

New Roster (Warhammer 40,000 8th Edition) [116 PL, -1CP, 1750pts]

Brigade Detachment +12CP (Imperium - Astra Militarum) [96 PL, -1CP, 1410pts]

No Force Org Slot [-1CP]

Regimental Doctrine

Selections: Regiment: Cadian

Categories: No FORCE ORG SLOT

Abilities: *Born Soldiers*

Abilities	Description	Ref
Born Soldiers	Re-roll hit rolls of 1 in the Shooting phase for units with this doctrine if they did not move in the previous Movement phase. If an INFANTRY unit with this doctrine is issued the 'Take Aim!' order and it did not move in the previous Movement phase, re-roll all failed hit rolls for the unit until the end of the phase instead.	

Vigilus Defiant [-1CP]

Selections: Emperor's Wrath Artillery Company [-1CP]

Categories: No FORCE ORG SLOT

HQ [36 PL, 576pts]

Tank Commander [12 PL, 194pts]

Selections: Heavy Bolter [8pts], Heavy Bolters [16pts], Hunter-Killer Missile [6pts]

Categories: FACTION: ASTRA MILITARUM, CHARACTER, HQ, FACTION: IMPERIUM, LEMAN RUSS BATTLE TANK, TANK COMMANDER, VEHICLE, OFFICER, (REGIMENT), LEMAN RUSS

Abilities: *Emergency Plasma Vents, Explodes (6+/6"/D3), Grinding Advance, Smoke Launchers, Tank Orders, Stat Damage - M/BS/A: TC Russ 1, TC Russ 2, TC Russ 3, Unit: Tank Commander, Weapon: Heavy bolter, Hunter-killer missile*

Command Battle Tank [22pts]

Selections: Battle Cannon [22pts]

Weapon: *Battle Cannon*

Abilities	Description	Ref
Emergency Plasma Vents	If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.	Codex: Astra Militarum p114
Explodes (6+/6"/D3)	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	
Grinding Advance	If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). Furthermore, hit rolls for this model's turret weapon do not suffer the penalty for moving and shooting a Heavy weapon. The following weapons are turret weapons: battle cannon, Conqueror battle cannon, Demolisher cannon, Eradicator nova cannon, Executioner plasma cannon, Exterminator autocannon, Punisher gatling cannon, Stygies Vanquisher battle cannon, twin lascannon and Vanquisher battle cannon.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	BRB
Tank Orders	This model can issue one order each turn to a friendly <REGIMENT> LEMAN RUSS at the start of your Shooting phase. To issue a Tank Order, pick a target LEMAN RUSS within 6" of this model and choose which order you wish to issue from the Tank Orders table. Each LEMAN RUSS can only be given a single order each turn.	

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
TC Russ 1	7-12+	10"	3+	3	
TC Russ 2	4-6	7"	4+	D3	
TC Russ 3	1-3	4"	5+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tank Commander	*	6+	*	7	8	12	*	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Battle Cannon	72"	Heavy D6	8	-2	D3	-	
Heavy bolter	36"	Heavy 3	5	-1	1	-	
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter killer missiles once per battle.	

Tank Commander [12 PL, 194pts]

Selections: Heavy Bolter [8pts], Heavy Bolters [16pts], Hunter-Killer Missile [6pts]

Categories: FACTION: ASTRA MILITARUM, CHARACTER, HQ, FACTION: IMPERIUM, LEMAN RUSS BATTLE TANK, TANK COMMANDER, VEHICLE, OFFICER, (REGIMENT), LEMAN RUSS

Abilities: *Emergency Plasma Vents, Explodes (6+/6"/D3), Grinding Advance, Smoke Launchers, Tank Orders, Stat Damage - M/BS/A: TC Russ 1, TC Russ 2, TC Russ 3, Unit: Tank Commander, Weapon: Heavy bolter, Hunter-killer missile*

Command Battle Tank [22pts]

Selections: Battle Cannon [22pts]

Weapon: *Battle Cannon*

Abilities	Description	Ref
Emergency Plasma Vents	If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.	Codex: Astra Militarum p114
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Grinding Advance	If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). Furthermore, hit rolls for this model's turret weapon do not suffer the penalty for moving and shooting a Heavy weapon. The following weapons are turret weapons: battle cannon, Conqueror battle cannon, Demolisher cannon, Eradicator nova cannon, Executioner plasma cannon, Exterminator autocannon, Punisher gatling cannon, Stygies Vanquisher battle cannon, twin lascannon and Vanquisher battle cannon.	
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Tank Orders	This model can issue one order each turn to a friendly <REGIMENT> LEMAN RUSS at the start of your Shooting phase. To issue a Tank Order, pick a target LEMAN RUSS within 6" of this model and choose which order you wish to issue from the Tank Orders table. Each LEMAN RUSS can only be given a single order each turn.	

