the saviours of the Imperium, and perhaps they are right. Yet when heresy and violence take hold, or xenos raiders set upon an Imperial world, it is we – the soldiers of the Astra Militarum – who bear the brunt of the fighting. We bleed and die by the billion, not because we seek fame or glory, but because without our sacrifice, Humanity's doom would be assured.'

- Brevet Captain Horacion Xaef



INTRODUCTION

Welcome to the rules section of *Codex: Astra Militarum*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Astra Militarum collection to life on the tabletop.

These include Detachment rules that Astra Militarum armies can use, along with the Astra Militarum army rule – Voice of Command – which is common to many of your units. This section also includes datasheets for Astra Militarum units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **ASTRA MILITARUM** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Astra Militarum – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULE

VOICE OF COMMAND

Raised and trained to instil unwavering obedience, officers of the Imperial Guard command authority and respect, issuing orders with imperious bellows that cut through the clamour of war.

If your Army Faction is **ASTRA MILITARUM**, **OFFICER** models with this ability can issue Orders. Each **OFFICER**'s datasheet will specify how many Orders it can issue in a battle round and which units are eligible to receive those Orders. Each time an **OFFICER** model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that **OFFICER** model to issue it to.

OFFICER models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a **TRANSPORT** or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only **ASTRA MILITARUM** models gain the benefit of an Order issued to their unit.



M +3"

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

WS +1

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

BS +1

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

A +1

FIRST RANK, FIRE! SECOND RANK, FIRE!

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

SV +1

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

LD +1 OC +1

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.



COMBINED ARMS

DETACHMENT RULE

BORN SOLDIERS

Regiments of numerous origins and tactical roles inculcate their soldiers from an early age with the legendary doctrines of the Tactica Imperium. Infantry train in close-range fire patterns intended to decimate enemy soldiers, whilst tank crews spend countless hours practising to bring down enemy armour and rampaging monstrosities.

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

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

ENHANCEMENTS

DEATH MASK OF OLLANIUS

This mask depicts in obsidian and void-fired bronze the agonised visage of Saint Ollanius. Soldiers in the ancient artefact's presence are gifted the determination and endurance of the famous martyr himself.

OFFICER model only. While the bearer's unit is Battle-shocked, subtract 1 from the Objective Control characteristic of models in that unit, instead of changing it to 0.

DRILL COMMANDER

This officer has spent countless hours putting their soldiers through ceaseless firing drills. In the heat of combat, the worth of this training reveals itself.

OFFICER model only. While the bearer is leading a unit, each time a model in that unit makes a ranged attack, if that unit Remained Stationary this turn, a Critical Hit is scored on a successful unmodified Hit roll of 5+.

GRAND STRATEGIST

This commander can precisely anticipate the ebb and flow of war, their seemingly reactive tactics often prepared far in advance.

OFFICER model only. In your Command phase, the bearer can issue one additional Order.

REACTIVE COMMAND

A natural tactician, this officer responds to their opponent's manoeuvres in swift and decisive fashion, never allowing the foe to dictate the battle.

OFFICER model only. Each time an enemy unit is set up within 9" of the bearer's unit, the bearer can issue one Order. This is not counted towards the number of Orders the bearer can issue in a battle round.

The sheer strength, breadth and depth of the forces available to the Astra Militarum allows for the blending together of elements of multiple regiments to form armies capable of taking on any foe. Lightly armed infantry anchor the line with their lasguns, Heavy Weapons Squads bolstering their firepower. Armoured transports convey elite special forces into the fray whilst tank squadrons and Sentinels strike at the flanks, engaging enemy vehicles and other targets of opportunity. Whether fighting through dense urban environments thick with heretics or repelling xenos assailants with artillery barrages and tank gun cannonades, Combined Arms forces possess the units to counter any enemy they may face.

COORDINATED ACTION

COMBINED ARMS – BATTLE TACTIC STRATAGEM

1CP

The potency of armour and infantry is greatly enhanced when both work in close concert.

WHEN: Start of any phase.

TARGET: One **REGIMENT** unit from your army and one **SQUADRON** unit from your army within 6" of and visible to that **REGIMENT** unit.

EFFECT: Until the end of the phase, Orders affecting one of your units affect the other, and vice versa.

REINFORCEMENTS!

COMBINED ARMS – STRATEGIC PLOY STRATAGEM

2CP

So numerous are the infantry of the Astra Militarum that fresh reserves can be called up at a moment's notice.

WHEN: Any phase.

TARGET: One **INFANTRY REGIMENT** unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.

EFFECT: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength and with all of its wounds remaining.

RESTRICTIONS: This Stratagem cannot be used to return destroyed **CHARACTER** units to Attached units.

FLEXIBLE COMMAND

COMBINED ARMS – STRATEGIC PLOY STRATAGEM

2CP

Some Astra Militarum officers have served with infantry and armour, and are equally adept at commanding either.

WHEN: Your Command phase.

TARGET: Any number of **ASTRA MILITARUM OFFICER** units from your army.

EFFECT: Until the end of the phase, your **OFFICERS** can issue Orders to **REGIMENT** units and **SQUADRON** units.

FIELDS OF FIRE

COMBINED ARMS – BATTLE TACTIC STRATAGEM

1CP

Armour and infantry work in concert, forming overlapping fields of fire against which neither cover nor heavy armour can protect.

WHEN: Your Shooting phase.

TARGET: One **REGIMENT** unit and one **SQUADRON** unit from your army that have not been selected to shoot this phase.

EFFECT: Select one enemy unit. Until the end of the phase, each time your selected **REGIMENT** and **SQUADRON** units make an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

INSPIRED COMMAND

COMBINED ARMS – EPIC DEED STRATAGEM

1CP

The greatest officers make their voices heard at the critical moment, their orders swift and decisive.

WHEN: Your opponent's Command phase.

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

EFFECT: Your **OFFICER** can issue one Order as if it were your Command phase.

STALWART PROTECTOR

COMBINED ARMS – BATTLE TACTIC STRATAGEM

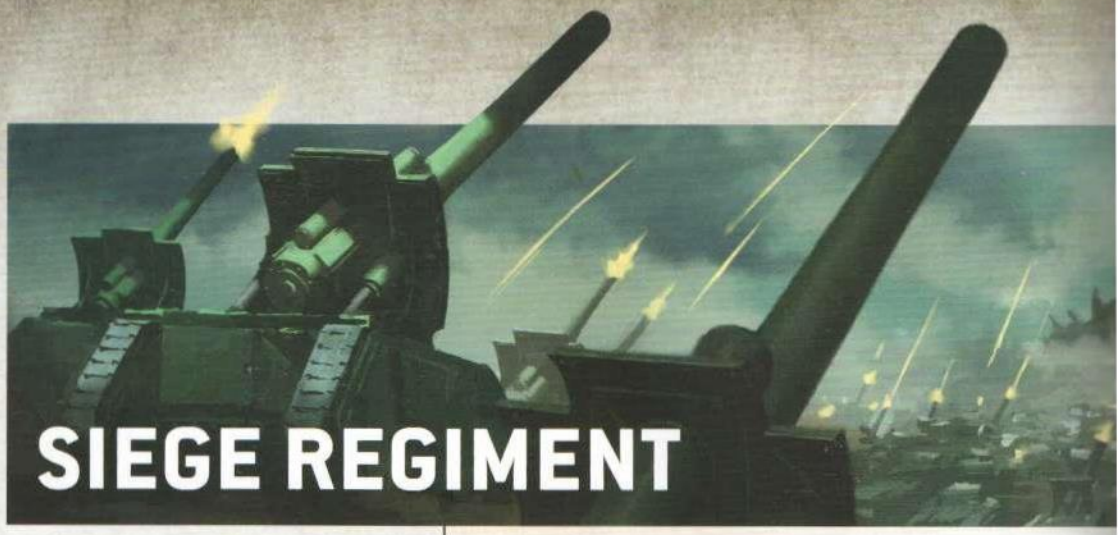
1CP

The indefatigable tanks of the Astra Militarum serve as mobile cover for the troops marching in their shadow.

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

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

EFFECT: Until the end of the phase, each time a ranged attack is allocated to an **INFANTRY** model from your army, if that model is not fully visible to every model in the attacking unit because of your **VEHICLE**, that model has the Benefit of Cover against that attack.



SIEGE REGIMENT

DETACHMENT RULE

ARTILLERY SUPPORT

Artillery barrages lay the ground for the assault to come.

At the start of the battle round, select one of the following types of artillery support.

- **Creeping Barrage:** 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 Advance and Charge rolls made for it.

- **Incendiary Bombardment:** Select a number of enemy units more than 12" from every model from your army that is on the battlefield. Until the end of the battle round, those enemy units are scattered. While a unit is scattered, it cannot have the Benefit of Cover. The maximum number of units you can select in this way depends on the battle size, as shown below.

- **Smoke Shells:** Select a number of units from your army. Until the end of the battle round, those units have the Stealth ability. The maximum number of units you can select in this way depends on the battle size, as shown below.

BATTLE SIZE	MAXIMUM NUMBER OF UNITS
Incursion	2
Strike Force	3
Onslaught	4

ENHANCEMENTS

EAGER ADVANCE

This officer relishes serving in the vanguard and seeks to take up a forward position to be closer to the foe when the firing begins.

INFANTRY OFFICER model only. While the bearer is leading a **REGIMENT** unit, that unit has the Scouts 6" ability.

FLASH GRENADES

These grenades emit loud bangs and bright flashes of light, disorienting defenders and allowing the officer and their bodyguard to press home their assault.

INFANTRY OFFICER model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

LEGACY SIDEARM

Handed down by a mentor, this officer's pistol is an artificer-crafted example of its type, and is all the deadlier for it.

INFANTRY OFFICER model only. Add 2 to the Attacks characteristics of the bearer's Pistols.

STALWART'S HONOURS

Such is this officer's aura of confidence that the soldiers under their command march into battle heedless of incoming fire, trusting in that old adage of the faithful – the Emperor protects.

OFFICER model only. While the bearer is leading a unit, when that unit is issued an Order, it is also affected by the Take Cover! Order.

By deploying massed field artillery and overwhelming waves of infantry, Siege Regiments can break the will of any foe, no matter how stubborn and resilient they may be. Preparatory barrages herald the offensive. Shells rain down from above to smash into fortified positions. Explosive impacts illuminate the battlefield. Whistles and sirens sound whilst flares arc over enemy positions, signalling waves of infantry to clamber from cover and advance towards the foe with bayonets fixed. Breaking through the foes defences, hardened veteran warriors shoot, club and bludgeon their way towards their objectives mercilessly. Thundering over the heads of these combatants, waves of cavalry rush forward to fall upon fleeing soldiers with curved sabres and frag-tipped lances, bringing the fighting to a bloody conclusion.

TRENCH FIGHTERS

SIEGE REGIMENT – BATTLE TACTIC STRATAGEM

1CP

Inured to the savage horrors of trench warfare, these warriors will fight until their last breath.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ASTRA MILITARUM INFANTRY** 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 a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 2 to the result if it is a **REGIMENT** model. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

OVER THE TOP

SIEGE REGIMENT – STRATEGIC PLOY STRATAGEM

2CP

The whistle blows to signal the attack. Waves of infantry emerge from cover to advance upon the foe.

WHEN: Start of your Command phase.

TARGET: One **INFANTRY OFFICER** model from your army.

EFFECT: Until the end of the phase, when your model issues the Move! Move! Move! Order, it can issue that Order to any number of eligible friendly **INFANTRY REGIMENT** units, regardless of range to your model.

FLARE BURST

SIEGE REGIMENT – WARGEAR STRATAGEM

1CP

As the infantry assault proceeds, flares are fired into the skies, illuminating opponents below.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, each time your unit makes an attack that targets a visible enemy unit within 12", you can re-roll the Hit roll.

CALLOUS SACRIFICE

SIEGE REGIMENT – BATTLE TACTIC STRATAGEM

1CP

All victory requires sacrifice. The destruction of the enemy must always take priority over the preservation of lives.

WHEN: Your Shooting phase.

TARGET: One **PLATOON** unit from your army that is within Engagement Range of one or more enemy units.

EFFECT: Until the end of the phase, enemy units are not considered to be within Engagement Range of your unit for the purposes of selecting targets of ranged weapons. Until the end of the phase, each time an enemy model loses a wound, while that model's unit is within Engagement Range of your unit, roll one D6: on a 4+, one model from your unit is destroyed after the attacking unit has finished making its attacks.

FURIOUS FUSILLADE

SIEGE REGIMENT – STRATEGIC PLOY STRATAGEM

1CP

Whilst accuracy has its benefits, sheer weight of fire is no less effective at bringing down the foe.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, add 1 to the Attacks characteristic of ranged weapons equipped by models in your unit while targeting an enemy unit within half range.

MINEFIELD

SIEGE REGIMENT – WARGEAR STRATAGEM

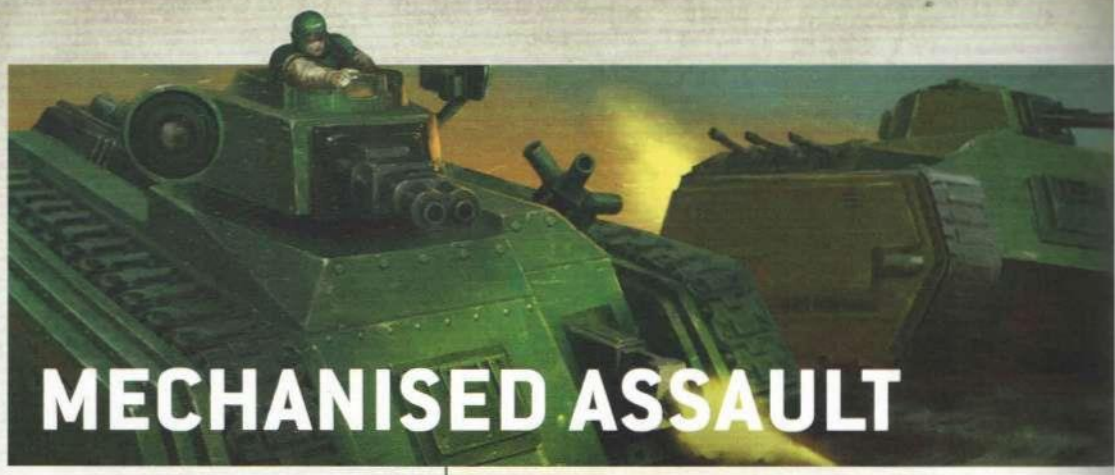
1CP

Sappers have laid down a network of mines across the battlefield. Should the enemy attempt an ill-advised assault, they will surely suffer for it.

WHEN: Start of your opponent's Charge phase.

TARGET: One **PLATOON** unit from your army.

EFFECT: Until the end of the phase, each time an enemy unit ends a Charge move within Engagement Range of your unit, roll one D6 for each model in that enemy unit: for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).



MECHANISED ASSAULT

DETACHMENT RULE

ARMOURED FIST

Astra Militarum mechanised forces combine heavy armour with elite infantry. Reliant on speed and short-ranged firepower, the armoured spearhead hurtles through the enemy line and deploys its cargo of shock troops to cut the enemy down with volleys of lasgun fire.

Each time an **ASTRA MILITARUM** model from your army makes a ranged attack in a turn in which it disembarked from a **TRANSPORT**, add 1 to the Wound roll.

ENHANCEMENTS

BOLD LEADERSHIP

This officer's aggressive command style sees them lead the advance personally, planting the regiment's colours on seized objectives and leaving following troops to defend the ground they have gained.

INFANTRY OFFICER model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any **TRANSPORT** it is embarked within) is within range of that objective marker, that objective marker remains under you control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

SACRED UNGUENTS

Regimental Tech-Priests bless the vehicles under their charge with holy prayer and sacred oils.

ASTRA MILITARUM TECH-PRIEST ENGINSEER model only. At the start of your Shooting phase, select one **TRANSPORT** from your army (excluding **AIRCRAFT** and **TITANIC** units) within 3" of the bearer. Until the end of the phase, each time that **TRANSPORT** makes an attack, you can re-roll the Hit roll.

SMOKE GRENADES

Smokescreens provide cover for the infantry advance and enable troops to disembark safely.

INFANTRY OFFICER model only. The bearer's unit has the Benefit of Cover and the Stealth ability while the bearer's unit is wholly within 3" of one or more friendly **TRANSPORT** models.

VANGUARD HONOURS

Decorated veteran officers know when and where to press home the assault, ensuring their squad disembarks in the optimum position.

INFANTRY OFFICER model only. The bearer's unit can disembark from a **TRANSPORT** after it has Advanced. If it does, it counts 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.

Whilst firepower can be a deciding factor in any battle, speed is equally crucial. Mechanised forces employ armoured transports such as the venerable and ubiquitous Chimera and the swift Taurox to force breaches in the enemy line and deploy infantry to a position of maximum effect. As the foot soldiers disembark, mounted weapons provide covering fire and smoke launchers lay down an obscuring screen. Thus are the enemy outflanked and their positions taken. Before the foe can counterattack, the infantry are aboard their transports again, driving hard towards the next objective. Such swift assaults are often supported by aerial assets, mobile artillery and heavy armour, providing them with much needed firepower should rapidity prove insufficient.

VOX-RELAY

MECHANISED ASSAULT – WARGEAR STRATAGEM

1CP

This armoured transport has been modified to house a tactical command suite and vox-relay, enabling embarked officers to give orders from relative safety.

WHEN: Your Command phase.

TARGET: One **INFANTRY OFFICER** unit from your army embarked within a **TRANSPORT**. You can use this Stratagem on that unit even though it is embarked within a **TRANSPORT**.

EFFECT: Until the end of the phase, your unit can issue Orders even though it is not on the battlefield, and it can issue Orders to **ASTRA MILITARUM TRANSPORT** units from your army (excluding **TITANIC** units) regardless of the distance to and from your unit's **TRANSPORT**.

RAPID DISPERSAL

MECHANISED ASSAULT – STRATEGIC PLOY STRATAGEM

1CP

Troops trained in mechanised combat disembark swiftly from their transport's hatches, avoiding incoming fire and advancing on their objectives.

WHEN: Your Movement phase.

TARGET: One **ASTRA MILITARUM INFANTRY** unit from your army that disembarked from a **TRANSPORT** this phase.

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

CLEAR AND SECURE

MECHANISED ASSAULT – BATTLE TACTIC STRATAGEM

1CP

Mechanised charges rely upon shock, awe and speed to secure ground. Any enemies that block the path must be obliterated swiftly.

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 that targets a unit within range of an objective marker, you can re-roll the Hit roll and you can re-roll the Wound roll.

SWIFT INTERCEPTION

MECHANISED ASSAULT – BATTLE TACTIC STRATAGEM

1CP

Fast-moving armoured transports allow a commander to react quickly to enemy movements and intercept outflanking opponents.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **TRANSPORT** unit from your army (excluding **TITANIC** units) that is not within Engagement Range of one or more enemy units, and is within 9" of the enemy unit that just ended that move.

EFFECT: Your **TRANSPORT** can make a Normal move of up to 6".

HASTY EXTRACTION

MECHANISED ASSAULT – BATTLE TACTIC STRATAGEM

1CP

Should the tide turn against them, mechanised forces swiftly re-embark their transports in order to reposition.

WHEN: Your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move.

TARGET: One **ASTRA MILITARUM INFANTRY** unit from your army that was selected as a target of that charge.

EFFECT: Provided your unit is not within Engagement Range of one or more enemy units and every model in your unit is within 3" of an **ASTRA MILITARUM TRANSPORT** from your army, it can embark within that **TRANSPORT**.

MOVE OUT

MECHANISED ASSAULT – STRATEGIC PLOY STRATAGEM

1CP

High command's priorities have shifted. Swift embarkation and redeployment is required.

WHEN: End of your opponent's turn.

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

EFFECT: Provided your unit is not within Engagement Range of one or more enemy units and every model in your unit is within 3" of an **ASTRA MILITARUM TRANSPORT** from your army, it can embark within that **TRANSPORT**.



HAMMER OF THE EMPEROR

DETACHMENT RULE

IRON TREAD

The armoured spearhead of an Astra Militarum army group grinds relentlessly forward, ploughing through enemy infantry with arrogant disregard.

Each time a **SQUADRON** unit from your army Advances, do not make an Advance roll for it; until the end of the phase, add 6" to the Move characteristic of models in that unit, and when making that Advance move, that unit can move within Engagement Range of enemy models but cannot end that move within Engagement Range of enemy models.

ENHANCEMENTS

CALM UNDER FIRE

In clipped tones, this officer issues clear and precise orders to the vehicles under their command – regardless of the bloodshed.

VEHICLE OFFICER model only. Once per turn, after the bearer issues an Order to a **SQUADRON** unit from your army, it can issue the same Order to another **SQUADRON** unit from your army.

INDOMITABLE STEED

This officer goes to war in a favoured vehicle that – whether by fortune or apparent divine intervention – has survived dozens of battles despite suffering heavy damage on multiple occasions.

VEHICLE OFFICER model only. The bearer has the Feel No Pain 6+ ability.

REGIMENTAL BANNER

A regimental banner flies from this command vehicle, its colours displaying the might of the Astra Militarum for all to see.

VEHICLE OFFICER model only. Add 3 to the bearer's Objective Control characteristic.

VETERAN CREW

Drilled endlessly by the officer in command, the crew of this tank are crack shots who know how to make every shell count.

VEHICLE OFFICER model only. Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

There is no greater expression of the Imperium's military and industrial might than the massed battle tanks of an armoured regiment. Formidable vehicles such as the Leman Russ, Rogal Dorn and the colossal and indomitable Baneblade roll steadily forward, grinding obstacles and enemy soldiers beneath their steel tread. Artillery fire and orbital strikes rain down to shake the foes loose from their fortified positions and shatter any impediment to the armoured advance. Accompanying infantry squads dart between the behemoths as they roll toward the enemy, protecting exposed flanks from ambush and rooting out foes from trenchworks and ruins. Opposing infantry and armour are obliterated from range by battle cannons, immolated by sponson-mounted flamers, or mercilessly gunned down by coaxial autocannons and pintle-mounted stubbers.

FINAL HOUR

HAMMER OF THE EMPEROR – EPIC DEED STRATAGEM

1CP

Even with flames licking through the interior of their vehicle, this crew refuse to abandon their positions, regardless of the risk to their lives.

WHEN: Your Command phase.

TARGET: One **SQUADRON** unit from your army that is Below Half-strength (excluding **OFFICER** units).

EFFECT: Until the end of the battle round, ranged weapons equipped by models in your unit (excluding [ONE SHOT] weapons) have the [HAZARDOUS] ability, and each time a model in your unit makes a ranged attack, you can ignore any or all modifiers to that attack's Ballistic Skill characteristic and to the Hit roll.

BLAZING ADVANCE

HAMMER OF THE EMPEROR – BATTLE TACTIC STRATAGEM

1CP

By petitioning the machine spirits of their vehicles, tank crews push their armoured steeds beyond conventional limits.

WHEN: Your Movement phase, just after a **SQUADRON** unit from your army Advances.

TARGET: That **SQUADRON** unit.

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

TACTICAL WITHDRAWAL

HAMMER OF THE EMPEROR – STRATEGIC PLOY STRATAGEM

1CP

Even in retreat, the armoured fist of the Astra Militarum keep their cannons firing.

WHEN: Your Movement phase, just after a **SQUADRON** unit from your army Falls Back.

TARGET: That **SQUADRON** unit.

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

CRASH THROUGH

HAMMER OF THE EMPEROR – STRATEGIC PLOY STRATAGEM

1CP

Ruins, barricades, bunkers; few such structures can impede the grinding advance of an Astra Militarum armoured corps.

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 as if they were not there.

FURIOUS CANNONADE

HAMMER OF THE EMPEROR – BATTLE TACTIC STRATAGEM

1CP

At close range, armoured vehicles open up with their full complement of weapons, dispensing the Emperor's righteous wrath.

WHEN: Your Shooting phase.

TARGET: One **SQUADRON** 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 unit within 12", improve the Armour Penetration characteristic of that attack by 1.

ABLATIVE PLATING

HAMMER OF THE EMPEROR – WARGEAR STRATAGEM

2CP

Crews routinely reinforce their vehicle's armour, adding ablative plating, track links, sandbags and other means to protect the hull.

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

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

EFFECT: Until the end of the phase, each time an attack is allocated to your unit, subtract 1 from the Damage characteristic of that attack.



RECON ELEMENT

DETACHMENT RULE

MASTERS OF CAMOUFLAGE

Reconnaissance infantry use face paint, camo-pattern fatigues, ghillie suits and more to conceal themselves from the foe. Vehicles are camouflaged using netting and disruptive camo patterns, enabling them to blend into surrounding terrain. Suitably outfitted, recon forces need only rely upon stealth and concealment rather than heavy armour for protection.

ASTRA MILITARUM WALKER and **REGIMENT** models from your army have the Benefit of Cover. While such a model has the Benefit of Cover for any other reason (e.g. because it is wholly within a **RUIN**), improve the Save characteristic of models in that unit by 1 (to a maximum of 3+).

ENHANCEMENTS

GUERRILLA HONOURS

This officer is a specialist in covert warfare, their experience ensuring they know exactly when to redeploy their forces and close the jaws of their pre-prepared trap.

INFANTRY OFFICER model only. After both players have deployed their armies, if the bearer is on the battlefield, select up to three other **ASTRA MILITARUM INFANTRY** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

SCARE GAS GRENADES

Filled with powerful hallucinogens, these grenades overwhelm the senses of those who breathe their fumes, causing them to panic and flee their positions.

ASTRA MILITARUM INFANTRY model only. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, select one enemy unit within 8" of the bearer's unit (excluding **MONSTER** and **VEHICLE** units); that unit must take a Battle-shock test.

SURVIVAL GEAR

Whether equipped with climbing gear, machetes or snow shoes, this unit moves swiftly across inhospitable terrain to engage the enemy.

ASTRA MILITARUM INFANTRY model only. The bearer has the Scouts 6" ability.

TRIPWIRES

Carefully placed tripwires detonate booby traps as the enemy advance, the resulting explosions causing the foe to halt in their tracks.

ASTRA MILITARUM INFANTRY model only. Each time an enemy **INFANTRY** or **MOUNTED** unit ends a Normal, Advance, Charge or Fall Back move within 9" of the bearer's unit, roll one D6: on a 4+, until the start of your next turn, that enemy unit is stunned. While a unit is stunned, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

On occasion, the scalpel is a more suitable tool than the chainsword. In campaigns where the enemy possesses numerical superiority or where the conditions preclude attritional, static warfare, the light infantry and reconnaissance elements of the Astra Militarum come to the fore. These Recon Elements are surgical in their methods of warfare. Formed of experienced infantry – often drawn from death world regiments or elite special forces units – these warriors are able to operate for extended periods behind enemy lines. They are masters of hit-and-fade strikes, diversionary tactics and guerrilla warfare, supported by Sentinel combat walkers, fast-moving cavalry and other swift flanking units. Utilising their superior fieldcraft and mobility, Recon Elements draw their opponents into ill-advised assaults, whittling away their strength piece by piece.

CRACK SHOTS

RECON ELEMENT – BATTLE TACTIC STRATAGEM

1CP

Reconnaissance units are often comprised of experienced survivalists and hunters, many of whom are expert marksmen.

WHEN: Your Shooting phase.

TARGET: One **PLATOON** 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 **[PRECISION]** ability.

DRAW THEM OUT

RECON ELEMENT – STRATEGIC PLOY STRATAGEM

1CP

Light infantry utilise harassing fire to draw their enemies into position for an ambush.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **PLATOON** unit from your army that is within 9" of that enemy unit, and is not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to 6".

SCRAMBLE FIELD

RECON ELEMENT – WARGEAR STRATAGEM

1CP

This unit is equipped with a scramble field generator, a device capable of disrupting teleportation beacons and other homing technology.

WHEN: Start of your opponent's Reinforcements step.

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

EFFECT: Until the end of the phase, enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of your unit.

COURAGEOUS DIVERSION

RECON ELEMENT – STRATEGIC PLOY STRATAGEM

1CP

These soldiers scream blood-curdling battle cries as they rush forwards, emboldening their squadmates and causing the enemy to waver.

WHEN: Start of your opponent's Shooting phase.

TARGET: One **ASTRA MILITARUM INFANTRY** or **ASTRA MILITARUM MOUNTED** unit from your army.

EFFECT: Until the end of the phase, your unit has the Feel No Pain 6+ ability, and each time an enemy model makes an attack, if your unit is the closest eligible target, subtract 1 from the Hit roll.

TANGLEFOOT GRENADES

RECON ELEMENT – WARGEAR STRATAGEM

1CP

Employed by skirmishers and recon troops, tanglefoot grenades ensnare advancing infantry, slowing their advance.

WHEN: Start of your opponent's Charge phase.

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

EFFECT: Until the end of the phase, each time an enemy unit selects your unit as the target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).

SCOUTING OUTRIDERS

RECON ELEMENT – BATTLE TACTIC STRATAGEM

1CP

Sentinels and cavalry units use their speed and mobility to outflank the foe, ready to strike at the most opportune moment.

WHEN: End of your opponent's turn.

TARGET: One **ASTRA MILITARUM MOUNTED** or **ASTRA MILITARUM WALKER** unit from your army that is wholly within 10" of one or more battlefield edges and not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

EXAMPLE ARMIES

There are many ways to collect an Astra Militarum army, whether you use an existing regimental colour scheme and background, or invent your own. Here you will find examples to inspire your collecting journey.

1 Dave's force are experienced cold-weather fighters. Their pale blue and grey camouflage allows them to blend in as they do battle across ice flows, amidst snowdrifts and on barren tundra.

2 Rebecca's impressive Cadian regiment contains no fewer than thirty-three armoured vehicles! Rebecca has also converted one of her Leman Russ tanks by cutting down a plastic Commissar and fitting him into the vehicle's cupola. The Commissar's tank has even been painted in the red and black colours of the Officio Prefectus.

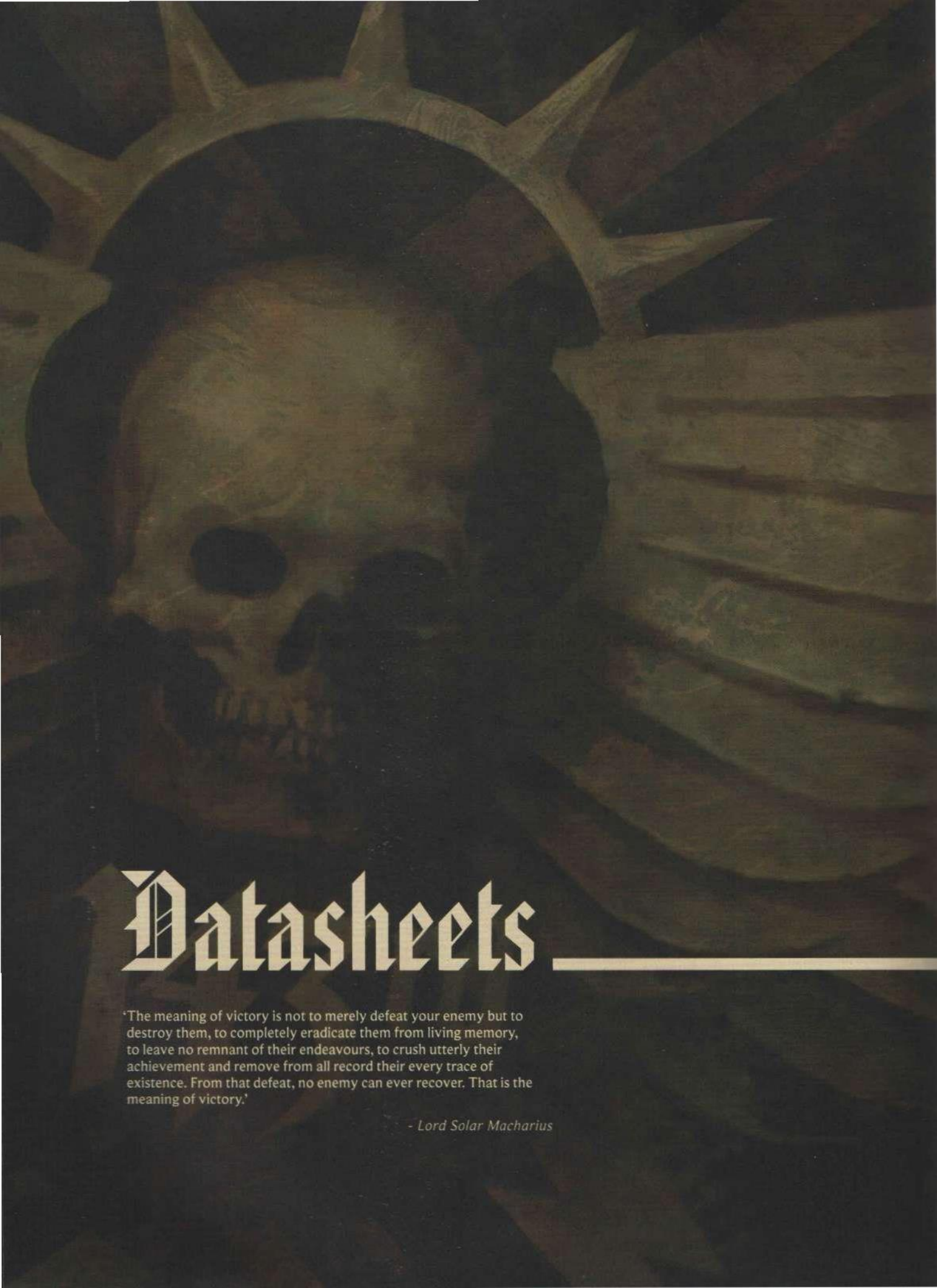
3 Harvey has painted their Cadians in the colours of the Cadian 122nd Regiment, who are specialists in urban combat. The midnight blue and grey camouflage applied to their armour and fatigues help conceal them against the dark façades of the surrounding buildings.







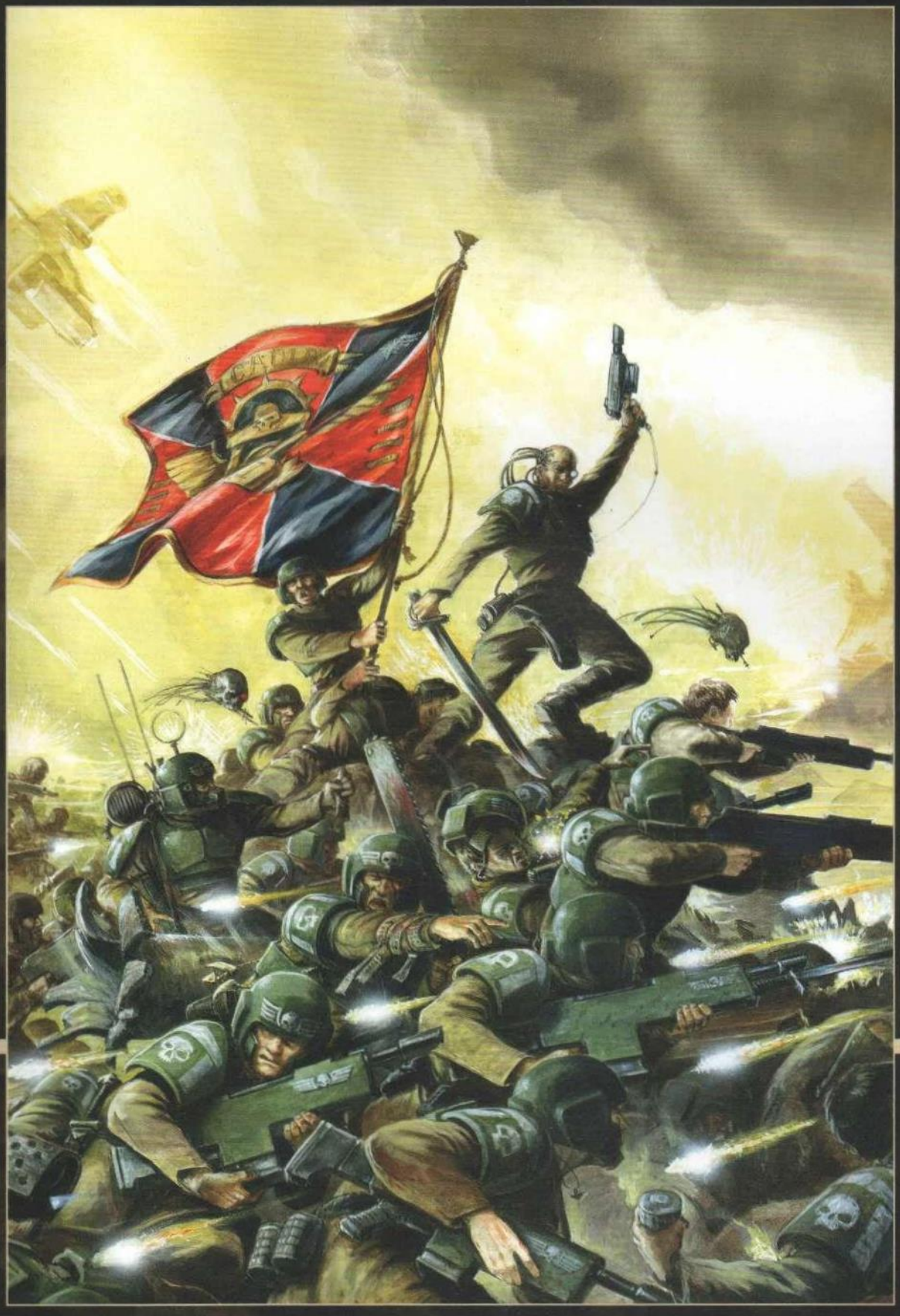
3



Datasheets

'The meaning of victory is not to merely defeat your enemy but to destroy them, to completely eradicate them from living memory, to leave no remnant of their endeavours, to crush utterly their achievement and remove from all record their every trace of existence. From that defeat, no enemy can ever recover. That is the meaning of victory.'

- Lord Solar Macharius



LORD SOLAR LEONTUS

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

4+ INVULNERABLE SAVE



Arcadian Leontus wields entire armies of the Astra Militarum against apocalyptic invasions and sectorwide insurgencies. A war scholar and master tactician, the Lord Solar bestrides the battlefield on his cybernetic stallion, Konstantin, levelling his blade at the foe as he bellows his orders.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Sol's Righteous Gaze [PISTOL]	12"	2	2+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Conquest	Melee	6	2+	6	-2	2
Konstantin's hooves [EXTRA ATTACKS]	Melee	2	4+	4	0	1

LEADER

This model can be attached to the following units: **Attilan Rough Riders**, **Cadian Shock Troops**, **Catachan Jungle Fighters**, **Death Korps of Krieg**, **Death Riders**, **Kasrkin**, **Krieg Combat Engineers**

SUPREME COMMANDER

If this model is in your army, it must be your **Warlord**.

ABILITIES

CORE: **Leader**

FACTION: **Voice of Command**

The Lord Solar: At the start of your Command phase, if this model is on the battlefield, you gain 1CP.

The Collegiate Astrolex: After both players have deployed their armies, select up to three **Astra Militarum** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

ORDERS

This **Officer** can issue up to 3 Orders to **Astra Militarum** units.

UNIT COMPOSITION

- **1 Lord Solar Leontus – Epic Hero**

This model is equipped with: Sol's Righteous Gaze; Conquest; Konstantin's hooves.

KEYWORDS: **Mounted, Character, Epic Hero, Imperium, Officer, Lord Solar Leontus**

FACTION KEYWORDS: **Astra Militarum**



URSULA CREED

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

5+ INVULNERABLE SAVE



The Lord Castellan of Cadia is a forbidding and implacable strategist, and a symbol of the enduring indomitability of Cadia's armies. Ursula Creed's superior generalship, forged over long years, has seen her lead numerous Imperial armies to victory against the enemies that threaten the Imperium.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Duty and Vengeance (PISTOL)	12"	4	3+	5	-2	1

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

LEADER

This model can be attached to the following units: **CADIAN SHOCK TROOPS, KASRKIN**

ABILITIES

CORE: **Leader**

FACTION: **Voice of Command**

Lord Castellan: While this model is leading a unit, that unit can be affected by up to two different Orders at the same time.

Tactical Genius: Once per battle round, one friendly **REGIMENT** unit within 12" of this model can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

ORDERS

This **OFFICER** can issue up to 3 Orders to **REGIMENT** units.

UNIT COMPOSITION

- **1 Ursula Creed – EPIC HERO**

This model is equipped with: Duty and Vengeance; power weapon.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



CADIAN CASTELLAN

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

5+ INVULNERABLE SAVE



Strategic senior officers often ranking as captains or colonels, Cadian Castellans are authoritative leaders of the fallen world's forces. Bearing a panoply of armaments and insignia that mark their high office, they wield their weapons as skilfully as they command the soldiers beneath them.

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

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

WARGEAR OPTIONS

- This model's chainsword can be replaced with one of the following:
  - 1 boltgun and 1 close combat weapon
  - 1 power fist
  - 1 power weapon
- This model's laspistol can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol

LEADER

This model can be attached to the following units: **CADIAN SHOCK TROOPS, KASRKIN**

ABILITIES

CORE: **Leader**

FACTION: **Voice of Command**

Senior Officer: While this model is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Get Back in the Fight: While this model is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

ORDERS

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

UNIT COMPOSITION

- **1 Cadian Castellan**

This model is equipped with: laspistol; chainsword.

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**



Cadian Castellan with laspistol and power fist



Cadian Castellan with bolt pistol and power weapon



Veteran Guardsman with flamer



Veteran Guardsman with lasgun and medi-pack

CADIAN COMMAND SQUAD

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



Cadia's officers are exceptional leaders. Trained to be the best, they expect no less from their troops. They are as inspiring as the standards carried in their wake and as motivational as the orders issued via their vox-operators.

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

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

WARGEAR OPTIONS

- 1 Cadian Veteran Guardsman's lasgun and regimental standard can be replaced with one of the following:
  - 1 flamer
  - 1 grenade launcher
  - 1 meltagun
  - 1 plasma gun
- 1 Cadian Veteran Guardsman's laspistol can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
- The Cadian Commander's laspistol can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
- 1 Cadian Veteran Guardsman's chainsword can be replaced with one of the following:
  - 1 flamer and 1 close combat weapon
  - 1 grenade launcher and 1 close combat weapon
  - 1 meltagun and 1 close combat weapon
  - 1 plasma gun and 1 close combat weapon
  - 1 power fist
  - 1 power weapon
- The Cadian Commander's chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 power weapon

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

ABILITIES

CORE: **Leader**

FACTION: **Voice of Command**

Cadia Stands!: While this unit contains an **OFFICER**, each time a ranged attack targets this unit, if this unit is within range of an objective marker you control, models in this unit have the Benefit of Cover against that attack.

WARGEAR ABILITIES

Master Vox: Each time the **OFFICER** in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

Medi-pack: At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed **PLATOON** models (excluding **CHARACTERS**) to this unit.

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

ORDERS

This unit's **OFFICER** can issue 1 Order to a **REGIMENT** unit.

UNIT COMPOSITION

- **1 Cadian Commander**
- **4 Cadian Veteran Guardsmen**

The Cadian Commander is equipped with: laspistol; chainsword.

1 Cadian Veteran Guardsman is equipped with: laspistol; chainsword.

1 other Cadian Veteran Guardsman is equipped with: lasgun; master vox; close combat weapon.

1 other Cadian Veteran Guardsman is equipped with: lasgun; medi-pack; close combat weapon.

1 other Cadian Veteran Guardsman is equipped with: lasgun; regimental standard; close combat weapon.

LEADER

This unit can be attached to the following unit: **CADIAN SHOCK TROOPS**

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

FACTION KEYWORDS: **ASTRA MILITARUM**

KRIEG COMMAND SQUAD

M	T	SV	W	LD	OC	
6"	3	5+	3	6+	1	LORD COMMISSAR
6"	3	5+	1	7+	1	VETERAN GUARDSMAN



The Death Korps of Krieg's officer korps are brave bordering on reckless. Their casualty rates are such that it is not uncommon for a representative of the Officio Prefectus, most commonly a high-ranking Commissar, to step into their place and take command, ably assisted by a retinue of veterans and junior officers.

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

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

WARGEAR OPTIONS

- 1 Veteran Guardsman's boltgun can be replaced with one of the following:
  - 1 flamer
  - 1 grenade launcher
  - 1 meltagun
  - 1 plasma gun
- The Lord Commissar's power weapon can be replaced with 1 power fist.
- The Lord Commissar can be equipped with 1 plasma pistol.
- 1 Veteran Guardsman's chainsword can be replaced with one of the following:
  - 1 trench club
  - 1 power weapon
- 1 Veteran Guardsman's laspistol can be equipped with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol

LEADER

This unit can be attached to the following units: **Death Korps of Krieg, Krieg Combat Engineers**

ABILITIES

CORE: **Leader**

FACTION: **Voice of Command**

Grim Determination: While this unit contains an **Officer**, you can target this unit with Stratagems even while it is Battle-shocked and Orders issued to this unit do not cease to affect this unit if it becomes Battle-shocked.

ORDERS

This unit's **Officer** can issue 1 Order to a **Regiment** unit.

UNIT COMPOSITION

- **1 Lord Commissar**
- **5 Veteran Guardsmen**

The Lord Commissar is equipped with: laspistol; power weapon.

One Veteran Guardsman is equipped with: laspistol; chainsword.

One Veteran Guardsman is equipped with: laspistol; close combat weapon; alchemyk counteragents; servo-scribes.

One Veteran Guardsman is equipped with: lasgun; close combat weapon; master vox.

One Veteran Guardsman is equipped with: lasgun; close combat weapon; regimental standard.

One Veteran Guardsman is equipped with: boltgun; close combat weapon.

WARGEAR ABILITIES

Master Vox: Each time the **Officer** in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

Alchemyk Counteragents: The bearer's unit has the Feel No Pain 6+ ability against mortal wounds.

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

Servo-scribes: Once per battle, when issuing an Order, the Lord Commissar can issue one additional Order.

Designer's Note: *Place a Servo-scribes token next to the unit, removing it when this ability has been used.*

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

KEYWORDS – ALL MODELS: **Infantry, Grenades, Imperium, Platoon, Krieg, Command Squad** | LORD COMMISSAR: **Character, Officer**

FACTION KEYWORDS: **Astra Militarum**

LORD MARSHAL DREIR

M	T	SV	W	LD	OC
10"	4	4+	6	7+	2

4+ INVULNERABLE SAVE



As is tradition in the armies of Krieg, Lord Marshal Varnan Dreir leads from the front, despite his lofty rank, often to the horror of his superiors. That he and his loyal Krieg steed have emerged from so many battles alive and victorious speaks to his skill as both commander and cavalry soldier.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Laspistol [PISTOL]	12"	1	3+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Sabre of Sacrifice [ANTI-INFANTRY 4+]	Melee	6	2+	6	-2	1
Savage claws [EXTRA ATTACKS]	Melee	2	4+	4	-1	1

LEADER

This unit can be attached to the following unit: **DEATH RIDERS**

UNIT COMPOSITION

- **1 Lord Marshal Dreir – EPIC HERO**

This model is equipped with: laspistol; Sabre of Sacrifice; savage claws.

ABILITIES

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

FACTION: **Voice of Command**

Tough to Kill: The first time this model is destroyed, roll one D6 at the end of the phase. 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 any enemy units, with D3 wounds remaining.

Leading the Charge: Each time this model's unit makes a Charge move, until the end of the turn, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

ORDERS

This **OFFICER** can issue up to 3 Orders to **REGIMENT** units.

KEYWORDS: **MOUNTED, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, OFFICER, LORD MARSHAL DREIR**

FACTION KEYWORDS: **ASTRA MILITARUM**



Power fist and plasma pistol



Lord Commissar



Power weapon





Laspistol



Veteran Guardsman with lasgun and master vox



Veteran Guardsman with meltagun



Veteran Guardsman with grenade launcher



Lord Marshal Dreir

CATACHAN COMMAND SQUAD

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



Catachan officers surround themselves with the most battle-hardened veterans, for only they can be trusted to bear the regiment's battle standards to war. Catachan Command Squads fight with the same aggression as their fellow soldiers, putting themselves in harm's way in order to inspire their troops.

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

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

WARGEAR OPTIONS

- Any number of Veteran Guardsmen can each have their lasgun replaced with one of the following*:
  - 1 flamer
  - 1 grenade launcher
  - 1 heavy flamer
  - 1 meltagun
  - 1 plasma gun
  - 1 sniper rifle

** You cannot select the same weapon from this list more than once per unit.*

- 1 Veteran Guardsman equipped with a lasgun can be equipped with 1 master vox.**
- 1 Veteran Guardsman equipped with a lasgun can be equipped 1 medi-pack.**
- 1 Veteran Guardsman equipped with a lasgun can be equipped with 1 regimental standard.**

*** A model can only take one of these options.*

- The Catachan Commander's laspistol can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
- The Catachan Commander can be equipped with one of the following:
  - 1 boltgun
  - 1 chainsword
  - 1 power fist
  - 1 power weapon

LEADER

This unit can be attached to the following unit: **CATACHAN JUNGLE FIGHTERS**

ABILITIES

CORE: **Leader, Scouts 6"**

FACTION: **Voice of Command**

Gung-ho Command: While this unit contains an **OFFICER**, ranged weapons equipped by models in this unit have the [ASSAULT] ability.

WARGEAR ABILITIES

Master Vox: Each time the **OFFICER** in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

Medi-pack: At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed **PLATOON** models (excluding **CHARACTERS**) to this unit.

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

ORDERS

This unit's **OFFICER** can issue 1 Order to a **REGIMENT** unit.

UNIT COMPOSITION

- **1 Catachan Commander**
- **4 Veteran Guardsmen**

The Catachan Commander is equipped with: laspistol; close combat weapon.

Every Veteran Guardsman is equipped with: lasgun; laspistol; close combat weapon.

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**

SLY MARBO

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



Sly Marbo is a one-man army. He operates alone, striking from ambush before disappearing back into the shadows. A legendary soldier, Marbo has gutted xenos horrors and slit the throats of traitors beyond count with his envenomed blade, and fires hails of poisoned shards from his ripper pistol.

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

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

LONER

This model cannot be selected as your **WARLORD**.

ABILITIES

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

One-man Army: Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attack that targets a friendly **REGIMENT** unit within 3" of this model, after that enemy unit has shot, this model can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

Like Fighting a Shadow: In your Shooting phase, after this model 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 model is not eligible to declare a charge.

UNIT COMPOSITION

- **1 Sly Marbo – EPIC HERO**

This model is equipped with: ripper pistol; envenomed blade.

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

FACTION KEYWORDS: **ASTRA MILITARUM**

'Sly Marbo? The man is a menace. He disregards orders, goes absent without the leave of his superiors and speaks to officers as if they were filth. And yet he has met with more success alone against these Orks than have three of my own regiments.'

- Lieutenant-Colonel Grayne, 12th Brorthir Foot

LEMAN RUSS COMMANDER

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



The venerable Leman Russ makes an excellent command tank. Many officers choose these reliable vehicles, broadcasting orders to other war engines and, when necessary, emerging from their cupola to bellow orders and provide a visible symbol of Imperial power.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Demolisher battle cannon [BLAST]	24"	D6+1	4+	14	-3	D6
Eradicator nova cannon [BLAST, IGNORES COVER]	36"	D3+6	4+	7	-1	2
Executioner plasma cannon – standard [BLAST]	36"	D6+3	4+	7	-2	2
Executioner plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D6+3	4+	8	-3	3
Exterminator autocannon [RAPID FIRE 4, TWIN-LINKED]	48"	4	4+	9	-1	3
Punisher gatling cannon	24"	20	4+	6	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Leman Russ battle cannon [BLAST]	48"	D6+3	4+	10	-1	3
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
Plasma cannon – standard [BLAST]	36"	D3	4+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	4+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Vanquisher battle cannon [HEAVY]	72"	1	4+	18	-4	D6+6

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

WARGEAR OPTIONS

- This model's Leman Russ battle cannon can be replaced with one of the following:
  - 1 demolisher battle cannon
  - 1 eradicator nova cannon
  - 1 executioner plasma cannon
  - 1 exterminator autocannon
  - 1 punisher gatling cannon
  - 1 vanquisher battle cannon
- This model's lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter
- This model can be equipped with 1 hunter-killer missile.

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Voice of Command**

Vox-net: Each time this model issues an Order, it can issue it to an eligible unit up to 12" away.

Death Befitting An Officer: When this model is destroyed, roll one D6: on a 2+, do not remove it from play – it can, after the attacking model's unit has finished making its attacks, shoot as if it were your Shooting phase and as if it had its full wounds remaining. This model is then removed from play.

ORDERS

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

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Leman Russ Commander**

This model is equipped with: lascannon; Leman Russ battle cannon; armoured tracks.

KEYWORDS: **VEHICLE, CHARACTER, SMOKE, SQUADRON, IMPERIUM, OFFICER, LEMAN RUSS COMMANDER**

FACTION KEYWORDS: **ASTRA MILITARUM**

ROGAL DORN COMMANDER

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



Tank Commanders are given a degree of freedom to choose their preferred command vehicle. Some opt for the might of a Rogal Dorn, marking targets, issuing precise commands to turret and sponson gunners, and providing an example of efficiency and combat prowess to the squadrons in their charge.

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

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

WARGEAR OPTIONS

- This model's twin battle cannon can be replaced with 1 oppressor cannon and 1 coaxial autocannon.
- This model's castigator gatling cannon can be replaced with 1 pulveriser cannon.
- This model can be equipped with one of the following:
  - 2 meltaguns
  - 2 additional heavy stubbers
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 multi-meltas

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Voice of Command**

Vox-net: Each time this model issues an Order, it can issue it to an eligible unit up to 12" away.

Called Shots: Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving its attacks.

ORDERS

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

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.

UNIT COMPOSITION

- **1 Rogal Dorn Commander**

This model is equipped with: castigator gatling cannon; heavy stubber; twin battle cannon; armoured tracks.

KEYWORDS: **VEHICLE, CHARACTER, SMOKE, SQUADRON, IMPERIUM, OFFICER, ROGAL DORN COMMANDER**

FACTION KEYWORDS: **ASTRA MILITARUM**

PRIMARIS PSYKER

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



Primaris Psykers' empyrically attuned minds are steeled against the manifold dangers risked by unsanctioned wielders of warp powers. These battle-trained psykers support the Astra Militarum's wars with eerie foretelling, warding soldiers against the enemy's witchcraft and unleashing tempests of their own psychic might.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Laspistol [PISTOL]	12"	1	3+	3	0	1
► Psychic Maelstrom – witchfire [BLAST, DEVASTATING WOUNDS, PSYCHIC]	18"	D6	3+	5	-2	1
► Psychic Maelstrom – focused witchfire [BLAST, DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	18"	D6+1	3+	6	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	3	4+	6	-1	D3

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**

ABILITIES

CORE: **Leader**

Malign Wardings (Psychic): While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Psychic Barrier (Psychic): At the start of your opponent's Shooting phase, you can roll one D6: on a 1, this **Psyker**'s unit suffers D3 mortal wounds; on a 2+, until the end of the phase, models in this **Psyker**'s unit have a 4+ invulnerable save.

UNIT COMPOSITION

- **1 Primaris Psyker**

This model is equipped with: laspistol; Psychic Maelstrom; force weapon.

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

KEYWORDS: **Infantry, Character, Psyker, Imperium, Primaris Psyker**

FACTION KEYWORDS: **Astra Militarum**

NORK DEDDOG

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



Nork Deddog's loyalty and his skills as a bodyguard are beyond question. The hulking Ogryn would rather sustain terrible wounds than permit a single scratch on those he protects. Dozens of victories have been achieved thanks to his unthinking heroism as he shoots, eviscerates or head-butts any threat to his charges.

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

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

LOYAL PROTECTOR

At the start of the Declare Battle Formations step, this model must join one **Command Squad** unit from your army (a **Command Squad** cannot have more than one **Loyal Protector** model joined to it). This model then counts as part of that **Command Squad** for the rest of the battle, and its Starting Strength is increased accordingly. If it is not possible to join this model to a **Command Squad**, it does not take part in the battle and counts as having been destroyed.

While this model is joined to a unit, it can embark within any **Transport** that unit can embark within, and takes up the space of 3 models.

This model cannot be selected as your **Warlord**.

ABILITIES

CORE: **Feel No Pain 5+**

Ogryn Bodyguard: While one or more **Officer** models are in the same unit as this model, those **Officer** models have the Feel No Pain 4+ ability.

Thunderous Head-butt: Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

UNIT COMPOSITION

- **1 Nork Deddog – Epic Hero**

This model is equipped with: ripper gun; huge knife.

KEYWORDS: **Infantry, Character, Epic Hero, Grenades, Imperium, Loyal Protector, Ogryn, Nork Deddog**

FACTION KEYWORDS: **Astra Militarum**

GAUNT'S GHOSTS

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

5+ **INVULNERABLE SAVE*** ** Ibram Gaunt model only*



Colonel-Commissar Ibram Gaunt combines the positions of a feared political officer and the regimental commander of the Tanith First and Only. Joined by the regiment's stealthy and deadly officers and soldiers – those known as Gaunt's Ghosts – Gaunt's infamous raids, secretive missions and unlikely victories have cemented his legend.

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

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

UNIT COMPOSITION

- **1 Ibram Gaunt – Epic Hero**
- **5 Tanith Ghosts**

Ibram Gaunt is equipped with: bolt pistol; Gaunt's chainsword.

1 Tanith Ghost is equipped with: Corbec's hot-shot lascarbine; straight silver knife.

1 Tanith Ghost is equipped with: Rawne's lascarbine; straight silver knife.

1 Tanith Ghost is equipped with: Larkin's long-las; straight silver knife.

1 Tanith Ghost is equipped with: Bragg's autocannon; straight silver knife.

1 Tanith Ghost is equipped with: lascarbine; Mkoll's straight silver knife.

ABILITIES

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

FACTION: **Voice of Command**

Tanith Camo-cloaks: Models in this unit have the Benefit of Cover.

Covert Stealth Team: At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

ORDERS

This unit's **Officer** can issue up to 2 Orders to **Regiment** or **Gaunt's Ghosts** units.

KEYWORDS – ALL MODELS: **Infantry, Grenades, Imperium, Gaunt's Ghosts** | IBRAM GAUNT: **Character, Epic Hero, Officer**

FACTION KEYWORDS: **Astra Militarum**



Colonel-Commissar Ibram Gaunt



Colonel Colm Corbec



Scout Sergeant Dan Mkoll







Major Elim Rawne



Trooper 'Try Again' Bragg



Master Sniper Hlaine Larkin

MILITARUM TEMPESTUS COMMAND SQUAD

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



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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
Grenade launcher – krak	24"	1	3+	9	-2	D3
Hot-shot lasgun [RAPID FIRE 1]	24"	1	3+	3	-1	1
Hot-shot laspistol [PISTOL]	12"	1	3+	3	-1	1
Hot-shot volley gun [RAPID FIRE 2]	30"	2	3+	4	-1	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

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

WARGEAR OPTIONS

- Any number of Tempestus Scions can each have their hot-shot lasgun replaced with one of the following*:
  - 1 flamer
  - 1 grenade launcher
  - 1 hot-shot volley gun
  - 1 meltagun
  - 1 plasma gun
- 1 Tempestus Scion equipped with a hot-shot lasgun can be equipped with 1 regimental standard (that model's hot-shot lasgun cannot be replaced).
- 1 Tempestus Scion's hot-shot lasgun can be replaced with 1 hot-shot laspistol and 1 master vox.
- 1 Tempestus Scion's hot-shot lasgun can be replaced with one of the following:
  - 1 hot-shot laspistol and 1 medi-pack
  - 1 hot-shot lasgun, 1 hot-shot laspistol and 1 medi-pack (that model's hot-shot lasgun cannot be replaced)
- The Tempestor Prime's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 command rod

**You cannot select the same weapon from this list more than once per unit.*

ABILITIES

CORE: **Leader**

Tempestor Prime: While this unit contains a Tempestor Prime, ranged weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

WARGEAR ABILITIES

Medi-pack: At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Tempestus Scions models to this unit.

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

Command Rod: While the bearer is leading a unit, that unit can be affected by up to two different Orders at the same time.

Master Vox: Each time the **OFFICER** in the bearer's unit issues an Order, it can issue it to an eligible unit up to 24" away.

ORDERS

This unit's **OFFICER** can issue 1 Order to a **REGIMENT** unit.

UNIT COMPOSITION

- **1 Tempestor Prime**
- **4 Tempestus Scions**

The Tempestor Prime is equipped with: bolt pistol; Tempestus dagger.

Every Tempestus Scion is equipped with: hot-shot lasgun; close combat weapon.

LEADER

This unit can be attached to the following unit:
TEMPESTUS SCIONS

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**

MINISTORUM PRIEST

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

4+ INVULNERABLE SAVE



Serving amongst the Imperial Guard's regiments to bolster the spiritual strength of its soldiers, Ministorum Priests are fiery zealots and fanatical orators. They do not shy away from combat but wade amongst the foe, their voices raised in prayer to the God-Emperor and in furious castigation of the enemy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Holy pistol [PISTOL]	12"	3	4+	4	0	1
Zealot's vindictor [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	3+	4	-2	1
Zealot's vindictor	Melee	3	4+	5	-1	2

WARGEAR OPTIONS

- This model's zealot's vindictor can be replaced with 1 holy pistol and 1 power weapon.

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**

ABILITIES

CORE: **Leader**

War Hymns: While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Holy Piety: Each time this model makes a melee attack, unless this model's unit is Battle-shocked, you can re-roll the Hit roll.

UNIT COMPOSITION

- **1 Ministorum Priest**

This model is equipped with: zealot's vindictor.

KEYWORDS: **Infantry, Character, Grenades, Imperium, Ministorum Priest**

FACTION KEYWORDS: **Astra Militarum**

TECH-PRIEST ENGINSEER

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

5+ INVULNERABLE SAVE



Adepts of the Omnissiah, Enginseers are robed machine-mystics tasked with using arcane lore and cybernetic arrays to effect battlefield repairs upon damaged fighting machines. To them, every war engine is a priceless artefact of technology, whose spirit need only be roused once more to take revenge on the enemy.

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

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

LEADER

This model can be attached to the following units: **Cadian Shock Troops, Catachan Jungle Fighters, Death Korps of Krieg, Kasrkin, Krieg Combat Engineers**

UNIT COMPOSITION

- **1 Tech-Priest Enginseer**

This model is equipped with: Mechanicus pistol; Enginseer axe; servo-arm.

ABILITIES

CORE: **Leader**

Enginseer: While this model is within 3" of one or more friendly **Astra Militarum Vehicle** units, this model has the Lone Operative ability.

Omnissiah's Blessing: In your Command phase, select one friendly **Astra Militarum Vehicle** model within 3" of this model. That **Vehicle** model regains up to D3 lost wounds and, until the start of your next Command phase, that **Vehicle** model has a 4+ invulnerable save. Each model can only be selected for this ability once per turn.

Vengeance for the Omnissiah: If a friendly **Astra Militarum Vehicle** model is destroyed within 12" of this model, until the end of the battle, this model's Enginseer axe has an Attacks characteristic of 6.

KEYWORDS: **Infantry, Character, Imperium, Tech-Priest Enginseer**

FACTION KEYWORDS: **Astra Militarum**

COMMISSAR

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

5+ INVULNERABLE SAVE



Commissars are ruthless officers charged with maintaining the morale, discipline and fighting spirit of their regiment. With the power to summarily execute any soldier or officer found wanting, they are feared, brooding figures. Their devotion to the Imperium is without doubt and they fight with fanatical bravery.

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

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

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with 1 plasma pistol.
- This model's chainsword can be replaced with 1 power weapon.

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**

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

ABILITIES

CORE: **Leader**

FACTION: **Voice of Command**

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

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

ORDERS

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

UNIT COMPOSITION

- **1 Commissar**

This model is equipped with: bolt pistol; chainsword.

KEYWORDS: **Infantry, Character, Imperium, Officer, Commissar**

FACTION KEYWORDS: **Astra Militarum**



CADIAN SHOCK TROOPS

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



Born soldiers, the Shock Troops of Cadia have trained their entire lives for military service with the Astra Militarum. Decades of rigorous firing drills have forged them into expert sharpshooters. Skilled in both dogged defence and storming assaults, Cadian Shock Troops are held by many as being the ideal soldiers.

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

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

WARGEAR OPTIONS

- For every 10 models in this unit, up to 2 Shock Troopers can each have their lasgun replaced with one of the following:*
  - 1 flamer
  - 1 grenade launcher
  - 1 meltagun
  - 1 plasma gun
- For every 10 models in this unit, 1 Shock Trooper equipped with a lasgun can be equipped with 1 vox-caster (that model's lasgun cannot be replaced).
- Any number of Shock Trooper Sergeants can each have their laspistol replaced with 1 bolt pistol.
- Any number of Shock Trooper Sergeants can each have their laspistol and chainsword replaced with 1 Sergeant's autogun and 1 close combat weapon.

** You cannot select the same weapon more than once per unit unless it contains 20 models, in which case you cannot select the same weapon more than twice per unit.*

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

ABILITIES

Shock Troops: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

WARGEAR ABILITIES

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

UNIT COMPOSITION

- **1 Shock Trooper Sergeant and 9 Shock Troopers**

OR

- **2 Shock Trooper Sergeants and 18 Shock Troopers**

Every Shock Trooper Sergeant is equipped with: laspistol; chainsword.

Every Shock Trooper is equipped with: lasgun; close combat weapon.

This unit can have up to two Leader units attached to it, provided no more than one of those units is a **COMMAND SQUAD** *unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

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

FACTION KEYWORDS: **ASTRA MILITARUM**



Shock Trooper with lasgun



Shock Trooper with flamer



Shock Trooper Sergeant with laspistol and chainsword



Shock Trooper Sergeant with Sergeant's autogun





Shock Trooper with vox-caster and lasgun



Shock Trooper with grenade launcher



Shock Trooper with plasma gun



Meltagun

DEATH KORPS OF KRIEG

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



The grim regiments of the Death Korps of Krieg excel in the most gruelling of conditions, their famous siege regiments resolutely holding key positions no matter the onslaught unleashed upon them. They are extollers of a pitiless cult of sacrifice, but with their legendary endurance, death often claims their foes first.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
Grenade launcher – krak	24"	1	4+	9	-2	D3
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Laspistol [PISTOL]	12"	1	4+	3	0	1
Long-las [HEAVY, PRECISION]	36"	1	4+	4	-2	2
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 [PISTOL]	12"	1	4+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	4+	8	-3	2

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

WARGEAR OPTIONS

- For every 10 models in this unit, up to 2 Death Korps Troopers can each have their lasgun replaced with one of the following*:
  - 1 flamer**
  - 1 grenade launcher**
  - 1 long-las**
- For every 10 models in this unit, up to 2 Death Korps Troopers can each have their lasgun replaced with one of the following*:
  - 1 lasgun and 1 vox-caster*** (that model's lasgun cannot be replaced)
  - 1 meltagun**
  - 1 plasma gun**
- For every 10 models in this unit, 1 Death Korps Trooper equipped with a lasgun can be equipped with 1 Death Korps medi-pack (that model's lasgun cannot be replaced)***.
- Any number of Death Korps Watchmasters can each replace their laspistol and chainsword with 1 bolt pistol and 1 close combat weapon.
- Any number of Death Korps Watchmasters can each replace their chainsword with 1 power weapon.
- Any number of Death Korps Watchmasters can each have their laspistol replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol

** You cannot select the same option more than once per unit unless it contains 20 models, in which case you cannot select the same option more than twice per unit.*

*** You cannot select more than two of these options per unit unless it contains 20 models, in which case you cannot select more than four of these options per unit.*

**** A model can only take one of these options.*

ABILITIES

Grim Demeanour: Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

WARGEAR ABILITIES

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

Death Korps medi-pack: At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Death Korps Troopers to this unit (if this unit contains two models equipped with a Death Korps medi-pack, return up to D3+1 destroyed Death Korps Troopers to this unit instead).

UNIT COMPOSITION

- **1 Death Korps Watchmaster and 9 Death Korps Troopers**

OR

- **2 Death Korps Watchmasters and 18 Death Korps Troopers**

Every Death Korps Watchmaster is equipped with: laspistol; chainsword.

Every Death Korps Trooper is equipped with: lasgun; close combat weapon.

This unit can have up to two Leader units attached to it, provided no more than one of those units is a **COMMAND SQUAD** *unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**

CATACHAN JUNGLE FIGHTERS

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



These heavily muscled soldiers are drawn from a warrior people who survive on the most infamous of death worlds. Skilled in deadly close-combat fighting with the fiercest of beasts amidst hazardous terrain, Jungle Fighters are also skilled infiltrators and trackers, adept at luring their prey into fiendish traps.

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

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

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Jungle Fighter's lasgun can be replaced with 1 flamer.
- For every 10 models in this unit, 1 Jungle Fighter equipped with a lasgun can be equipped with 1 vox-caster (that model's lasgun cannot be replaced).

ABILITIES

CORE: **Scouts 6"**

Jungle Fighters: Each time a model in this unit makes a melee attack, if this unit made a Charge move or was charged this turn, add 1 to the Wound roll.

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.

UNIT COMPOSITION

- **1 Jungle Fighter Sergeant and 9 Jungle Fighters**

OR

- **2 Jungle Fighter Sergeants and 18 Jungle Fighters**

Every Jungle Fighter Sergeant is equipped with: laspistol; close combat weapon.

Every Jungle Fighter is equipped with: lasgun; close combat weapon.

This unit can have up to two Leader units attached to it, provided no more than one of those units is a **COMMAND SQUAD** *unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: **INFANTRY, BATTLELINE, REGIMENT, GRENADES, IMPERIUM, PLATOON, CATACHAN JUNGLE FIGHTERS**

FACTION KEYWORDS: **ASTRA MILITARUM**



KASRKIN

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



Amongst the lauded regiments of Cadia, the Kasrkin are the elite of the elite. These special operatives bear high-powered hot-shot lasguns and wear thick carapace armour. Disciplined and professional, the Kasrkin are peerless shots and the equals or superiors of any unaugmented Human warriors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
Grenade launcher – krak	24"	1	3+	9	-2	D3
Hot-shot lasgun [RAPID FIRE 1]	24"	1	3+	3	-1	1
Hot-shot laspistol [PISTOL]	12"	1	3+	3	-1	1
Hot-shot marksman rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	3
Hot-shot volley gun [RAPID FIRE 2]	30"	2	3+	4	-1	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	4+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	4+	8	-3	2

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

WARGEAR OPTIONS

- Up to 4 Kasrkin Troopers can each have their hot-shot lasgun replaced with one of the following*:
  - 1 flamer
  - 1 grenade launcher
  - 1 hot-shot volley gun
  - 1 meltagun
  - 1 plasma gun
- 1 Kasrkin Trooper's hot-shot lasgun can be replaced with 1 hot-shot marksman rifle.
- 1 Kasrkin Trooper's hot-shot lasgun can be replaced with 1 hot-shot laspistol and 1 melta mine.
- 1 Kasrkin Trooper equipped with a hot-shot lasgun can be equipped with 1 vox-caster (that model's hot-shot lasgun cannot be replaced).
- The Kasrkin Sergeant's chainsword can be replaced with 1 power weapon.
- The Kasrkin Sergeant's hot-shot laspistol can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol

** You cannot select the same weapon from this list more than twice per unit.*

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

ABILITIES

CORE: **Scouts 6"**

Warrior Elite: Once per battle round, at the start of any phase, you can select one Order to affect this unit until the start of your next Command phase, in addition to any other Orders issued to this unit by an **OFFICER** model this battle round.

WARGEAR ABILITIES

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

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

UNIT COMPOSITION

- **1 Kasrkin Sergeant**
- **9 Kasrkin Troopers**

The Kasrkin Sergeant is equipped with: hot-shot laspistol; chainsword.

Every Kasrkin Trooper is equipped with: hot-shot lasgun; close combat weapon.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, REGIMENT, KASRKIN**

FACTION KEYWORDS: **ASTRA MILITARUM**



Kasrkin Trooper with hot-shot laspistol and melta mine



Kasrkin Trooper with hot-shot lasgun and vox-caster



Kasrkin Trooper with hot-shot lasgun



Kasrkin Trooper with hot-shot marksman rifle

KRIEG COMBAT ENGINEERS

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



The Engineer Korps of Krieg are renowned for their skill as demolitions experts, sappers and close-quarters trench fighters. It is their task to accompany the first waves of a Death Korps assault, clearing razorwire and defusing mines before bringing their shotguns and trench clubs to bear upon the enemy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Combat shotgun [ASSAULT]	12"	2	4+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Plasma pistol – standard [PISTOL]	12"	1	4+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	4+	8	-3	2

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

WARGEAR OPTIONS

- 1 Krieg Combat Engineer's autopistol and trench club can be replaced with 1 flamer and 1 close combat weapon.
- 1 Krieg Combat Engineer's autopistol and trench club can be replaced with 1 autopistol, 1 remote mine and 1 close combat weapon.
- Any number of models can each have their autopistol and trench club replaced with 1 combat shotgun and 1 close combat weapon.
- The Krieg Engineer Watchmaster's autopistol can be replaced with one of the following:
  - 1 bolt pistol
  - 1 hand flamer
  - 1 plasma pistol
- The Krieg Engineer Watchmaster's trench club can be replaced with one of the following:
  - 1 chainsword
  - 1 power weapon

ABILITIES

CORE: **Scouts 6"**

Grenadiers: Once per turn, you can target this unit with the Grenade Stratagem for 0CP.

WARGEAR ABILITIES

Remote Mine: Once per battle, at the start of your Shooting phase, you can select one enemy unit within 12" of the bearer and roll one D6: on a 3+, that enemy unit suffers D6 mortal wounds, or D3+3 mortal wounds instead if it is a **VEHICLE** or **FORTIFICATIONS** unit.

Designer's Note: *Place a Remote Mine token next to the unit, removing it once this ability has been used.*

UNIT COMPOSITION

- **1 Krieg Engineer Watchmaster**
- **4-9 Krieg Combat Engineers**

Every model is equipped with: autopistol; trench club.

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

KEYWORDS: **INFANTRY, SMOKE, GRENADES, IMPERIUM, REGIMENT, KRIEG COMBAT ENGINEERS**

FACTION KEYWORDS: **ASTRA MILITARUM**



Kasrkin Trooper with hot-shot volley gun



Kasrkin Trooper with flamer



Kasrkin Trooper with grenade launcher



Kasrkin Sergeant with chainsword and plasma pistol

TEMPESTUS SCIONS

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



Tempestus Scions are elite soldiers, well-trained in numerous combat styles, equipped to the highest standard and protected by reinforced carapace armour. Primed for a wide variety of specialist missions, their most common armament is an armour-piercing hot-shot lasgun fitted with advanced sights.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
Grenade launcher – krak	24"	1	3+	9	-2	D3
Hot-shot lasgun [RAPID FIRE 1]	24"	1	3+	3	-1	1
Hot-shot laspistol [PISTOL]	12"	1	3+	3	-1	1
Hot-shot volley gun [RAPID FIRE 2]	30"	2	3+	4	-1	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	4+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	4+	8	-3	2

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

WARGEAR OPTIONS

- For every 5 models in this unit, up to two Tempestus Scions can each have their hot-shot lasgun replaced with one of the following:*
  - 1 flamer
  - 1 grenade launcher
  - 1 hot-shot volley gun
  - 1 meltagun
  - 1 plasma gun
- 1 Tempestus Scion's hot-shot lasgun can be replaced with 1 hot-shot laspistol and 1 vox-caster.
- The Tempestor's chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 power weapon
- The Tempestor's hot-shot laspistol can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol

** You cannot select the same weapon from this list more than once per unit, unless this unit contains 10 models, in which case you cannot select the same weapon more than twice per unit.*

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

ABILITIES

Storm Troopers: Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

WARGEAR ABILITIES

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

UNIT COMPOSITION

- **1 Tempestor**
- **4-9 Tempestus Scions**

The Tempestor is equipped with: hot-shot laspistol; chainsword.

Every Tempestus Scion is equipped with: hot-shot lasgun; close combat weapon.

This unit can have up to two Leader units attached to it, provided no more than one of those units is a **COMMAND SQUAD** *unit. If it does, and this Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

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

FACTION KEYWORDS: **ASTRA MILITARUM**



Tempestor Aquilon with hot-shot laspistol and power weapon



Tempestus Aquilon with hot-shot long-las



Tempestus Aquilon with melta carbine



Tempestus Aquilon with hot-shot lascarbine

TEMPESTUS AQUILONS

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



Hand-picked for their aggression and violent natures, Tempestus Aquilons deploy exclusively by grav-drop, descending from the skies to land precisely where their destructive firepower is most keenly required. They are accompanied in these actions by automaton servo-sentries that provide additional firepower as the assault is pressed home.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Hot-shot lascarbine [ASSAULT]	18"	2	3+	3	-1	1
Hot-shot laspistol [PISTOL]	12"	1	3+	3	-1	1
Hot-shot long-las [HEAVY, PRECISION]	36"	1	3+	4	-2	3
Sentry flamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	4	0	1
Sentry grenade launcher – frag [BLAST]	24"	D3+3	4+	4	0	1
Sentry grenade launcher – krak	24"	2	4+	9	-2	D3
Sentry hot-shot volley gun [RAPID FIRE 4]	30"	4	4+	4	-1	1
Melta carbine [ASSAULT, MELTA 2]	10"	1	3+	9	-4	D6
Plasma carbine – standard [ASSAULT]	18"	2	3+	7	-2	1
Plasma carbine – supercharge [ASSAULT, HAZARDOUS]	18"	2	3+	8	-3	2

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

WARGEAR OPTIONS

- The Tempestor Aquilon's sentry flamer can be replaced with one of the following:
  - 1 sentry hot-shot volley gun
  - 1 sentry grenade launcher
- The Tempestor Aquilon's hot-shot lascarbine can be replaced with one of the following:
  - 1 chainsword
  - 1 power weapon
  - 1 hot-shot laspistol
- The Tempestor Aquilon can be equipped with one of the following:
  - 1 bolt pistol
  - 1 hot-shot laspistol
- One Tempestus Aquilon's hot-shot lascarbine can be replaced with 1 of the following:
  - 1 melta carbine
  - 1 plasma carbine
- One Tempestus Aquilon's hot-shot lascarbine can be replaced with 2 hot-shot laspistols.
- One Tempestus Aquilon's hot-shot lascarbine can be replaced with 1 hot-shot long-las.
- Up to two Tempestus Aquilons can each have their hot-shot lascarbine replaced with 1 hot-shot laspistol.

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

ABILITIES

CORE: **Deep Strike**

Precision Drop: 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 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

Servo-sentry: 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) as if it were your Shooting phase. The Tempestor Aquilon model is equipped with that weapon until this unit next makes a Normal, Advance, Fall Back or Charge move.

Designer's Note: *Place a servo-sentry token next to this unit to remind you.*

UNIT COMPOSITION

- **1 Tempestor Aquilon**
- **9 Tempestus Aquilons**

The Tempestor Aquilon is equipped with: hot-shot lascarbine; sentry flamer; close combat weapon.

Every Tempestus Aquilon is equipped with: hot-shot lascarbine; close combat weapon.

KEYWORDS: **INFANTRY, GRENADES, SMOKE, IMPERIUM, REGIMENT, MILITARUM TEMPESTUS, TEMPESTUS AQUILONS**

FACTION KEYWORDS: **ASTRA MILITARUM**



Tempestus Aquilon with hot-shot laspistol and close combat weapon



Tempestus Aquilon with plasma carbine



Tempestus Aquilon with hot-shot laspistol



Servo-sentry

OGRYN BODYGUARD

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



Ogryn Bodyguards are particularly capable warriors of their kind who have but one duty – to protect the officer to whom they are assigned. Whether by throwing themselves in the line of fire or slaughtering all enemies who come near their ward, they are invaluable retainers in the swirl of battlefield combat.

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

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

WARGEAR OPTIONS

- This model's ripper gun can be replaced with one of the following:
  - 1 grenadier gauntlet
  - 1 Bullgryn maul
- This model's huge knife can be replaced with one of the following:
  - 1 brute shield
  - 1 slabshield

LOYAL PROTECTOR

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

While this model is joined to a unit, it can embark within any **TRANSPORT** that unit can embark within, and takes up the space of 3 models.

ABILITIES

CORE: **Feel No Pain 6+**

Ogryn Bodyguard: While one or more **OFFICER** models are in the same unit as this model, those **OFFICER** models have the Feel No Pain 4+ ability.

WARGEAR ABILITIES

Brute Shield: The bearer has a 4+ invulnerable save.

Slabshield: The bearer has a Wounds characteristic of 7.

UNIT COMPOSITION

- **1 Ogryn Bodyguard**

This model is equipped with: ripper gun; close combat weapon; huge knife.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



OGRYN SQUAD

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



Ogryns are simple beings. In battle, their instincts rarely lead them beyond hitting the enemy as hard as possible. The rapid-firing ripper guns they carry are built to withstand use as improvised clubs. Ogryns make excellent shock troops, their physiques shrugging off damage before they charge, hitting like a tank.

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

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

ABILITIES

CORE: **Feel No Pain 6+**

Point-blank Barrage: Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

UNIT COMPOSITION

- **1 Ogryn Bone 'ead**
- **2-5 Ogryns**

Every model is equipped with: ripper gun.

KEYWORDS: **Infantry, Grenades, Imperium, Ogryn, Ogryn Squad**

FACTION KEYWORDS: **Astra Militarum**

BULLGRYN SQUAD

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



The most obstinate of the Ogryn strain of abhumans, Bullgryns are clad in heavy armour and carry crude assault weaponry built to withstand the thunderous blows Bullgryns strike with them. A line of these heavily muscled humanoids, advancing in shield lines from which shots bounce harmlessly, is a frightening sight.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Grenadier gauntlet [BLAST]	18"	D6	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bullgryn maul	Melee	4	3+	7	-1	2
Close combat weapon	Melee	4	3+	6	0	1

WARGEAR OPTIONS

- Any number of models can each have their grenadier gauntlet replaced with 1 Bullgryn maul.
- Any number of models can each have their slabshield replaced with 1 brute shield.

ABILITIES

CORE: **Feel No Pain 6+**

Wall of Muscle: Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

WARGEAR ABILITIES

Brute Shield: The bearer has a 4+ invulnerable save.

Slabshield: The bearer has a Wounds characteristic of 4.

UNIT COMPOSITION

- **1 Bullgryn Bone 'ead**
- **2-5 Bullgryns**

Every model is equipped with: grenadier gauntlet; close combat weapon; slabshield.

KEYWORDS: **Infantry, Grenades, Imperium, Ogryn, Bullgryn Squad**

FACTION KEYWORDS: **Astra Militarum**

CADIAN HEAVY WEAPONS SQUAD

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



While massed infantry can overwhelm the foe, it often falls to Heavy Weapons Squads to deliver the killing blow. These teams of gun crews can swiftly set up their mobile heavy weapons. They bolster battle lines and provide close fire support with adaptable load-outs of precise or indiscriminate firepower.

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

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

WARGEAR OPTIONS

- Any number of models can each have their heavy bolter replaced with one of the following:
  - 1 autocannon
  - 1 lascannon
  - 1 missile launcher
  - 1 mortar

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

ABILITIES

Covering Fire: Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+, or on unmodified Hit rolls of 4+ instead if this unit is within 6" of one or more friendly **PLATOON** units.

UNIT COMPOSITION

- **3 Heavy Weapons Teams**

Every model is equipped with: heavy bolter; laspistol; weapons team close combat weapons.

EMBARKING

While embarked within a **TRANSPORT**, each model takes up the space of 2 models, and each weapon equipped by these models is considered to be 2 models' weapons for the purposes of the Firing Deck ability.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



Heavy bolter



Cadian Heavy Weapons Team with mortar





Cadian Heavy Weapons Team with missile launcher



Cadian Heavy Weapons Team with autocannon



Cadian Heavy Weapons Team with lascannon

CATACHAN HEAVY WEAPONS SQUAD

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

Hailing from a death world teeming with horrific fauna, the Catachan people are well used to bringing down big game. Should the infantry find itself outmatched by lumbering monsters or heavy armour, Catachan Heavy Weapons Squads provide fire support, targeting the biggest and most lethal threats.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon [HEAVY]	48"	2	5+	9	-1	3
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	5+	5	-1	2
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Lascannon [HEAVY]	48"	1	5+	12	-3	D6+1
Missile launcher – frag [BLAST, HEAVY]	48"	D6	5+	4	0	1
Missile launcher – krak [HEAVY]	48"	1	5+	9	-2	D6
Mortar [BLAST, INDIRECT FIRE, HEAVY]	48"	D6	5+	5	0	1

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

WARGEAR OPTIONS

- Any number of models can each have their heavy bolter replaced with one of the following:
  - 1 autocannon
  - 1 lascannon
  - 1 missile launcher
  - 1 mortar

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

ABILITIES

CORE: **Scouts 6"**

Bring it Down!: Each time a model in this unit makes a ranged attack that targets a **MONSTER** or **VEHICLE** unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

UNIT COMPOSITION

- **3 Heavy Weapons Teams**

Every model is equipped with: heavy bolter; lasgun; weapons team close combat weapons.

EMBARKING

While embarked within a **TRANSPORT**, each model takes up the space of 2 models, and each weapon equipped by these models is considered to be 2 models' weapons for the purposes of the Firing Deck ability.

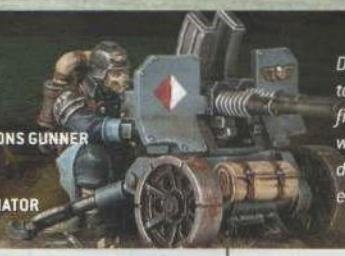
KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, REGIMENT, CATACHAN HEAVY WEAPONS SQUAD**

FACTION KEYWORDS: **ASTRA MILITARUM**



KRIEG HEAVY WEAPONS SQUAD

	M	T	SV	W	LD	OC
HEAVY WEAPONS GUNNER	4"	3	4+	2	7+	1
FIRE COORDINATOR	6"	3	5+	1	7+	1



Death Korps Heavy Weapons Squads are deployed to support infantry assaults, forming overlapping fields of fire to pin down the enemy and enable waves of infantry to advance. Fire Coordinators direct the gunners under their command and ensure that they keep up a punishing rate of fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Krieg heavy flamer [IGNORES COVER, TORRENT]	18"	D6	N/A	5	-1	2
Lascannon [HEAVY]	48"	1	5+	12	-3	D6+1
Laspistol [PISTOL]	48"	1	4+	3	0	1
Twin Krieg heavy stubber [HEAVY, RAPID FIRE 3, TWIN-LINKED]	48"	3	5+	6	-1	1

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

WARGEAR OPTIONS

- Any number of Heavy Weapons Gunners can each have their lascannon replaced with one of the following:
  - 1 Krieg heavy flamer
  - 1 twin Krieg heavy stubber

ABILITIES

Final Duty: While this unit contains a Fire Coordinator, 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.

UNIT COMPOSITION

- **3 Heavy Weapons Gunners**
- **1 Fire Coordinator**

Each Heavy Weapons Gunner is equipped with: lascannon; laspistol; close combat weapon.

The Fire Coordinator is equipped with: laspistol; close combat weapon.

EMBARKING

While embarked within a **TRANSPORT**, each Heavy Weapons Gunner model takes up the space of 2 models, and each weapon equipped by these models is considered to be 2 models' weapons for the purposes of the Firing Deck ability.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



Fire Coordinator



Heavy Weapons Gunner with twin Krieg heavy stubber



Heavy Weapons Gunner with lascannon







Heavy Weapons Gunner with Krieg heavy flamer

ARTILLERY TEAM

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



The Astra Militarum make use of all manner of artillery pieces to annihilate the foe from extreme range. The various munitions hurled by these towed weapons are capable of eliminating entire squads of infantry, cracking open reinforced bunkers and laying waste to armoured convoys.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy mortar [BLAST, HEAVY, INDIRECT FIRE]	48"	D6+3	5+	8	-1	2
Heavy quad launcher [BLAST, HEAVY, INDIRECT FIRE, TWIN-LINKED]	48"	2D6	5+	5	0	1
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Multiple rocket launcher [ANTI-INFANTRY 3+, BLAST, HEAVY, INDIRECT FIRE]	48"	D6+3	5+	2	-1	1
Siege cannon [BLAST, HEAVY, INDIRECT FIRE]	48"	D6	5+	12	-2	3

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

WARGEAR OPTIONS

- This model's heavy mortar can be replaced with one of the following:
  - 1 siege cannon
  - 1 heavy quad launcher
  - 1 multiple rocket launcher

ABILITIES

Remorseless Barrage: In your Shooting phase, after this model has shot, if one or more of those attacks made with an Indirect Fire weapon scored a hit against an enemy unit, that unit must take a Battle-shock test (if an **INFANTRY** unit is hit by one or more attacks made by a multiple rocket launcher, they must subtract 1 from their Battle-shock test when doing so).

UNIT COMPOSITION

- **1 Artillery Team**

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

KEYWORDS: **INFANTRY, ARTILLERY, GRENADES, IMPERIUM, REGIMENT, ARTILLERY TEAM**

FACTION KEYWORDS: **ASTRA MILITARUM**

FIELD ORDNANCE BATTERY

M	T	SV	W	LD	OC
3"	5	4+	6	7+	2



Amongst the largest man-portable weapons fielded by the Astra Militarum are those crewed by Ordnance Teams. From bombast field guns that fire heavy shells indirectly, to the multiple warheads of the malleus rocket launcher or the searing energy lances unleashed by heavy lascannons, such batteries are powerful assets.

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

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

WARGEAR OPTIONS

- Any number of models can each have their malleus rocket launcher replaced with one of the following:
  - 1 bombast field gun
  - 1 heavy lascannon

ABILITIES

Rearm, Reload, Fire: While this unit is being affected by an Order, provided it Remained Stationary this turn, all Heavy weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.

UNIT COMPOSITION

- **2 Ordnance Teams**

Every model is equipped with: malleus rocket launcher; lasgun; laspistol; battery close combat weapons.

KEYWORDS: **INFANTRY, ARTILLERY, GRENADES, IMPERIUM, REGIMENT, FIELD ORDNANCE BATTERY**

FACTION KEYWORDS: **ASTRA MILITARUM**

ATTILAN ROUGH RIDERS

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



Hailing from the steppes of Attila, these horsemasters are potent cavalry troops. Their mobility makes them a powerful force, whether spearheading an attack or outflanking the foe. Though also equipped with grenades and sidearms, their deadliest weapon is their hunting lance, capable of bearing one of several deadly tips.

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

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

WARGEAR OPTIONS

- For every 5 models in this unit, 1 model's hunting lance can be replaced with 1 goad lance.
- The Rough Rider Sergeant can be equipped with 1 power sabre.

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

ABILITIES

Horsemasters: This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

UNIT COMPOSITION

- **1 Rough Rider Sergeant**
- **4-9 Rough Riders**

Every model is equipped with: lasgun; laspistol; hunting lance; steed's hooves.

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

FACTION KEYWORDS: **ASTRA MILITARUM**

DEATH RIDERS

M	T	SV	W	LD	OC
10"	4	4+	2	7+	1



To ascend into the ranks of the Death Riders is a great honour for any soldier of Krieg. Astride their genetically enhanced Krieg steeds, these bold cavalry riders thunder across no man's land with lances levelled and sabres drawn and crash into the foe, scattering infantry and creating gaps in the enemy line for infantry and armour to exploit.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Death Rider lascarbine [ASSAULT]	18"	2	4+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Frag lance [LANCE]	Melee	D6	3+	4	0	1
Power sabre	Melee	3	3+	4	-2	1
Steed's savage claws [EXTRA ATTACKS]	Melee	2	4+	4	-1	1

ABILITIES

Screening Line: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

UNIT COMPOSITION

- **1 Ridemaster**
- **4-9 Death Riders**

Every model is equipped with: Death Rider lascarbine; frag lance; power sabre; steed's savage claws.

KEYWORDS: **MOUNTED, GRENADES, IMPERIUM, REGIMENT, DEATH RIDERS**

FACTION KEYWORDS: **ASTRA MILITARUM**

RATLINGS

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



Diminutive, keen-eyed and instinctively stealthy, the abhuman Ratlings serve the Astra Militarum primarily as outstanding snipers; it is said they can take the head off a heretic with their rifles from over a mile away. Ratlings are also employed as infiltrators and forward scouts, able to observe the enemy unseen.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tankstopper rifle [HEAVY]	36"	1	3+	9	-3	D6
Sniper rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	2

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

WARGEAR OPTIONS

- If this unit contains 10 models, one model's sniper rifle can be replaced with 1 tankstopper rifle.
- If this unit contains 10 models, one model can be equipped with demolition gear.
- If this unit contains 10 models, it can be equipped with one Ratling Battlemutt.

ABILITIES

CORE: **Infiltrators, Stealth**

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

WARGEAR ABILITIES

Ratling Battlemutt: Once per battle, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the [LETHAL HITS] ability.

Designer's Note: *Place a Ratling Battlemutt token next to the unit, removing it once this ability has been used.*

Demolition Gear: The bearer's unit has the **GRENADES** keyword.

UNIT COMPOSITION

- **5-10 Ratlings**

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

KEYWORDS: **INFANTRY, IMPERIUM, RATLINGS**

FACTION KEYWORDS: **ASTRA MILITARUM**



Ratlings with sniper rifles



Tankstopper rifle



Ratlings with sniper rifles

Ratling Battlemutt

ARMOURED SENTINELS

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



Modified with extra protective panelling, Armoured Sentinels are superb front-line hunters, wielding their deadly heavy weapons across terrain too cramped for battle tanks to operate on. As mobile hunter-killers, they excel in destroying vehicles, fortified bunkers and xenos monstrosities.

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

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

WARGEAR OPTIONS

- Any number of models can each have their multi-laser replaced with one of the following:
  - 1 autocannon
  - 1 heavy flamer
  - 1 lascannon
  - 1 missile launcher
  - 1 plasma cannon
- Any number of models can each be equipped with 1 Sentinel chainsaw.
- Any number of models can each be equipped with 1 hunter-killer missile.

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

ABILITIES

CORE: **Deadly Demise 1**

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

UNIT COMPOSITION

- **1-2 Armoured Sentinels**

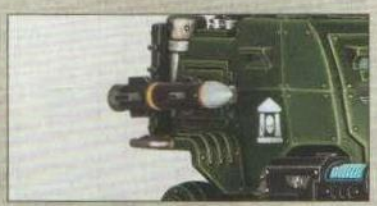
Every model is equipped with: multi-laser; close combat weapon.

KEYWORDS: **VEHICLE, WALKER, SMOKE, IMPERIUM, REGIMENT, SQUADRON, ARMOURED SENTINELS**

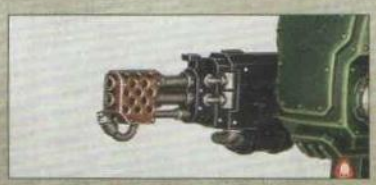
FACTION KEYWORDS: **ASTRA MILITARUM**



Plasma cannon



Hunter-killer missile



Heavy flamer



Missile launcher

SCOUT SENTINELS

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



Scout Sentinels' open compartments and simple augur devices enable their pilots to survey the enemy with ease, while their lighter armour and gyro-stabilisers assist them in swiftly traversing the roughest terrain and bringing their heavy weapons to bear suddenly from unanticipated angles.

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

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

WARGEAR OPTIONS

- Any number of models can each have their multi-laser replaced with one of the following:
  - 1 autocannon
  - 1 heavy flamer
  - 1 lascannon
  - 1 missile launcher
  - 1 plasma cannon
- Any number of models can each be equipped with 1 Sentinel chainsaw.
- Any number of models can each be equipped with 1 hunter-killer missile.

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

ABILITIES

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

Daring Recon: At the start of your Shooting phase, select one enemy unit within 18" of and visible to this unit. Until the end of the phase, each time a friendly **ASTRA MILITARUM** model makes an attack that targets that unit, re-roll a Hit roll of 1.

UNIT COMPOSITION

- **1-2 Scout Sentinels**

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**



Autocannon



Multi-laser and Sentinel chainsaw

TAUROX

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



Designed to exploit gaps in the enemy battle line or plug holes torn in the Astra Militarum's own, the Taurox is a swift armoured transport, its rugged tracks enabling it to cross difficult terrain with ease. The Taurox's autocannons mow down the foe as it roars forward, eliminating threats to its passengers as they rapidly deploy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin autocannon [TWIN-LINKED]	48"	2	4+	9	-1	3
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

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

WARGEAR OPTIONS

- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: **Deadly Demise D3**

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

UNIT COMPOSITION

- **1 Taurox**

This model is equipped with: twin autocannon; armoured tracks.

TRANSPORT

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**



TAUROX PRIME

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



The Taurox Prime incorporates arcane technologies not available to the wider Astra Militarum, enabling it and its Tempestus Scion cargo to operate in the most hazardous of war zones. More heavily armed than its namesake, it fulfils a tactical support role, with an adaptability suited to the Tempestus Scions.

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

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

WARGEAR OPTIONS

- This model's Taurox battle cannon can be replaced with one of the following:
  - 1 Taurox gatling cannon
  - 1 Taurox missile launcher
- This model's twin Taurox hot-shot volley gun can be replaced with 1 twin autocannon.
- This model can be equipped with 1 storm bolter.

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

ABILITIES

CORE: **Deadly Demise D3**

Transport 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 model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Hit roll.

UNIT COMPOSITION

- **1 Taurox Prime**

This model is equipped with: Taurox battle cannon; twin Taurox hot-shot volley gun; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **MILITARUM TEMPESTUS INFANTRY** or **ASTRA MILITARUM INFANTRY CHARACTER** models.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



CHIMERA

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



A workhorse armoured troop carrier, the Chimera is a durable and practical tank, employed to ferry infantry into the harshest war zones. While embarked, its passengers operate the tank's inbuilt lasgun arrays in safety; once they dismount, the Chimera provides fire support with its versatile heavy weapons.

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

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

WARGEAR OPTIONS

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

** This weapon cannot be replaced.*

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**.

UNIT COMPOSITION

- **1 Chimera**

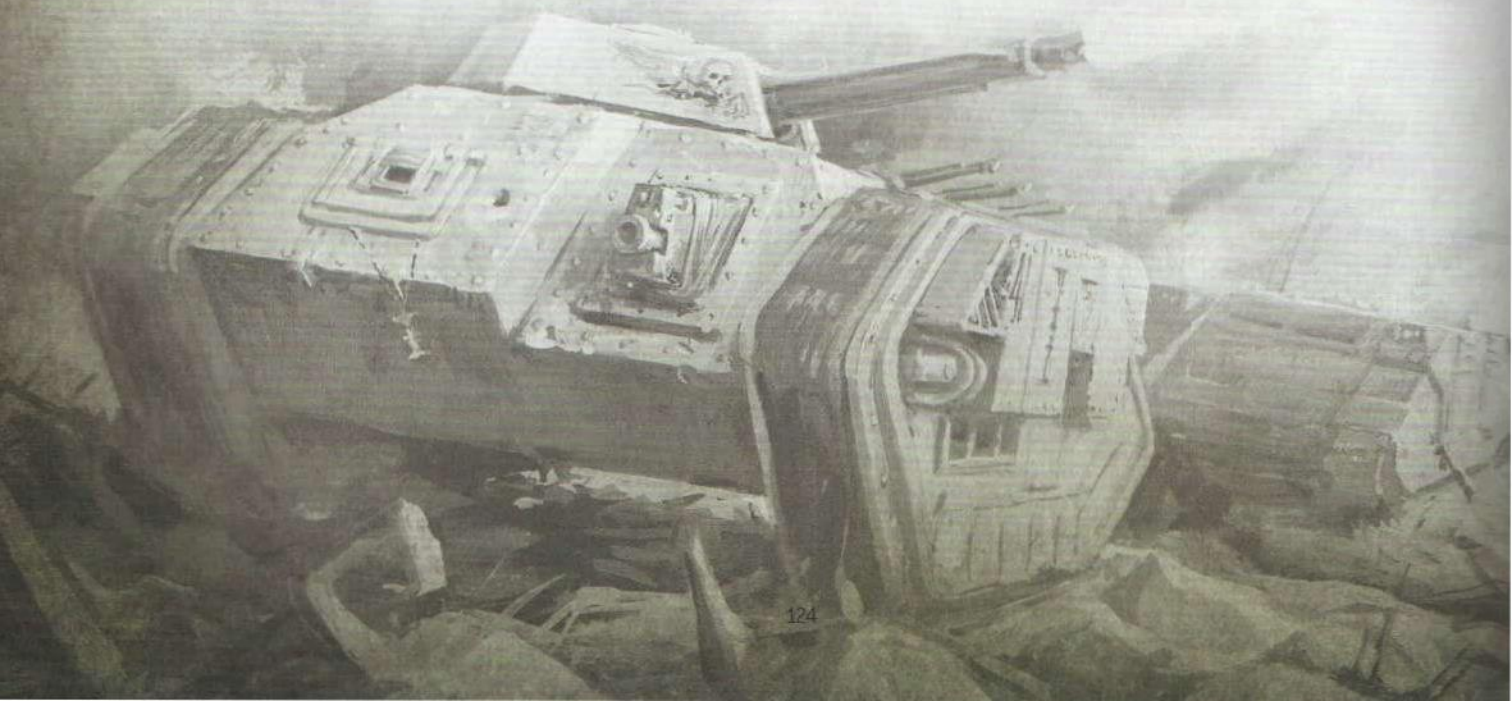
This model is equipped with: multi-laser; heavy bolter; lasgun array; armoured tracks.

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, SMOKE, IMPERIUM, SQUADRON, TRANSPORT, DEDICATED TRANSPORT, CHIMERA**

FACTION KEYWORDS: **ASTRA MILITARUM**



LEMAN RUSS BATTLE TANK

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



The Leman Russ is the core battle tank of the Imperial Guard, forming the spearhead of countless armoured attacks. Those enemies that do not fall to the bombardment of their cannons and numerous hull-mounted guns are crushed mercilessly beneath their heavy treads.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Leman Russ battle cannon [BLAST]	48"	D6+3	4+	10	-1	3
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
Plasma cannon – standard [BLAST]	36"	D3	4+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	4+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

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

WARGEAR OPTIONS

- This model's lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter
- This model can be equipped with 1 hunter-killer missile.

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

ABILITIES

CORE: **Deadly Demise D3**

Armoured Spearhead: Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Leman Russ Battle Tank**

This model is equipped with: lascannon; Leman Russ battle cannon; armoured tracks.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, SQUADRON, LEMAN RUSS BATTLE TANK**

FACTION KEYWORDS: **ASTRA MILITARUM**



LEMAN RUSS DEMOLISHER

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



The Leman Russ Demolisher excels in line-breaking. Its short-ranged but highly destructive demolisher cannon makes the battle tank utterly lethal in close-range firefights, where its thick armour enables it to bludgeon its way through enemy fire to close the gap on their lines before explosively forcing a breach.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Demolisher battle cannon [BLAST]	24"	D6+1	4+	14	-3	D6
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
► Plasma cannon – standard [BLAST]	36"	D3	4+	7	-2	1
► Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	4+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

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

WARGEAR OPTIONS

- This model's lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons
- This model can be equipped with 1 hunter-killer missile.

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

ABILITIES

CORE: **Deadly Demise D3**

Line-breaker: When making ranged attacks with its demolisher battle cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Leman Russ Demolisher**

This model is equipped with: demolisher battle cannon; lascannon; armoured tracks.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



LEMAN RUSS DEMOLISHER: STEEL CENTURION

Serving with the Cadian 2703rd, *Steel Centurion* formed part of the Imperial intervention on Goronar. Expecting to face lightly armed rebels, the Cadians instead found themselves embroiled in a months-long conflict that terminated in a protracted siege of the planetary governor's formidable citadel. Of the two dozen Demolishers that partook in the final assault, *Steel Centurion* was the only vehicle to emerge unscathed. The tank's crew report knocking out seven fortified positions and destroying three armoured vehicles, claims which Imperial propagandists were only too keen to seize upon.

LEMAN RUSS VANQUISHER

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



No other battle tank of the Imperial Guard possesses more raw stopping power than the Leman Russ Vanquisher. Often deployed against heavily armoured enemies, the long range and high first-hit-kill ratio of its main armament make it the anti-tank weapon of choice for many commanders.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
Plasma cannon – standard [BLAST]	36"	D3	4+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	4+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
Vanquisher battle cannon [HEAVY]	72"	1	4+	18	-4	D6+6

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

WARGEAR OPTIONS

- This model's lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter
- This model can be equipped with 1 hunter-killer missile.

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

ABILITIES

CORE: **Deadly Demise D3**

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

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Leman Russ Vanquisher**

This model is equipped with: lascannon; vanquisher battle cannon; armoured tracks.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



Kill markings

LEMAN RUSS VANQUISHER: MAXIMA DREAD

Most recently commanded by Lieutenant Dornian Greer, this vehicle served during the defence of the Cadian Gate, forming the lead wedge of an armoured force that scoured the traitorous squadrons of the Torturgan 88th from the plains surrounding Kasr Lunn. During the fighting, *Maxima Dread* threw a track behind enemy lines. Trapped within the immobilised vehicle, Greer and his crew continued firing until their Vanquisher battle cannon's ammunition had been depleted, *Maxima Dread* forming an armoured redoubt around which scattered infantry rallied. They held their position for two full days before being relieved.

LEMAN RUSS EXECUTIONER

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



The Executioner's plasma cannon fires with the fury of a miniature sun, incinerating tightly packed infantry and burning through vehicle armour with ease. Though extended engagements threaten containment breach of the main weapon, its gung-ho crews are known to risk death to kill ever more of the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Executioner plasma cannon – standard [BLAST]	36"	D6+3	4+	7	-2	2
Executioner plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D6+3	4+	8	-3	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
Plasma cannon – standard [BLAST]	36"	D3	4+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	4+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

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

WARGEAR OPTIONS

- This model's lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter
- This model can be equipped with 1 hunter-killer missile.

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

ABILITIES

CORE: **Deadly Demise D3**

Gung-ho Executioners: Each time this model makes an attack with its executioner plasma cannon that targets a unit that is Below Half-strength, add 1 to the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Leman Russ Executioner**

This model is equipped with: executioner plasma cannon; lascannon; armoured tracks.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



LEMAN RUSS EXECUTIONER: SIRE OF VIOLENCE

The technology required to fabricate the Leman Russ Executioner has long been lost, making these vehicles exceptionally rare. *Sire of Violence* belongs to the 2nd Company of the Catachan DXIX. Deployed only in the direst of circumstances, *Sire of Violence* fought alongside Colonel Straken's Catachan II during the Chaos incursions that afflicted Catachan in the aftermath of the opening of the Great Rift. The Leman Russ Executioners' plasma weapons proved particularly effective against dense formations of traitors and daemons, obliterating hundreds with barrages of searing energy.

LEMAN RUSS PUNISHER

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



The Punisher variant of the Leman Russ holds a dreaded reputation for mowing down enemy infantry in vast quantities. Its turret-mounted multi-barrelled cannon is an unsubtle sprayer of solid ammunition that applies the maxim of overwhelming firepower to overcome hordes of foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
Plasma cannon – standard [BLAST]	36"	D3	4+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	4+	8	-3	2
Punisher gatling cannon	24"	20	4+	6	0	1
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

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

WARGEAR OPTIONS

- This model's lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter
- This model can be equipped with 1 hunter-killer missile.

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

ABILITIES

CORE: **Deadly Demise D3**

Mow Down the Enemy: Each time this model makes an attack with its punisher gatling cannon that targets an enemy unit (excluding **MONSTERS** and **VEHICLES**), that attack has the [DEVASTATING WOUNDS] ability.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Leman Russ Punisher**

This model is equipped with: lascannon; punisher gatling cannon; armoured tracks.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



LEMAN RUSS PUNISHER: RAGING SCORPION

Attached to the Cadian 12th Armoured Regiment, *Raging Scorpion* is the lead tank in a squadron of three vehicles. According to standard Cadian doctrine, the task of Leman Russ Punishers is to provide much-needed anti-infantry support, preventing the enemy from targeting the side armour of allied vehicles with improvised explosive and hand-held anti-tank weapons. Indeed, during the assault on Dharrovar, *Raging Scorpion* was forced to hose allied tanks with its Punisher gatling cannon in order to clear masses of bomb-wielding cultists from their hulls.

LEMAN RUSS EXTERMINATOR

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



The Leman Russ Exterminator fills an adaptive role well-liked by commanders. Capable of laying down a withering hail of heavy fire, this tank's shells can tear through lightly armoured chassis as easily as they rip through flesh and bone. Ranks of elite infantry are devastated with equal ease.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Exterminator autocannon [RAPID FIRE 4, TWIN-LINKED]	48"	4	4+	9	-1	3
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
Plasma cannon – standard [BLAST]	36"	D3	4+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	4+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

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

WARGEAR OPTIONS

- This model's lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons
- This model can be equipped with 1 hunter-killer missile.

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

ABILITIES

CORE: **Deadly Demise D3**

Withering Hail: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with its exterminator autocannon. Until the end of the phase, each time a friendly **ASTRA MILITARUM** unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Leman Russ Exterminator**

This model is equipped with: exterminator autocannon; lascannon; armoured tracks.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



LEMAN RUSS EXTERMINATOR: IRON CYCLONE

Iron Cyclone served with the Cadian 346th 'Ironheads' during the Battle of Greystar. Its autocannon and sponson-mounted heavy bolters proved particularly effective against the Drukhari raiders, bringing down several of their skimmers before the tank suffered a dark lance hit that killed the vehicle's commander and blinded the gunner. The Ironheads were one of the few regiments extracted from Greystar prior to its destruction by the vengeful xenos. The Ironheads have been involved in several campaigns against Aeldari and Drukhari since, and take great pride in enacting vengeance upon these most hated xenos.

LEMAN RUSS ERADICATOR

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



The nova cannon carried by Leman Russ Eradicators fires shells containing a sub-atomic core. Their detonations produce powerful shock waves that pulverise enemy barricades and the infantry sheltering behind them. This battle tank is therefore a mainstay in the dense confines of urban firefights.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eradicator nova cannon [BLAST, IGNORES COVER]	36"	D3+6	4+	7	-1	2
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	4+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
Plasma cannon – standard [BLAST]	36"	D3	4+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	4+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

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

WARGEAR OPTIONS

- This model's lascannon can be replaced with one of the following:
  - 1 heavy bolter
  - 1 heavy flamer
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 multi-meltas
  - 2 plasma cannons
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter
- This model can be equipped with 1 hunter-killer missile.

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

ABILITIES

CORE: **Deadly Demise D3**

Urban Warfare: Each time a ranged attack targets this model, if this model has the Benefit of Cover against that attack, subtract 1 from the Damage characteristic of that attack.

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.

UNIT COMPOSITION

- **1 Leman Russ Eradicator**

This model is equipped with: eradicator nova cannon; lascannon; armoured tracks.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



LEMAN RUSS ERADICATOR: DEVIL'S IRE

The close-range firepower of the eradicator nova cannon is particularly potent in urban and jungle environments, its explosive shells capable of shattering barricades and obliterating tightly packed infantry. The Eradicators fabricated on forge world Agripinaa are renowned for the quality of their construction and Agripinaa have historically supplied many of these vehicles to Cadia's armoured regiments. *Devil's Ire*, attached to the Cadian 212th Armoured Regiment – specialists in urban warfare – is one such vehicle, and has taken part in the defence and liberation of dozens of worlds during its long service.

ROGAL DORN BATTLE TANK

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



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

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

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

WARGEAR OPTIONS

- This model's twin battle cannon can be replaced with 1 oppressor cannon and 1 coaxial autocannon.
- This model's castigator gatling cannon can be replaced with 1 pulveriser cannon.
- This model can be equipped with one of the following:
  - 2 meltaguns
  - 2 additional heavy stubbers
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 multi-meltas

ABILITIES

CORE: **Deadly Demise D6**

Ablative Plating: Once per battle, when an attack is allocated to this model, you can change the Damage characteristic of that attack to 0.

DAMAGED: 1-6 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Rogal Dorn Battle Tank**

This model is equipped with: castigator gatling cannon; heavy stubber; twin battle cannon; armoured tracks.

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

FACTION KEYWORDS: **ASTRA MILITARUM**



Twin battle cannon



Pulveriser cannon



Heavy stubber



Heavy stubber



Oppressor cannon and coaxial autocannon



Castigator gatling cannon



Meltagun



Heavy bolter



Multi-melta

BASILISK

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



Basilisks are self-propelled artillery weapons, armed with a fearsome earthshaker cannon. Able to keep pace with infantry advances – their barrels levelled for direct fire – or deploy to rear positions from which they unleash relentless shelling, Basilisks are amongst the most numerous of the Imperial Guard's ordnance tanks.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Earthshaker cannon [BLAST, INDIRECT FIRE]	240"	D6+3	4+	8	-2	2
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

Earthshaker Rounds: In your Shooting phase, after this model has shot, if one or more of those attacks made with its earthshaker cannon scored a hit against an enemy **INFANTRY** unit, until the 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 Advance and Charge rolls made for it.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Basilisk**

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**

HYDRA

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



A primary anti-aircraft asset, the Hydra is a flak tank equipped with an array of specially adapted autocannons. As many allied tanks are vulnerable from the air, the Hydra is highly valuable. Once it locks on to enemy aircraft, even the most evasive targets cannot escape its storm of shells.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Hydra autocannon [ANTI-FLY 2+, TWIN-LINKED]	72"	4	4+	9	-1	3

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

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

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Hydra**

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

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, SQUADRON, HYDRA**

FACTION KEYWORDS: **ASTRA MILITARUM**

MANTICORE

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



Capable of firing its limited supply of storm eagle rockets to unleash furious barrages at incredible distances, the Manticore can lay waste to enemy formations. Multiple warheads release a moment before each rocket's impact, signalling the panicking foe's doom no matter how far they try to flee at the last moment.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm eagle rockets [ANTI-INFANTRY 2+, BLAST, INDIRECT FIRE]	120"	D6	4+	7	-2	3

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

Furious Barrage: In your Shooting phase, after this model has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) that was hit by one or more of those attacks made with this model's storm eagle rockets. Until the start of your next Shooting phase, that enemy unit is staggered. While a unit is staggered, subtract 1 from the Objective Control characteristic of models in that unit (to a minimum 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.

UNIT COMPOSITION

- **1 Manticore**

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**

WYVERN

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



The Wyvern excels in claustrophobic urban combat, raining curtains of shells down upon luckless enemy infantry without needing to expose itself to harm. The suppression tank's stormshard mortars are lethal to tightly packed foes, their shells detonating in blizzards of eviscerating aquila-shaped flechettes.

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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

Suppression Bombardment: In your Shooting phase, after this model has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) that was hit by one or more of those attacks made with this model's Wyvern quad stormshard mortar. Until the start of your next Shooting phase, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Wyvern**

This model is equipped with: heavy bolter; Wyvern quad stormshard mortar; armoured tracks.

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

FACTION KEYWORDS: **ASTRA MILITARUM**

DEATHSTRIKE

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



The sanctioned use of a Deathstrike – designated Ordnance Extremis – is often an excessive measure to combat the Imperial Guard's most heinous enemies. Its huge missile, capable of mounting various catastrophic payloads, is able to visit the undimmed wrath of the Emperor on a foe half a world away.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Deathstrike missile [BLAST, ONE SHOT, PLASMA WARHEAD]	N/A	2D6	2+	16	-4	1
One Shot: The bearer can only shoot with this weapon once per battle.						
Plasma Warhead: The bearer can only shoot with this weapon in your Shooting phase, and only if it Remained Stationary this turn and you did not use its Deathstrike Missile ability to Designate Target or Adjust Target this phase. When the bearer shoots with this weapon, do not select a target. Instead, resolve this weapon's attacks, rolling for each unit within 6" of the centre of its Deathstrike Target marker individually.						
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D6**

Deathstrike Missile: In your Shooting phase, each time this model is selected to shoot, if it has not shot with its Deathstrike missile this battle, you can do one of the following in addition to resolving this model's ranged attacks:

- **Designate Target:** If this model does not have a Deathstrike Target marker on the battlefield, place a unique Deathstrike Target marker for this model anywhere on the battlefield.
- **Adjust Target:** If this model has a Deathstrike Target marker on the battlefield, move that marker to anywhere else on the battlefield.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Deathstrike**

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**



HELLHOUND

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



Hellhounds are terrifying close-assault tanks, designed to flush enemies out of dense terrain with gouts of promethium, clouds of noxious gas or the searing touch of thermal weaponry. Those few who volunteer to serve in these tanks often have a cavalier attitude, and revel in their reputation for reckless destruction.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Chem cannon [ANTI-INFANTRY 2+, TORRENT]	12"	D6+1	N/A	2	-2	2
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Inferno cannon [IGNORES COVER, TORRENT]	18"	2D6	N/A	6	-2	1
Melta cannon [BLAST, MELTA 4]	18"	D3	4+	9	-4	D6
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6

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

WARGEAR OPTIONS

- This model's inferno cannon can be replaced with one of the following:
  - 1 chem cannon
  - 1 melta cannon
- This model's heavy flamer can be replaced with one of the following:
  - 1 heavy bolter
  - 1 multi-melta
- This model can be equipped with 1 hunter-killer missile.

ABILITIES

CORE: **Deadly Demise D6**

Flush Them Out: In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the start of your next Shooting phase, that unit is scattered. While a unit is scattered, it cannot have the Benefit of Cover.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Hellhound**

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

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, SQUADRON, HELLHOUND**

FACTION KEYWORDS: **ASTRA MILITARUM**



BANEBLADE



M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

More rolling fortress than vehicle, Baneblade super-heavy tanks are possessed of overwhelming firepower. Wherever a Baneblade sees battle, it becomes the centre of the battle line, Imperial Guardsmen and even smaller tanks sheltering in its lee as its enormous primary cannon and numerous other guns pulverise the foe.

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

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

WARGEAR OPTIONS

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

ABILITIES

CORE: **Deadly Demise D6+2**

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

DAMAGED: 1-8 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Baneblade**

This model is equipped with: Baneblade cannon; coaxial autocannon; demolisher cannon; heavy stubber; 2 lascannons; twin heavy bolter; 2 twin heavy flamers; armoured tracks.

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

FACTION KEYWORDS: **ASTRA MILITARUM**

BANEHAMMER



M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

Where the Banehammer excels is as a defensive anchor in the Imperial Guard's formations. Those enemies not blasted apart by its tremor cannon's shells are brought to a crawl as the ground splits beneath them. The stunned foe is then forced to push slowly forward beneath a further barrage, or else retreat in disarray.

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

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

WARGEAR OPTIONS

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

TRANSPORT

This model has a transport capacity of 26 **ASTRA MILITARUM INFANTRY** models. Each **OGRYN** model takes up the space of 3 models. It cannot transport **ARTILLERY** models.

ABILITIES

CORE: **Deadly Demise D6+2, Firing Deck 6**

Tremor Quake: In your Shooting phase, just after selecting a target for this model's tremor cannon, the target unit and every other enemy **INFANTRY** unit within 3" of that unit must take a Battle-shock test.

DAMAGED: 1-8 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Banehammer**

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

KEYWORDS: **VEHICLE, TITANIC, SMOKE, IMPERIUM, TRANSPORT, BANEHAMMER**

FACTION KEYWORDS: **ASTRA MILITARUM**

BANESWORD

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8



The Banesword obliterates enemy vehicles and fortifications that prove insurmountable to the Imperial Guard's remaining arsenal. Its quake cannon tears gaping voids in the strongest defensive lines at extreme range, enabling it to open breaches for allied forces to exploit before the enemy has a chance to return fire.

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

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

WARGEAR OPTIONS

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

ABILITIES

CORE: **Deadly Demise D6+2**

Armour Obliteration: Each time an attack made with this model's quake cannon destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 3+ instead of on a 6.

DAMAGED: 1-8 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Banesword**

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

KEYWORDS: **Vehicle, Titanic, Smoke, Imperium, Banesword**

FACTION KEYWORDS: **Astra Militarum**

HELLHAMMER

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8



The Hellhammer is optimised for close-quarters warfare, its armour proof against most infantry seeking to attack from nearby. The tank's multiple rapid-firing guns shred exposed targets, while the concussive blast radius of its primary cannon pounds dug-in enemy lairs to dust.

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

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

WARGEAR OPTIONS

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

ABILITIES

CORE: **Deadly Demise D6+2**

Close-quarters Warfare: This model does not suffer the penalty to its Hit rolls for making ranged attacks while enemy units are within Engagement Range of it.

DAMAGED: 1-8 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Hellhammer**

This model is equipped with: coaxial autocannon; demolisher cannon; heavy stubber; Hellhammer cannon; 2 lascannons; twin heavy bolter; 2 twin heavy flamers; armoured tracks.

KEYWORDS: **Vehicle, Titanic, Smoke, Imperium, Hellhammer**

FACTION KEYWORDS: **Astra Militarum**

STORMLORD

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8



Boasting an expanded transport capacity, the Stormlord is the ultimate assault vehicle. From firing steps, the squads it carries level their own firepower at the enemy, but their shots are eclipsed by the hurricane of huge, mass-reactive shells unloaded by the twin barrels of the Stormlord's vulcan mega-bolter.

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

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

WARGEAR OPTIONS

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

TRANSPORT

This model has a transport capacity of 40 **ASTRA MILITARUM INFANTRY** models. Each **OGRYN** model takes up the space of 3 models. It cannot transport **ARTILLERY** models.

ABILITIES

CORE: **Deadly Demise D6+2, Firing Deck 12**

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

DAMAGED: 1-8 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Stormlord**

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**



STORMLORD: MOTHER OF BOLTS

The Stormlord is one of the largest armoured transports operated by the Imperium. Its primary weapon is a forward-facing vulcan mega-bolter. This weapon fires explosive rounds at a prodigious enough rate to overwhelm void shields and annihilate entire platoons of infantry. The Stormlord's thick armour and colossal bulk allow it to drive through obstacles and formations to disgorge troops behind enemy lines. *Mother of Bolts*, a Stormlord belonging to the Cadian 1378th Super-heavy Armoured Regiment, played a key part in the Battle of Gythseron. The super-heavy vehicle weathered a storm of fire in order to smash through the walls of the Ork bastion and deploy commando troops to destroy the Mek workshops fuelling the Ork war effort.

BANESWORD



M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

The Banesword obliterates enemy vehicles and fortifications that prove insurmountable to the Imperial Guard's remaining arsenal. Its quake cannon tears gaping voids in the strongest defensive lines at extreme range, enabling it to open breaches for allied forces to exploit before the enemy has a chance to return fire.

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

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

WARGEAR OPTIONS

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

ABILITIES

CORE: **Deadly Demise D6+2**

Armour Obliteration: Each time an attack made with this model's quake cannon destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 3+ instead of on a 6.

DAMAGED: 1-8 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Banesword**

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

KEYWORDS: **Vehicle, Titanic, Smoke, Imperium, Banesword**

FACTION KEYWORDS: **Astra Militarum**

HELLHAMMER



M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

The Hellhammer is optimised for close-quarters warfare, its armour proof against most infantry seeking to attack from nearby. The tank's multiple rapid-firing guns shred exposed targets, while the concussive blast radius of its primary cannon pounds dug-in enemy lairs to dust.

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

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

WARGEAR OPTIONS

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

ABILITIES

CORE: **Deadly Demise D6+2**

Close-quarters Warfare: This model does not suffer the penalty to its Hit rolls for making ranged attacks while enemy units are within Engagement Range of it.

DAMAGED: 1-8 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Hellhammer**

This model is equipped with: coaxial autocannon; demolisher cannon; heavy stubber; Hellhammer cannon; 2 lascannons; twin heavy bolter; 2 twin heavy flamers; armoured tracks.

KEYWORDS: **Vehicle, Titanic, Smoke, Imperium, Hellhammer**

FACTION KEYWORDS: **Astra Militarum**

STORMLORD

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8



Boasting an expanded transport capacity, the Stormlord is the ultimate assault vehicle. From firing steps, the squads it carries level their own firepower at the enemy, but their shots are eclipsed by the hurricane of huge, mass-reactive shells unloaded by the twin barrels of the Stormlord's vulcan mega-bolter.

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

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

WARGEAR OPTIONS

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

TRANSPORT

This model has a transport capacity of 40 **ASTRA MILITARUM INFANTRY** models. Each **OGRYN** model takes up the space of 3 models. It cannot transport **ARTILLERY** models.

ABILITIES

CORE: **Deadly Demise D6+2, Firing Deck 12**

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

DAMAGED: 1-8 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Stormlord**

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**



STORMLORD: MOTHER OF BOLTS

The Stormlord is one of the largest armoured transports operated by the Imperium. Its primary weapon is a forward-facing vulcan mega-bolter. This weapon fires explosive rounds at a prodigious enough rate to overwhelm void shields and annihilate entire platoons of infantry. The Stormlord's thick armour and colossal bulk allow it to drive through obstacles and formations to disgorge troops behind enemy lines. *Mother of Bolts*, a Stormlord belonging to the Cadian 1378th Super-heavy Armoured Regiment, played a key part in the Battle of Gythseron. The super-heavy vehicle weathered a storm of fire in order to smash through the walls of the Ork bastion and deploy commando troops to destroy the Mek workshops fuelling the Ork war effort.

STORMSWORD

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8



A Stormsword is ideal for clearing enemy-held choke points. The shells fired by its siege cannon release a concentrated concussive wave on detonation. Those not pulverised outright are torn apart by slivers of the cover they cowered behind, barricades becoming lacerating shards and battlements storms of razor-edged fragments.

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

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

WARGEAR OPTIONS

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

ABILITIES

CORE: **Deadly Demise D6+2**

Concussive Wave: In your Shooting phase, just after selecting a target for this model's Stormsword siege cannon, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a concussive wave. After this model has finished making its attacks against that target unit this phase, each unit struck by a concussive wave suffers D3 mortal wounds.

DAMAGED: 1-8 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Stormsword**

This model is equipped with: 2 lascannons; Stormsword siege cannon; twin heavy bolter; 2 twin heavy flamers; armoured tracks.

KEYWORDS: **Vehicle, Smoke, Titanic, Imperium, Stormsword**

FACTION KEYWORDS: **Astra Militarum**



STORMSWORD: EYE OF JUDGEMENT

The Stormsword super-heavy mounts the colossal Stormsword siege cannon. This devastating weapon launches rocket-assisted munitions capable of shattering fortress walls. Indeed, during the assault on the Palace of Tears, the Stormsword *Eye of Judgement* supported Space Marines of the Sons of the Phoenix as they assaulted Heretic Astartes positions. Despite only firing its main weapon twice, thanks to an autoloader malfunction, *Eye of Judgement* was responsible for the obliteration of an Iron Warriors Land Raider bearing the heretics' commander. This allowed the Sons of the Phoenix to press home their assault against a disordered and demoralised foe and resulted in a crushing victory for the Imperial task force.

DOOMHAMMER

M	T	SV	W	LD	OC
12"	13	2+	24	7+	8



Part mobile bastion and part close-range Titan-killer, the Doomhammer contains a sizeable troop compartment, enabling it to transport a number of battle-ready soldiers. At the front lines, the troops are deployed to engage light targets while the tank's magma cannon melts monstrous chitin and armour to cinder and slag.

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

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

WARGEAR OPTIONS

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

TRANSPORT

This model has a transport capacity of 26 **ASTRA MILITARUM INFANTRY** models. Each **OGRYN** model takes up the space of 3 models. It cannot transport **ARTILLERY** models.

ABILITIES

CORE: **Deadly Demise D6+2, Firing Deck 6**

Close-range Titan-killer: Each time this model's magma cannon targets a **MONSTER** or **VEHICLE** unit, that target is always considered to be within half range of that weapon.

DAMAGED: 1-8 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Doomhammer**

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**



DOOMHAMMER: BREATH OF THE EMPEROR

The Doomhammer is part mobile fortress, part close-range Titan-killer. Housed within its enormous hull is a sizable troop bay, allowing it to bear several squads of infantry to battle in relative protection. The tank's primary weapon is the magma cannon, a colossal laser weapon that fires blazing white beams of light that can obliterate lesser vehicles in a single shot. *Breath of the Emperor* is the pride of the Tallarn 652nd Super-heavy Armoured Regiment. If the various inscriptions and marks scored into the interior of the vehicle by previous crews are to be believed, then *Breath of the Emperor* has served Tallarn since at least M32, and continues to operate with unparalleled reliability.

SHADOWSWORD



M	T	SV	W	LD	OC
12"	13	2+	24	7+	8

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

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

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

WARGEAR OPTIONS

- This model's 2 twin heavy flamers can be replaced with 2 twin heavy bolters.
- This model can be equipped with one of the following:
  - 2 lascannons and 2 twin heavy bolters
  - 2 lascannons and 2 twin heavy flamers

ABILITIES

CORE: **Deadly Demise D6+2**

Titan-killer: Each time this model makes a ranged attack with its volcano cannon that targets a **MONSTER** or **VEHICLE** unit, that attack has the [DEVASTATING WOUNDS] ability.

DAMAGED: 1-8 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Shadowsword**

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

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

FACTION KEYWORDS: **ASTRA MILITARUM**

VALKYRIE



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

Well-armed and heavily armoured, Valkyries are agile carrier-gunships with experienced crews. Their pilots weave them through enemy fighters and ground fire to deliver their payload of soldiers, dropping them from high altitude via grav-chutes or hovering at lower levels while the troops jump out to storm the landing zone.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Hellstrike missiles [ANTI-FLY 2+]	48"	1	4+	10	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Multi-laser	36"	4	4+	6	0	1
Multiple rocket pod [BLAST]	36"	D6	4+	6	0	1

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

WARGEAR OPTIONS

- This model's multi-laser can be replaced with 1 lascannon.
- This model's hellstrike missiles can be replaced with 2 multiple rocket pods.
- This model can be equipped with 2 heavy bolters.

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.

ABILITIES

CORE: **Deadly Demise D6, Hover**

Airborne Insertion: At the end of your opponent's Movement phase, one or more units embarked within this **TRANSPORT** can disembark from it.

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.

UNIT COMPOSITION

- **1 Valkyrie**

This model is equipped with: hellstrike missiles; multi-laser; armoured hull.

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

FACTION KEYWORDS: **ASTRA MILITARUM**

AEGIS DEFENCE LINE

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

Aegis Defence Lines are barricades comprising crenellated armoured panels that link together in a solid shield wall. Thanks to their simple design they can be built and deployed at great speed, and are thus ideal for establishing defensive perimeters before more permanent structures can be erected.

ABILITIES

Emplacement Platform: Friendly **ASTRA MILITARUM INFANTRY** models can be set up or end any type of move on top of the platform section of this **FORTIFICATION**.

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

Defence Line: While an **ASTRA MILITARUM INFANTRY** model has the Benefit of Cover as a result of this terrain feature (see above), that model has a 4+ invulnerable save.

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

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

UNIT COMPOSITION

- 1 Aegis Defence Line

WARGEAR OPTIONS

- None

DEPLOYMENT

When this model is set up, it will consist of 1 platform section, up to 5 shield sections, up to 2 broken shield sections, and up to 2 end sections. All sections must be connected to each other to form a continuous defence line; the two broken shield sections can be placed either at the end of the defence line, or in the middle of it such that both are within ½" of each other (in this case, these two sections count as being connected to each other). All the sections that have been set up are then treated as a single model for all rules purposes.



KEYWORDS: **FORTIFICATION, IMPERIUM, AEGIS DEFENCE LINE**

FACTION KEYWORDS: **ASTRA MILITARUM**

'To see the enemy lines broken is not a victory. To watch them flee in disarray is a false triumph. When they lie crushed beneath our boots, ground into oblivion and unable to ever return, only then has the battle been won.'

- Company Commander Zamalod Chikova

WARGEAR OF THE ASTRA MILITARUM

INQUISITION FILE REFERENCE: XKII/DC-1444:0771//MUNITORUM

INFANTRY WEAPONS

RANGED WEAPONS

The armies of the Astra Militarum make use of many different ranged weapons. The most ubiquitous are the various patterns of lasgun, but these are supplemented by specialist weapons such as shotguns and flamers for clearing out entrenched enemies, plasma and melta weapons for eliminating heavily armoured foes and long-las and other sniper weapons for picking off infantry at extreme range.


Lasgun


Sergeant's autogun


Combat shotgun


Flamer


Plasma gun


Meltagun


Boltgun


Grenade launcher


Long-las


Sniper rifle


Tankstopper rifle

PISTOLS AND SIDEARMS


Laspistol


Bolt pistol


Plasma pistol


Autopistol


Hand flamer

HOT-SHOT WEAPONRY


Hot-shot lasgun


Hot-shot marksman rifle


Hot-shot long-las


Hot-shot volley gun


Hot-shot laspistol


Hot-shot lascarbine

HOT-SHOT WEAPONS

Modified versions of the lasgun, hot-shot weapons use larger and more potent power packs, rendering them far more destructive. These weapons are most often wielded by elite special forces such as the Cadian Kasrkin or the soldiers of the Militarum Tempestus.



ARTILLERY AND FIELD GUNS

The many regiments of the Astra Militarum field a wide range of artillery that vary in size from small, man-portable mortars and field pieces to gigantic set-piece weapons capable of shattering the walls of titanic bastions. Siege Regiments in particular specialise in the use of such ordnance.

Siege cannon

HEAVY WEAPONS

Heavy bolter



Lascannon



Autocannon



Plasma cannon



Heavy flamer



Missile launcher



Multi-laser



Taurox gatling cannon



Heavy stubber



Multi-melta



WEAPONS TEAMS AND VEHICLE-MOUNTED WEAPONRY

Astra Militarum infantry is almost always accompanied by some form of heavy fire support. This may come in the form of a vehicle bristling with cannons, or through the deployment of Heavy Weapons Squads equipped with emplaced weapons.

Missile launcher



Mortar



MELEE WEAPONS

Chainsword



Power fist



Power sword



Trench club



CAVALRY WEAPONS

Goad lance



Hunting lance frag/melta



Power sabre



Frag lance



POWER WEAPONS

Power weapons are exceptionally potent melee weapons that when activated project an energy field. This energy field disrupts solid matter, enhancing the weapon's ability to defeat armour. These weapons are scarce and usually issued only to officers and elite troops.

Heavy mortar



Heavy quad launcher



Multiple rocket launcher



Bombast field gun

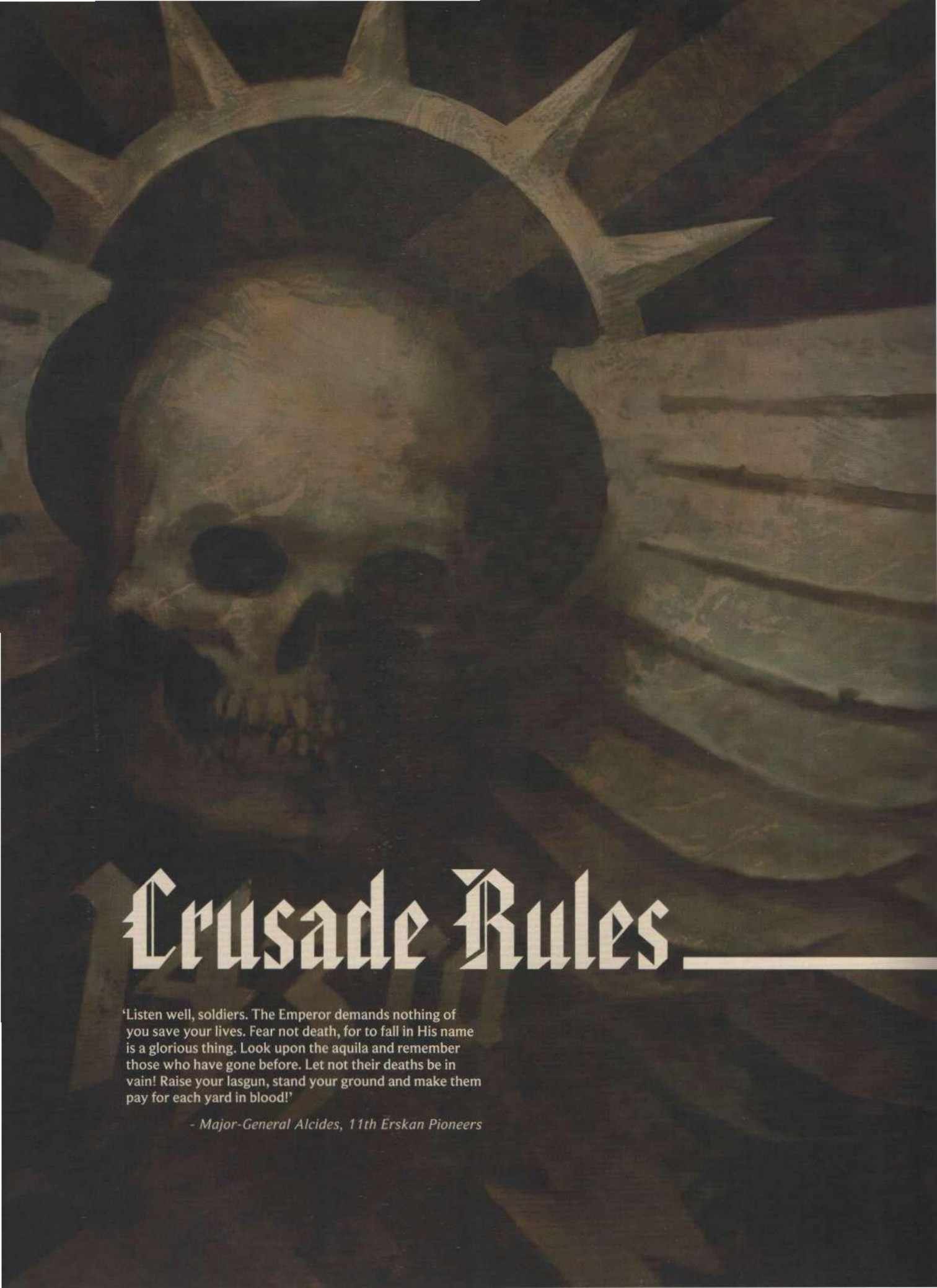


Heavy lascannon



Malleus rocket launcher





Crusade Rules

'Listen well, soldiers. The Emperor demands nothing of you save your lives. Fear not death, for to fall in His name is a glorious thing. Look upon the aquila and remember those who have gone before. Let not their deaths be in vain! Raise your lasgun, stand your ground and make them pay for each yard in blood!'

- Major-General Alcides, 11th Erskan Pioneers



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to ASTRA MILITARUM units.

This section contains the following additional rules:

TOURS OF DUTY

During the many battles it takes to bring victory to the Imperium, decisive officers and heroic regiments will make a name for themselves, earning prestigious commendations in the process.

AGENDAS

ASTRA MILITARUM armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

ASTRA MILITARUM armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, **ASTRA MILITARUM** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **ASTRA MILITARUM CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.



TOURS OF DUTY

If your Crusade force includes any **ASTRA MILITARUM** units, it can go on a Tour of Duty to crush the enemy forces and reinforce the Imperium's defences. Each time your Crusade force starts a Tour of Duty, you must first determine how many battles it will need to fight and how many victories are required to claim overall triumph.

- The number of battles your Crusade force will need to fight is D6+4.
- The number of victories your Crusade force will require is D3+2.

Once these goals have been determined, make a note of them on your Order of Battle. After each battle, reduce the number of battles that remain to be fought by 1 (to a minimum of 0), and if you won that battle, reduce the number of remaining victories required by 1 (to a minimum of 0).

Once both of these numbers reach 0, your Crusade force has completed that Tour of Duty, and you can spend Commendation points on your Crusade force. Once this stage is complete, your Crusade force can then begin a new Tour of Duty.

LOGISTICS POINTS

Each time your Crusade force starts a new Tour of Duty, after determining how many battles you need to fight and how many victories you require, you must assign your Crusade force's Logistics points for that Tour of Duty.

Logistics points represent the resources and assets that the Departmento Munitorum can bring to bear in support of your army, and they can be assigned to various categories, each granting potential surplus or deficiency effects, depending on what aspects of your Crusade force's Tour of Duty you wish to focus on.

COMMENDATION POINTS

At the end of each battle your Crusade force fights, it earns 1 Commendation point. If you won that battle, your Crusade force earns D3 Commendation points instead. Commendation points are used to award Personal Commendations to your units or Regimental Commendations to affect all **ASTRA MILITARUM** units in your Crusade force.

Additional Commendation points can be earned through the Agendas found on page 156.



LOGISTICS POINTS

On the following pages, Logistics points are presented as shown above.



COMMENDATION POINTS

On the following pages, Commendation points are presented as shown above.



ASSIGNING LOGISTICS POINTS

Each time you begin a Tour of Duty, you have 4 Logistics points to assign. There are four Logistics categories to which these can be assigned:



Lexmechanicus: This category encompasses the communications infrastructure and planning resources that your Crusade force will have access to.



Materiel: This category represents how much ammunition and fuel you can call upon to replenish your army with.



Tithe Pool: This category covers how many fresh recruits you have access to – a crucial resource for replacing those lost in the meat grinder of the toughest battles.



Morale: This category relates to everything from access to inspiring propaganda to how many rations each soldier receives.

Your Logistics points can be assigned to each of these four categories in any combination you wish, but no category can have more than 2 Logistics points assigned to it.

Once you have finished assigning your Crusade force's Logistics points, you must determine in which categories your Crusade force has a surplus and in which it has a deficiency. This is based on how many Logistics points are assigned to that category, as shown below:

DEFICIENCY	0	LOGISTICS POINTS
NO EFFECT	1	LOGISTICS POINTS
SURPLUS	2	LOGISTICS POINTS

Categories in which your Crusade force has a surplus will reward your army with powerful bonuses in the battles ahead, while those where you have a deficiency will penalise your efforts. The effects of a surplus or deficiency in each category are shown on the right; these apply for as long as your Crusade force has that surplus or deficiency.

Make a note on your Order of Battle of which categories your Crusade force has a surplus or deficiency in (if any).

CATEGORY: LEXMECHANICUS

SURPLUS

When selecting Agendas for a battle, you can select one additional Astra Militarum Agenda (pg 156) to be active for that battle in addition to any others selected for that battle.

DEFICIENCY

Each time an **OFFICER** from your army issues an Order, roll one D6: on a 1, that Order is not issued.

CATEGORY: MATERIEL

SURPLUS

Each time an **ASTRA MILITARUM** unit from your army is selected to shoot, you can re-roll one Hit roll when resolving that unit's attacks.

DEFICIENCY

Subtract 2" from the Move characteristic of **ASTRA MILITARUM VEHICLE** models from your Crusade force.

CATEGORY: TITHE POOL

SURPLUS

In your Command phase, 1 destroyed model (excluding **CHARACTERS**) is returned to each **REGIMENT INFANTRY** unit from your army that is on the battlefield and not at its Starting Strength.

DEFICIENCY

In your Command phase, if your **WARLORD** is not on the battlefield, you do not gain a Command point.

CATEGORY: MORALE

SURPLUS

Improve the Leadership characteristic of **ASTRA MILITARUM** models in your Crusade force by 1.

DEFICIENCY

You cannot use the Insane Bravery Stratagem.

COMMENDATIONS

Each time your Crusade force completes a Tour of Duty, you can spend your Commendation points to upgrade your force with Commendations (any Commendation points not spent after this stage are lost). There are two types of Commendations: Personal Commendations, which are new Battle Honours bestowed upon individual **ASTRA MILITARUM** units in your Order of Battle and grant them new abilities, and Regimental Commendations, which can grant abilities to all **ASTRA MILITARUM** units in your Order of Battle. **EPIC HEROES** cannot be given Personal Commendations (but Regimental Commendations will apply to them while they are part of your Crusade force).

Each time a unit gains a Personal Commendation, that unit is treated as gaining a new Battle Honour. If that unit already has its maximum number of Battle Honours, you can choose to replace one with a Personal Commendation. An **OFFICER** unit cannot have more than 2 Personal Commendations and cannot have the same Personal Commendation more than once; other **ASTRA MILITARUM** units cannot have more than 1 Personal Commendation. At the end of a Tour of Duty, you cannot award the same Commendation more than once (but you can award those Commendations again at the end of another Tour of Duty).

If your Order of Battle has one or more Regimental Commendations, and you muster a Crusade army from it that includes one or more **ASTRA MILITARUM** units, the total Crusade points value of that Crusade army is increased by 3 for each Regimental Commendation you have. Your Order of Battle cannot have more than 2 Regimental Commendations, and it cannot have the same one more than once.

You can remove Commendations from your Order of Battle and/or from units in your Order of Battle at any time (in order to purchase new, different Commendations, for example).

'Conflicts are rarely decided by strategic or tactical genius, firepower or great champions. No, the outcome of a war is decided by the movement of soldiers and arms, by cargo hauler and servitor loader. Let the soldiery have their honour and their glory. We are the engine of the Imperial war machine, and we require neither medal nor ribbon to prove our worth.'

- Logistician-General Selvar, Departmento Munitorum



PERSONAL COMMENDATIONS

SACRIFICUS TEMPESTUS

1

These soldiers of the Militarum Tempestus have shown characteristic bravery in the face of overwhelming odds. The awarding of the Sacrificus Tempestus only serves to bolster their determination to fight to the last.

TEMPESTUS SCIONS unit only. If this unit is destroyed while within range of an objective marker that you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

STEEL ARMORIAL

1

This award honours those who have proven exceptionally attuned to a vehicle's machine spirit or have kept it operational despite facing terrible hardships.

ASTRA MILITARUM VEHICLE or **ASTRA MILITARUM TECH-PRIEST ENGINSEER** unit only. At the end of the battle, if this unit is part of your Crusade army and was not destroyed during the battle, you can re-roll one failed Out of Action test taken for a friendly **ASTRA MILITARUM VEHICLE** unit.

DIAMANTINE STAR

1

These honoured soldiers have stealthily trekked through dangerous no man's land far in advance of the main push, striking behind enemy lines.

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

BASTION HONOUR

1

Warriors who have excelled in repelling enemy assaults, with bayonets and valour, are awarded this title.

REGIMENT unit only. Once per battle, at the start of your opponent's Fight phase, this unit can use this ability. If it does, until the end of the phase, this unit has the Fights First ability.

ORDER OF THE ADAMANTINE CHAIN

2

Induction into this order recognises the strong regimental bonds, comradely contacts and inspirational status of the recipients. Their deeds are respected and emulated and are often used as the basis of regimental propaganda.

Each time this unit is Marked for Greatness, it gains an additional 2XP.

MERIT OF THE STRATEGIUM

2

This honour has been awarded for a wide variety of commendable actions. Shrewd planning; instinctive preparation of battlefield assets; intelligence gained through voluntary infiltration – all are deeds that sap the enemy's advantages at every turn.

After both players have deployed their armies, you can redeploy this unit. When doing so, this unit can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

HONOURIFICA IMPERIALIS

2

This award is one of the highest honours that can be won by all the ranks in the Astra Militarum. It is issued only to those who demonstrate absolute loyalty in the face of terrible danger.

If an Order is issued to this unit, instead of applying until the start of your next Command phase, that Order will apply to it until the end of the battle, until a new Order is issued to it or until that unit becomes Battle-shocked (whichever happens first).

CELERIS HEART

2

This award is given to those who have shown the skill and initiative to outmanoeuvre their foes and seize their objectives.

REGIMENT unit only. Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

STAR OF FIDELITY



Awarded to those who have unwaveringly carried out their superiors' orders swiftly and to the letter, this small star is a recognition of their commander's absolute trust.

Each time you select this unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

DECREE OF DISPENSATION



As close to admitting error as the Departmento Munitorum gets, this award offers thanks to those who have averted the repercussions of an administrative mistake. Its mere mention can guarantee special access to assets and materiel.

OFFICER model only. Once per Tour of Duty, if this unit is your **WARLORD**, you can select one deficiency effect (pg 150) that currently applies to your Crusade force. Until the end of your next battle, that effect does not apply to your Crusade force.

AUXILA GOLDEN STAR



This award is granted to units who have shown great bravery in defence of a superior.

CAVALRY or **OGRYN** unit only. You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

DEPARTMENTO SALVAGE AWARD



Wars are decided by logistics. This honour is granted to those who have recovered valuable materiel under heavy fire.

REGIMENT or **RATLINGS** unit only. At the end of the battle, if this unit is on the battlefield, roll one D6, adding 1 to the result if this unit is within range of an objective marker that you control. On a 6+, you gain 1 Requisition point.

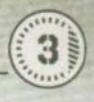
LAURELS OF PURITY



Presented alongside a circlet of silvered laurels, this honour recognises aggressive and forceful piety.

OFFICER or **MINISTORUM PRIEST** unit only. While the bearer is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

LORD COMMANDER'S SIGILUM



The gratitude of a Lord Commander is earnt through the relentless destruction of the Emperor's enemies.

At the end of the battle, if this unit destroyed one or more enemy units during that battle, you gain 1 Commendation point.

MEDALLION RESOLUTE



With conspicuous valour, these soldiers have held on to vital battlefield locations, forcing back the enemy with firepower and faith.

While this unit is within range of an Objective marker that you control, models in this unit have a 5+ invulnerable save.

MEDAL OF LAUDABLE SERVICE



Only those whose regimental service is sufficiently lengthy are awarded this medal; their service denotes hugely varied campaigns alongside numerous other regiments, often resulting in a flexible approach to battle and the gaining of various additional battlefield skills.

At the start of every Tour of Duty, you can select one Battle Honour this unit has (excluding Personal Commendations), and replace it with a new Battle Honour of your choosing (excluding Personal Commendations).

OCULUS LAUREATE



Through keen observation, recognition of old foes or some tactical intuition, those who receive this medal have provided priceless information to senior command.

OFFICER unit only. If this unit is your **WARLORD**, you can use one Crusade Blessing even if you are not the Underdog.

AURAMITE AQUILA



Recognised for the unlikely number of actions they have served with distinction, these soldiers are scarred and aged by their experiences.

Unit with the Battle-hardened rank or higher only. This unit gains one Battle Trait of your choice. This must be a Battle Trait it can have, and does not count towards the maximum number of Battle Traits that a unit can have. If the Legendary Veterans Requisition is used on this unit, that Requisition only costs you 1RP.

REGIMENTAL COMMENDATIONS

EXPERT BOMBARDIERS

Skilled in coordinating their targeting with forward spotter elements, the artillery crews of this regiment are capable of devastating precision shelling.

While a unit from your Crusade army is under the effects of the Take Aim! Order, each time a model in that unit makes an attack with a Blast weapon, if a Critical Wound is scored, the improve the Armour Penetration characteristic of that attack by 1.

In addition:

- While you have a surplus in Morale, **ARTILLERY** units from your Crusade army gain 2XP from Dealers of Death instead of just 1XP.
- While you have a deficiency in Lexmechanicus, each time you gain a CP, roll one D6: on a 1, that CP is lost.

PARAGONS OF DRILL DISCIPLINE

This regiment's unyielding soldiers fight and die facing the enemy. Standing tall in ordered ranks, they unleash a devastating fusillade of las-fire.

While a unit in your Crusade army is under the effects of the First Rank Fire! Second Rank Fire! Order, if that unit Remains Stationary, its Rapid Fire weapons have the **[SUSTAINED HITS 1]** ability.

In addition:

- While you have a surplus in Materiel, each time an **ARTILLERY** unit from your Crusade army makes a ranged attack, re-roll a Hit roll of 1.
- While you have a deficiency in Tithe Pool, the cost to use the following Requisitions is increased by 1RP: Increase Supply Limit; Repair and Recuperate; Fresh Recruits.

VETERAN CREW

The crews of this regiment's war machines have been instructed in battlefield dominance and are skilled in using their iron steeds to scatter lesser enemies.

While a **SQUADRON** unit from your Crusade army is under the effects of the Duty and Honour! Order, ignore all Damaged effects that currently apply to that unit.

In addition:

- While you have a surplus in Materiel, add 3 to the Objective Control characteristic of **SQUADRON** models from your Crusade army.
- While you have a deficiency in Tithe Pool, each time an **ASTRA MILITARUM** unit from your Crusade army takes an Out of Action test, subtract 1 from the result.

VANGUARD HONOURS

The vehicle crews of this regiment are well-practised in high-speed manoeuvres, swiftly encircling enemy positions before breaking through their flanks with a roar of engines.

While a **SQUADRON** unit from your Crusade army is under the effects of the Move! Move! Move! Order, if that unit Advances, its ranged weapons have the **[ASSAULT]** ability.

In addition:

- While you have a surplus in Lexmechanicus, at the start of your Command phase, if one or more **SQUADRON** units from your Crusade army are wholly within your opponent's deployment zone, you gain 1CP.
- While you have a deficiency in Morale, each time you gain a Commendation point, roll one D6: on a 1, you lose 1 Commendation point.

PRESERVATION COMMENDATION

This regiment has earned accolades from high command due to their resilience, aptitude for armoured-vehicle tactics and propensity for preserving lives and recovering materiel from the field of battle.

While an **INFANTRY** unit in your Crusade army is under the effects of the Take Cover! Order, if that unit is within 3" of one or more friendly **TRANSPORT** models, each time a ranged attack targets that **INFANTRY** unit, models in that unit have the Benefit of Cover against that attack.

In addition:

- While you have a surplus in Tithe Pool, add 1 to the Wounds characteristic of **TRANSPORT** models in your Crusade force.
- While you have a deficiency in Lexmechanicus, if you are the Underdog, you can use 1 fewer Crusade Blessing and, if your opponent is the Underdog, they can use one extra Crusade Blessing.

MECHANISED ASSAULT MERIT

These infantry squads are as well-drilled as mechanised infantry, specialising in manoeuvres where they pile out of hatches swiftly and in good order – even as their transport is still moving. Their footing and aim is sure enough to fire a deadly volley.

While a **TRANSPORT** unit from your Crusade army is under the effects of the First Rank, Fire! Second Rank, Fire! Order, any units that disembark from that **TRANSPORT** are also considered to have had that Order issued to them that turn.

In addition:

- While you have a surplus in Morale, **REGIMENT** units from your Crusade army can disembark from **TRANSPORT** models even after that model 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.
- While you have a deficiency in Materiel, while a **TRANSPORT** model from your Crusade force is Below Half-strength, subtract 4" from its Move characteristic.

CAVALRY AQUILA

Adept infiltrators or swift vanguard skirmishers, this regiment's infantry range ahead of the front lines alongside swifter elements, tackling the enemy without warning and reporting observations to Imperial command.

While a **REGIMENT** unit in your Crusade army is under the effects of the Move! Move! Move! Order, if that unit Advances, add 2 to the Advance roll.

In addition:

- While you have a surplus in Lexmechanicus, at the start of the battle, you can select up to 3 **REGIMENT** units from Crusade army; until the end of the battle, the selected units have the Infiltrators ability.
- While you have a deficiency in Morale, units from your Crusade army cannot be Marked for Greatness and units from your Crusade army cannot be given Crusade Relics.

VETERAN GUERRILLAS

This regiment fought for years through dense war zones harbouring foes in every shadow. Their infantry and most nimble vehicles are keen-eyed stalkers, able to spot lurking threats amidst tangled ruins or heavy jungles.

While a **REGIMENT** unit in your Crusade army is under the effects of the Fix Bayonets! Order, melee weapons equipped by models in that unit have the [PRECISION] ability.

In addition:

- While you have a surplus in Tithe Pool, **REGIMENT** units in your Crusade army gain 2XP from Battle Experience instead of just 1XP.
- While you have a deficiency in Morale, at the end of the battle, unless you are the victor, you do not receive a Requisition point for playing a battle.



AGENDAS

If your Crusade army includes any ASTRA MILITARUM units, you can select Agendas from those presented here.

ADVANCE, FOR THE EMPEROR!

At full pace, and with the correct motivation, the grand armies of the Imperial Guard can overwhelm enemy positions by sheer weight of numbers.

At the end of the battle, select up to six **ASTRA MILITARUM** units from your army that are wholly within your opponent's deployment zone; each of those units earns 1XP. If your **WARLORD** is one of these units, your Crusade force also gains 1 Commendation point.

PROPAGANDA TARGETS

Amid long campaigns, the tireless Imperial propaganda machine demands visible and significant victories. The enemy's most brutal weapons of war must be ostentatiously humbled in order to give fresh hope to wearied soldiers.

At the start of the battle, your opponent must select three different units from their Crusade army to be Extermination Targets (if your opponent's army has fewer than three units, they select as many as possible). Each time an **ASTRA MILITARUM** unit from your Crusade army destroys an Extermination Target, that **ASTRA MILITARUM** unit gains 3XP. At the end of the battle, if all the Extermination Targets have been destroyed, your Crusade force also gains 1 Commendation point.

INSPIRED COMMAND

The central nervous system of the Astra Militarum is its command structure – those who efficiently coordinate their platoons with decisive and well-timed orders can clinch a lasting victory.

Each time a unit from your Crusade army destroys an enemy unit while being affected by an Order, the **OFFICER** that issued that Order gains 1XP (to a maximum of 3 per battle). At the end of the battle, if 5 or More **OFFICERS** from your Crusade army gained XP as the result of this agenda, your Crusade force also gains 1 Commendation point.

HOLD THE LINE

The battle lines have been drawn and your orders are clear. The enemy must not break through, no matter the cost to your forces in lives and materiel.

From the second battle round onwards, at the end of your turn, if there are no enemy units within your deployment zone and your **ASTRA MILITARUM WARLORD** is on the battlefield, that **WARLORD** gains 1XP. If, at the end of any of your turns, one or more enemy units are within your deployment zone, you cannot score any XP from this Agenda for the rest of the battle. If your **WARLORD** earns 4XP as the result of this Agenda in the battle, your Crusade force also gains 1 Commendation point.

ARMING THE ASSAULT

Air-dropped caches of arms and fuel are vital to maintaining assaults far from supply lines, but the sealed canisters must be cracked and emptied before the enemy can reach them.

At the start of the battle, all objective markers on the battlefield are Unsecured Munitions objectives and will remain so until secured.

At the start of your Shooting phase, one **ASTRA MILITARUM** unit from your Crusade army (excluding Battle-shocked units) that is within range of an Unsecured Munitions objective, is not within Engagement Range of any enemy units, and is eligible to shoot, can attempt to secure that Unsecured Munitions objective. If attempted, until the end of your turn, that unit is not eligible to shoot or declare a charge. At the end of your turn, if that unit is still within range of an Unsecured Munitions objective, that Unsecured Munitions objective is secured and that unit gains 2XP.

At the end of the battle, if you control all the objective markers in No Man's Land, and all of those objective markers have been secured, your Crusade force gains 1 additional Requisition point. At the end of the battle, if you control one or more objective markers in your opponent's deployment zone, and those objective markers have been secured, your Crusade force gains 1 Commendation point.

REQUISITIONS

If your Crusade army includes any ASTRA MILITARUM units, you can spend Requisition points (RP) on any of the following Requisitions.

DECORATED OFFICER 1RP

The regiment has been honed by a highly decorated and respected officer, who instils wisdom and discipline in the soldiers under their command.

Purchase this Requisition when you add an **OFFICER** unit (excluding **EPIC HEROES**) to your Order of Battle. That unit gains 6XP.

UPLIFTING PRIMERS 1RP

The Imperial Infantryman's Uplifting Primer can be requisitioned in bulk. It contains everything a Guardsman needs to effectively defeat the enemies of Mankind, and is a source of great comfort and inspiration to any loyal servant of the Emperor who can read.

Purchase this Requisition before the battle. Until the end of the battle, once per battle, you can target one **REGIMENT** unit from your army with the Insane Bravery Stratagem for 0CP (even if the Morale deficiency effect is currently applying to your Tour of Duty). In addition, at the end of the battle, every **REGIMENT** unit from your army that did not suffer a Devastating Blow gains 1XP.

COMMIT EVERYTHING 2RP

The campaign's senior commander has designated the upcoming battle as so vital that they will funnel all of their resources and assets into securing victory, forgoing frugal logistical management in favour of overwhelming force. Victory with these resources will need no explanation, and defeat will allow none.

Purchase this Requisition at the start of a Tour of Duty. You gain 1 additional Logistics point to use during that Tour of Duty, however, until this Tour of Duty ends, at the end of each battle, if you are not the victor of that battle, you lose 1 Commendation point (to a minimum of 0).

LAST-MINUTE TRANSFER 1RP

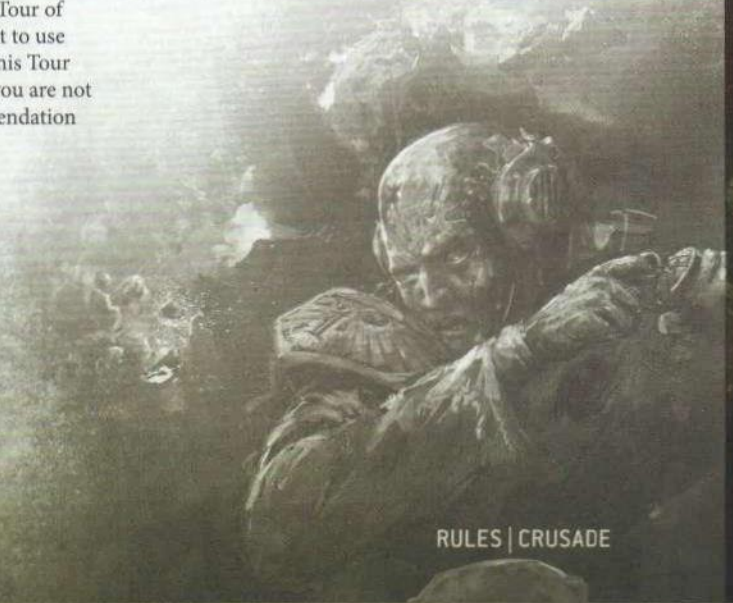
Skilled armoured crews and elite specialists are worth the resources needed to safely extract them from their current duties and reassign them. Such veterans can bring crucial skills to otherwise green formations.

Purchase this Requisition at any time. Select one **REGIMENT** unit from your Order of Battle and replace it with a new **REGIMENT** unit, or select one **SQUADRON** unit from your Order of Battle and replace it with a new **SQUADRON** unit. The newly added unit starts with the same Personal Commendations as the unit that it replaced (if any), it starts with the same number of XP as the unit it replaced, and immediately gains the appropriate number of Battle Honours for its rank. You cannot purchase this Requisition if doing so would cause your Crusade force's total points to exceed its Supply Limit.

ABOVE AND BEYOND THE CALL OF DUTY 1RP

The standards expected of an Astra Militarum soldier are high, yet there are those units whose achievements go far beyond those of their fellow fighters. On such occasions, the loftiest of commendations may be awarded, often presented to the recipients in person by a general or other high-ranking officer.

Purchase this Requisition at the end of a Tour of Duty, when you award a Personal Commendation to an **ASTRA MILITARUM** unit from your Crusade force. The Personal Commendation just awarded does not count towards the maximum number of Battle Honours that unit can have. You can only purchase this Requisition once per Tour of Duty and you cannot select the same unit for it more than once.



BATTLE TRAITS

When an ASTRA MILITARUM unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.



INFANTRY AND CAVALRY UNITS — D6

DEAD-EYED KILLERS

These troops have fought for so long that they are inured to death and no longer fear the enemy.

Each time you take a Battle-shock, Leadership or Desperate Escape test for this unit, add 1 to that test.

STEALTHY

These seasoned veterans are experts at moving amongst dense terrain and remaining unseen. There are few troops with such an uncanny ability to utilise cover, camouflage and positioning.

Models in this unit have the Stealth ability.

SHARPSHOOTERS

Expert marksmen who obsessively maintain their weapons, these warriors are capable of hitting distant targets with great accuracy.

Ranged weapons equipped by models in this unit have the [HEAVY] ability.

GRIZZLED

These hardened soldiers are born survivors, and so far have endured everything the galaxy has thrown at them and lived to tell the tale.

Models in this unit have the Feel No Pain 6+ ability and you can re-roll failed Out of Action tests taken for this unit.

GUERRILLAS

Guerrilla fighters are seasoned hit-and-run troops, outwitting their foes and disappearing suddenly after a lightning-fast ambush.

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 of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge unless it has the **CAVALRY** keyword.

TRENCH FIGHTERS

These soldiers have fought hard to bloody victory on numerous deadly battlefields, clearing out foes with blades, truncheons and bayonets.

Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

OFFICER UNITS D6

BOOMING VOICE

Every order given by this officer is bellowed to their troops with perfect clarity and at ear-splitting volume.



Each time this **OFFICER** issues an Order, you can select one eligible unit within 12" of that **OFFICER** model to issue it, to instead of within 6".

EYE FOR TALENT

Always on the lookout for aptitude, this officer moulds gifted troopers into elite warriors.



If this **OFFICER** is part of your Crusade army and was not destroyed during the battle, then at the end of the battle, select one additional unit to be Marked for Greatness (you cannot use this ability to select this **OFFICER**'s unit to be Marked for Greatness).

OLD GRUDGES

This officer has learnt their nemesis' weakness and will exploit it ruthlessly in a flurry of orders to nearby troops, sealing their old enemy's doom with a storm of firepower.



At the start of the battle, select one unit from your opponent's army. Each time a model in this **OFFICER**'s unit makes an attack that targets that unit, you can re-roll the Hit roll.

VEHICLE UNITS D6

URBAN FIGHTERS

Veterans of operating in confined environments, this crew are not fazed by engaging foes at point-blank range.



Each time a model in this unit makes a ranged attack, that model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

BIG-GAME HUNTERS

The numerous kill markings adorning this vehicle are a testament to its crew's talent.



Each time a model in this unit makes a ranged attack, if the target of that attack is a **MONSTER** or **VEHICLE** unit, you can re-roll Hit rolls of 1 and re-roll Wound rolls of 1.

WELL-DRILLED CREW

This vehicle's soldiers are experts in its handling – loaders, gunners and driver working like a well-oiled machine.



Ranged weapons equipped by models in this unit have the [ASSAULT] ability.

THE REGIMENTAL STANDARD

The vast majority of Astra Militarum regiments bear to battle multiple standards that display the regiment's colours and iconography. To the troops who fight beneath it, a regimental standard is a source of great pride and inspiration. So long as it remains aloft, the Emperor protects.

Such is the importance of regimental colours that only veteran warriors attached to command units are permitted to carry them to battle. The loss of a regimental standard on the battlefield can have a devastating effect on morale and is seen as a terrible mark of dishonour. Any loyal soldier of the Astra Militarum would gladly die to prevent such an occurrence.

Regiments of Traitor Guardsmen, well versed in the culture of the Astra Militarum, are known to take particular pleasure in seizing and defacing loyalist banners before displaying them prominently amidst their own ranks. The warlord Gurek Quall, Scourge of Olnys, seized no fewer than ten aquilas during her brief but bloody campaign of violence across the worlds of the Helican Sub-sector. The 36th Regiment of the Praetorian Guard, whose own aquila had been seized by the traitors on Messina, were ultimately responsible for her defeat. In the wake of the battle, the defeated traitor's skull was harvested from her corpse before being gilded to form the regimental icon of the 36th, whose devastating cavalry charge had carried the day.

THE TACTICA IMPERIUM

The training of Astra Militarum troops is variable indeed, differing according to their world of origin, tactical speciality and various other factors. Unlike the Adeptus Astartes, the soldiers of the Imperial military have no single prescribed text from which their methods of war are drawn. The closest equivalent to the Codex Astartes is the Tactica Imperium. This manual is comprised of a wide range of documents, instructions, battle reports and case studies with accompanying notes, all of which have been approved by the Departmento Munitorum and by the Lord Commander Militant.

The Tactica Imperium is constantly being added to, meaning that the vast majority of regiments possess copies that are hideously out of date. Most trainees find that, whilst the Tactica Imperium provides a solid grounding, one is unable to refer every key decision to the pages of a book in the midst of battle.

CRUSADE RELICS

When an ASTRA MILITARUM CHARACTER model gains a Crusade Relic, you can select one of the Relics presented here.

ARTIFICER RELICS

ICONIC ACCOUTREMENTS

Many heroes of the Astra Militarum bear weapons that are synonymous with their achievements. These items may include magnificent plumed caps, gilded bionics, treasured trench clubs or signature swagger sticks such as that once carried to war by General-Boyar Koledin, whose famed fortune was often attributed to it.

Once per turn, you can change either one Hit roll, one Wound roll or one saving throw made for the bearer's unit to a 6.

AQUILAN EYE

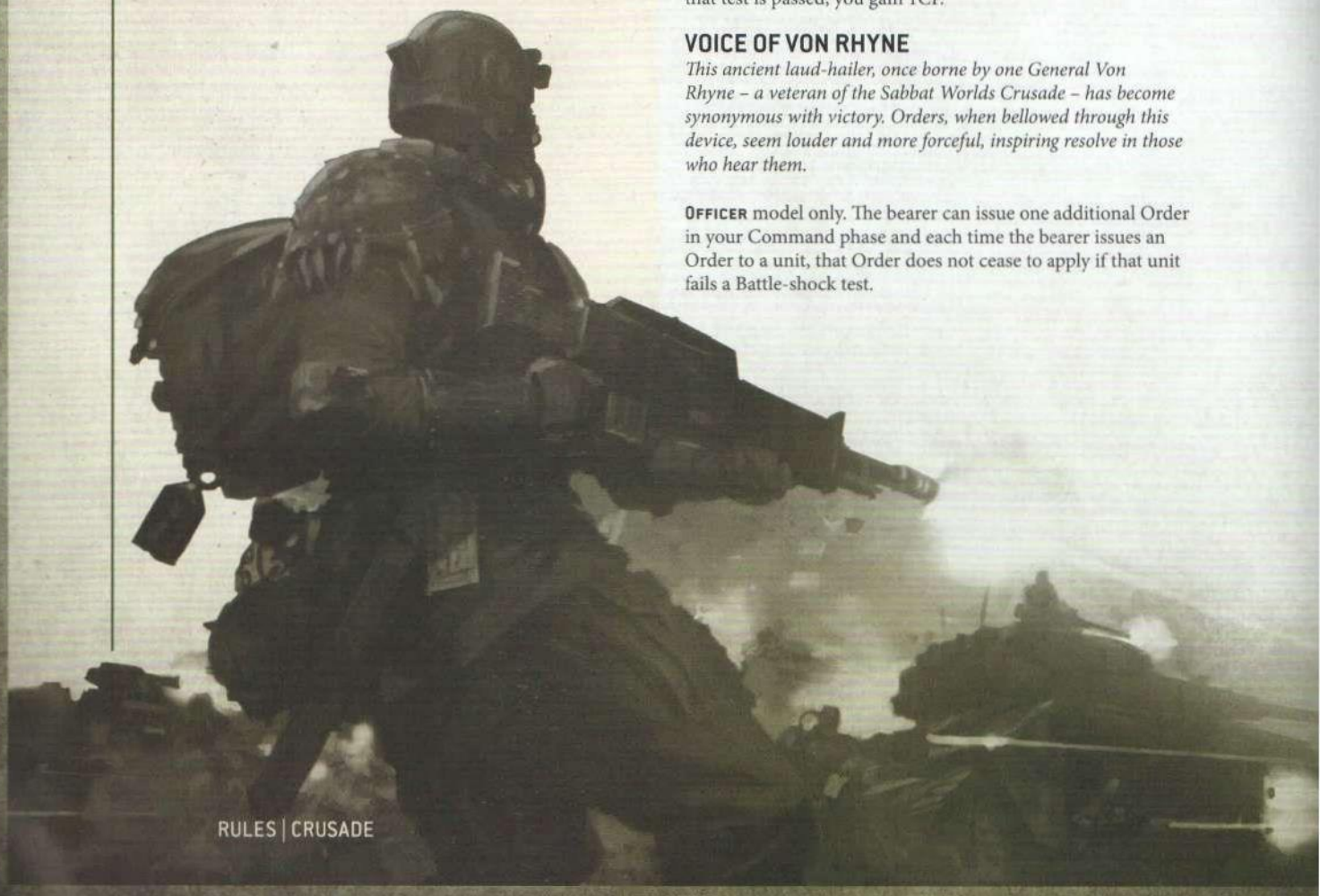
Fitted with a micro-cogitator, these relic magnoculars enable an officer to maintain an overview of each area of the battlefield, monitor the movement of enemy units and adjust the deployment of their assets accordingly.

OFFICER model only. In your Command phase, instead of issuing any Orders, the bearer can take a Leadership test. If it do, and that test is passed, you gain 1CP.

VOICE OF VON RHYNE

This ancient laud-hailer, once borne by one General Von Rhyne – a veteran of the Sabbat Worlds Crusade – has become synonymous with victory. Orders, when bellowed through this device, seem louder and more forceful, inspiring resolve in those who hear them.

OFFICER model only. The bearer can issue one additional Order in your Command phase and each time the bearer issues an Order to a unit, that Order does not cease to apply if that unit fails a Battle-shock test.



ANTIQUITY RELICS

TACTICAL AUTO-RELIQUARY OF TYBERIUS

Built into the gold-chased skull of Lord Commander Lucellin Tyberius himself, this device houses a web of psycho-circuitry containing Tyberius' memory engrams and tactical acumen – and with it, his curmudgeonly and overbearing personality. Borne aloft by its own gravitic motors, the device observes and evaluates an officer's decisions. The moment it considers an order poorly chosen, the skull cuts into the vox-transmission and loudly overrides it.

INFANTRY OFFICER model only. The bearer can issue up to two Orders to **REGIMENT** units. While the bearer is leading a unit, that unit can be affected by up to two different Orders at the same time (without the most recent Order being replaced).

MAGALLIAN'S MANTLE

These advanced augmetic implants, crafted by the Tech-Priests of Triplex Phall, include ocular enhancers, spinal stimm injectors and cerebral interfaces that magnify the bearer's agility, resilience and visual acuity. Borne first by Lord Obscurus Magallian during his legendary campaigns against the awakened Necrons of the Novokh Dynasty, it was harvested from his partially atomised corpse after the battle of Kyloch XII. It has been implanted into many high-ranking commanders since. Those willing to subject themselves to the agonising implantation process believe that its mechanisms contain within their machine spirit lingering traces of the skills, experience and authority of its former bearers.

INFANTRY OFFICER model only. Improve the bearer's Save, Wounds, Leadership and Objective Control characteristics by 1, improve the Weapon Skill and Ballistic Skill characteristics of the bearer's weapons by 1, and improve the bearer's invulnerable save (if it has one) by 1 (to a maximum of 4+).

LEGENDARY RELIC

STAR OF TERRA

The Star of Terra is one of the highest decorations that can be awarded to a serving officer of the Imperial Guard. In addition to proclaiming the recipient's lofty status, it contains a powerful force field of ancient provenance.

INFANTRY OFFICER model only. Models in the bearer's unit have a 5+ invulnerable save, and each time an attack targets the bearer's unit, subtract 1 from the Wound roll.

'I will not lie to you, soldiers. We stand upon the precipice of defeat. Our bodies are broken, our minds are clouded by fatigue and our ammunition runs low. Yet while we still stand tall, so does the Emperor expect. Take up your weapons, sing your praise to the heavens and keep Him in your heart. We may die this day, but by the Throne we shall reap a terrible toll before we fall.'

- Colonel Coran Mayle, Armageddon 703rd

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



JUNIOR OFFICER

You have not only survived your first fifteen minutes of combat but endured an entire tour of duty. By your gifted command have the forces of the Astra Militarum achieved victories over xenos and heretic, defending the sanctity of the Imperium and earning glory for your regiment.

- You have completed one Tour of Duty.
- Three or more **ASTRA MILITARUM** units in your Crusade force have at least one Personal Commendation each.
- You have won two or more battles.



SENIOR OFFICER

You have wielded the resources entrusted to you by high command with intelligence and precision. Your loyal troops count amongst their ranks many grizzled veterans and your record of victories continues to grow with each passing campaign.

- You have completed three Tours of Duty.
- Five or more **ASTRA MILITARUM** units in your Crusade force have at least one Personal Commendation each, and one or more **OFFICER** units in your Crusade force have two or more Personal Commendations each.
- You have gained one or more Regimental Commendations.
- You have won six or more battles.



REGIMENTAL COMMANDER

Your list of commendations is beyond compare. Segmentum Command now counts you as amongst its most valuable assets.

- You have completed five Tours of Duty.
- Five or more **ASTRA MILITARUM** units in your Crusade force have at least one Personal Commendation each, and three or more **OFFICER** units in your Crusade force have two or more Personal Commendations each.
- You have gained two Regimental Commendations.
- You have won ten or more battles.
- One or more **OFFICER** units from your Crusade force have an Antiquity or Legendary Relic from this publication.



ASTRA MILITARUM NAME GENERATOR

If you wish to create a name for one of your Astra Militarum troopers or armoured vehicles, you can use the tables presented here, picking your preferred components or rolling a D66 to determine a name. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

CADIAN NAMES

TROOPER	D66
Jens	11
Karsk	12
Hekler	13
Reeve	14
Pavlo	15
Hektor	16
Nils	21
Thenmann	22
Kyser	23
Erlen	24
Raphe	25
Creed	26
Lasko	31
Ackerman	32
Mattias	33
Mortens	34
Dansk	35
Feodor	36
Tomas	41
Kolson	42
Vance	43
Pask	44
Niems	45
Gryf	46
Willem	51
Sonnen	52
Ekhter	53
Farestein	54
Dekker	55
Graf	56
Arvans	61
Viers	62
Kolm	63
Bask	64
Vesker	65
Pavlo	66

CATACHAN NAMES

TROOPER	D66
Gunnarsen	11
Harker	12
Grytt	13
Snake Vandien	14
Greiss	15
Stryker	16
Storm	21
Lance	22
Crazy Winters	23
Cage	24
Hammer	25
Cobra	26
Hardhead Jackson	31
Stonefist Kage	32
Boss Stransky	33
Bomber Johnson	34
Jacksen	35
Marshall	36
Fangs Lorson	41
Cold-ey McKay	42
Wolf	43
Shiv Frost	44
Brent	45
Ironheart McKillen	46
Killer Crowe	51
Wildman Weiss	52
Ice Creek	53
Dane	54
Steeljaw	55
Dransky	56
Slim Hasker	61
Mason	62
Hawks	63
Axel	64
Carver	65
Payne	66

KRIEG NAMES

TROOPER	D66
Kraust	11
Transk	12
Vern	13
Lensk	14
Thraust	15
Junden	16
Starnerr	21
Gershtak	22
Jent	23
Rausch	24
Jurten	25
Arnim	26
Kagorik	31
Voorscht	32
Trymon	33
Stagler	34
Tyborc	35
Kulth	36
Kraevahn	41
Garric	42
Karis	43
Venner	44
Keist	45
Bozanko	46
Horrst	51
Jonkar	52
Kabil	53
Varpok	54
Hebiz	55
Vanchok	56
Valbek	61
Adnan	62
Pajk	63
Dovorr	64
Guanat	65
Kyuras	66

TALLARN NAMES

TROOPER	D66
Alem	11
Hallain	12
Laskair	13
Nathal	14
Altarem	15
Mohal	16
Dharem	21
Hasman	22
Sonnam	23
Ushmet	24
Shadnan	25
Asphret	26
Ushad	31
Tal'hasen	32
Ashmyr	33
Shashlem	34
Haseed	35
Ushar	36
Raheim	41
Dassed	42
Sahleim	43
Alhret	44
Khaleeth	45
Eshmet	46
Ul'shalem	51
Talannar	52
Al'phareim	53
El'shan	54
Khabir	55
Khalym	56
Swiftrider	61
Dunestrider	62
Hawkseye	63
Sand Devil	64
the Mirage	65
the Hunter	66

Tank Names: While some stick to official alphanumeric designations, many Astra Militarum tank crews adopt a nickname or epithet for their war machine, sometimes crudely painting or stencilling it on armour panels or gun barrels. If you wish to generate a name for one of your armoured vehicles, you can use the Tank Names tables below. Either roll the indicated dice or select any combination of names that sound suitably impressive. These unofficial names usually fall outside regimental strictures – feel free to select as few or as many of them as you like, tweak them and swap them around, or use them as inspiration to create your own unique epithets that will galvanise the war engine's crew and terrify their enemies.

VALHALLAN NAMES

TROOPER	D66
Vensk	11
Skarrsen	12
Chernov	13
Dushenko	14
Rynsk	15
Gorska	16
Varence	21
Nyska	22
Putran	23
Dorff	24
Tyvosk	25
Polanski	26
Drekoff	31
Vorn	32
Hapscheldt	33
Olof	34
Trevinska	35
Schonnen	36
Kleiss	41
Borys	42
Ivanek	43
Smirnek	44
Kuzentsev	45
Vasilesnev	46
Petravitch	51
Skolov	52
Fedorev	53
Morazev	54
Volko	55
Lebesnev	56
Egoryn	61
Pavlek	62
Kozlev	63
Stepanovicz	64
Nikoli	65
Orlakev	66

VOSTROYAN NAMES

TROOPER	D66
Davoren	11
Vanya	12
Sinissa	13
Senkaa	14
Ilyas	15
Rasuul	16
Roshtam	21
Solfiya	22
Culpan	23
Xabirra	24
Matis	25
Dovydas	26
Darius	31
Valdemar	32
Valter	33
Andris	34
Kriss	35
Olvegg	36
Vygand	41
Ethsmar	42
Damir	43
Dalibor	44
Jarek	45
Gavrick	46
Serhii	51
Lazlo	52
Bohdan	53
Aljor	54
Emelian	55
Vaslek	56
Konstan	61
Djozep	62
Ostap	63
Jesaul	64
Yermak	65
Stratiz	66

TANK NAMES

FIRST PART	D66
Iron	11
Steel	12
Lord Commander's	13
Hel	14
Death's	15
Doom	16
Black	21
Violent	22
Grinding	23
Tormenting	24
Indomitable	25
Storm	26
Grim	31
Shadowed	32
Enduring	33
Intolerant	34
Crimson	35
Crushing	36
Relentless	41
Adamant	42
Incandescent	43
Piety's	44
<war zone name>'s	45
<home world name>'s	46
<regiment name>'s	51
Devout	52
Inexorable	53
Obdurate	54
Brazen	55
Crusade's	56
Faithful	61
Judgement's	62
The Emperor's	63
Baleful	64
Obedient	65
August	66

SECOND PART	D66
Hand	11
Wolf	12
Fist	13
Drake	14
Frenzy	15
Hound	16
Hammer	21
Dictator	22
Aquila	23
Retribution	24
Talon	25
Bastion	26
Knight	31
Redoubt	32
Conqueror	33
Legate	34
Thunderbolt	35
Stalker	36
Leviathan	41
Defender	42
Beast	43
Ire	44
Roar	45
Zealot	46
Duke	51
Firebrand	52
Vengeance	53
Blade	54
Hatred	55
Sword	56
Anvil	61
Headhunter	62
Honour	63
Conflagrator	64
Duty	65
Lance	66

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Aegis Defence Line	
1 model	145 pts
Armoured Sentinels	
1 model	70 pts
2 models	140 pts
Artillery Team	
1 model	75 pts
Attilan Rough Riders	
5 models	70 pts
10 models	140 pts
Baneblade	
1 model	480 pts
Banehammer	
1 model	450 pts
Banesword	
1 model	480 pts
Basilisk	
1 model	135 pts
Bullgryn Squad	
3 models	90 pts
6 models	180 pts
Cadian Castellan	
1 model	45 pts
Cadian Command Squad	
5 models	65 pts
Cadian Heavy Weapons Squad	
3 models	60 pts
Cadian Shock Troops	
10 models	60 pts
20 models	120 pts
Catachan Command Squad	
5 models	65 pts
Catachan Heavy Weapons Squad	
3 models	60 pts
Catachan Jungle Fighters	
10 models	55 pts
20 models	110 pts
Chimera	
1 model	75 pts
Commissar	
1 model	30 pts
Death Korps of Krieg	
10 models	60 pts
20 models	120 pts
Death Riders	
5 models	60 pts
10 models	120 pts
Deathstrike	
1 model	160 pts
Doomhammer	
1 model	455 pts
Field Ordnance Battery	
2 models	120 pts
Gaunt's Ghosts	
6 models	100 pts
Hellhammer	
1 model	450 pts
Hellhound	
1 model	125 pts
Hydra	
1 model	95 pts
Kasrkin	
10 models	100 pts
Krieg Combat Engineers	
5 models	35 pts
10 models	70 pts
Krieg Command Squad	
6 models	65 pts
Krieg Heavy Weapons Squad	
4 models	60 pts
Leman Russ Battle Tank	
1 model	180 pts
Leman Russ Commander	
1 model	220 pts
Leman Russ Demolisher	
1 model	200 pts
Leman Russ Eradicator	
1 model	160 pts
Leman Russ Executioner	
1 model	180 pts
Leman Russ Exterminator	
1 model	180 pts
Leman Russ Punisher	
1 model	160 pts
Leman Russ Vanquisher	
1 model	155 pts
Lord Marshal Dreir	
1 model	80 pts
Lord Solar Leontus	
1 model	110 pts
Manticore	
1 model	120 pts
Militarum Tempestus Command Squad	
5 models	75 pts
Ministorum Priest	
1 model	35 pts
Nork Deddog	
1 model	60 pts
Ogryn Bodyguard	
1 model	40 pts
Ogryn Squad	
3 models	70 pts
6 models	140 pts

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To see the latest points values for your army, scan this QR code or check the Warhammer 40,000 app.



DETACHMENT ENHANCEMENTS

Combined Arms

Death Mask of Ollanius	10 pts
Drill Commander	20 pts
Grand Strategist	15 pts
Reactive Command	15 pts

Hammer of the Emperor

Calm Under Fire	20 pts
Indomitable Steed	15 pts
Regimental Banner	25 pts
Veteran Crew	15 pts

Mechanised Assault

Bold Leadership	15 pts
Sacred Unguents	10 pts
Smoke Grenades	20 pts
Vanguard Honours	25 pts

Recon Element

Guerrilla Honours	30 pts
Scare Gas Grenades	10 pts
Survival Gear	5 pts
Tripwires	25 pts

Siege Regiment

Eager Advance	25 pts
Flash Grenades	20 pts
Legacy Sidearm	10 pts
Stalwart's Honours	15 pts

Primaris Psyker
1 model ..... 60 pts

Ratlings
5 models ..... 50 pts
10 models ..... 100 pts

Rogal Dorn Battle Tank
1 model ..... 260 pts

Rogal Dorn Commander
1 model ..... 275 pts

Scout Sentinels
1 model ..... 60 pts
2 models ..... 120 pts

Shadowsword
1 model ..... 440 pts

Sly Marbo
1 model ..... 65 pts

Stormlord
1 model ..... 460 pts

Stormsword
1 model ..... 495 pts

Taurox
1 model ..... 70 pts

Taurox Prime
1 model ..... 90 pts

Tech-Priest Enginseer
1 model ..... 45 pts

Tempestus Aquilons
10 models ..... 95 pts

Tempestus Scions
5 models ..... 50 pts
10 models ..... 100 pts

Ursula Creed
1 model ..... 55 pts

Valkyrie
1 model ..... 190 pts

Wyvern
1 model ..... 110 pts