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TC Russ 1	7-12+	10"	3+	3	
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Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tank Commander	*	6+	*	7	8	12	*	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Battle Cannon	72"	Heavy D6	8	-2	D3	-	
Heavy bolter	36"	Heavy 3	5	-1	1	-	
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter killer missiles once per battle.	

Tank Commander [12 PL, 188pts]

Selections: Heavy Bolter [8pts], Heavy Bolters [16pts]

Categories: FACTION: ASTRA MILITARUM, CHARACTER, HQ, FACTION: IMPERIUM, LEMAN RUSS BATTLE TANK, TANK COMMANDER, VEHICLE, OFFICER, (REGIMENT), LEMAN RUSS

Abilities: *Emergency Plasma Vents, Explodes (6+/6"/D3), Grinding Advance, Smoke Launchers, Tank Orders, Stat Damage - M/BS/A: TC Russ 1, TC Russ 2, TC Russ 3, Unit: Tank Commander, Weapon: Heavy bolter*

Command Battle Tank [22pts]

Selections: Battle Cannon [22pts]

Weapon: *Battle Cannon*

Abilities	Description	Ref
Emergency Plasma Vents	If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.	Codex: Astra Militarum p114
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Grinding Advance	If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). Furthermore, hit rolls for this model's turret weapon do not suffer the penalty for moving and shooting a Heavy weapon. The following weapons are turret weapons: battle cannon, Conqueror battle cannon, Demolisher cannon, Eradicator nova cannon, Executioner plasma cannon, Exterminator autocannon, Punisher gatling cannon, Stygies Vanquisher battle cannon, twin lascannon and Vanquisher battle cannon.	
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TC Russ 1	7-12+	10"	3+	3	
TC Russ 2	4-6	7"	4+	D3	
TC Russ 3	1-3	4"	5+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tank Commander	*	6+	*	7	8	12	*	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Battle Cannon	72"	Heavy D6	8	-2	D3	-	
Heavy bolter	36"	Heavy 3	5	-1	1	-	

Troops [18 PL, 279pts]

Infantry Squad [3 PL, 50pts]

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, **FACTION:** IMPERIUM, **INFANTRY,** **INFANTRY SQUAD,** **TROOPS**

Weapon: *Frag grenade*

7x Guardsman [28pts]

Unit: *Guardsman*, **Weapon:** *Lasgun*

Heavy Weapon Team [18pts]

Selections: *Autocannon* [10pts]

Unit: *Heavy Weapons Team*, **Weapon:** *Autocannon, Lasgun*

Sergeant [4pts]

Selections: *Chainsword, Laspistol*

Unit: *Sergeant*, **Weapon:** *Chainsword, Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autocannon	48"	Heavy 2	7	-1	2	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Infantry Squad [3 PL, 50pts]

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, **FACTION:** IMPERIUM, **INFANTRY,** **INFANTRY SQUAD,** **TROOPS**

Weapon: *Frag grenade*

7x Guardsman [28pts]

Unit: *Guardsman*, **Weapon:** *Lasgun*

Heavy Weapon Team [18pts]

Selections: *Autocannon* [10pts]

Unit: *Heavy Weapons Team*, **Weapon:** *Autocannon*, *Lasgun*

Sergeant [4pts]

Selections: *Chainsword*, *Laspistol*

Unit: *Sergeant*, **Weapon:** *Chainsword*, *Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autocannon	48"	Heavy 2	7	-1	2	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Infantry Squad [3 PL, 50pts]

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, **FACTION:** IMPERIUM, **INFANTRY,** **INFANTRY SQUAD,** **TROOPS**

Weapon: *Frag grenade*

7x Guardsman [28pts]

Unit: *Guardsman*, **Weapon:** *Lasgun*

Heavy Weapon Team [18pts]

Selections: *Autocannon* [10pts]

Unit: *Heavy Weapons Team*, **Weapon:** *Autocannon*, *Lasgun*

Sergeant [4pts]

Selections: *Chainsword*, *Laspistol*

Unit: *Sergeant*, **Weapon:** *Chainsword*, *Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autocannon	48"	Heavy 2	7	-1	2	-	
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Infantry Squad [3 PL, 43pts]

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, **FACTION:** IMPERIUM, **INFANTRY,** **INFANTRY SQUAD,** **TROOPS**

Weapon: *Frag grenade*

8x Guardsman [32pts]

Unit: *Guardsman*, **Weapon:** *Lasgun*

Guardsman W/ Special Weapon [7pts]

Selections: Grenade Launcher [3pts]

Unit: *Guardsman*, **Weapon:** *Grenade Launcher (Frag)*, *Grenade Launcher (Krak)*

Sergeant [4pts]

Selections: Chainsword, Laspistol

Unit: *Sergeant*, **Weapon:** *Chainsword*, *Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Grenade Launcher (Frag)	24"	Assault D6	3	0	1		
Grenade Launcher (Krak)	24"	Assault 1	6	-1	D3		
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Infantry Squad [3 PL, 43pts]

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, **FACTION:** IMPERIUM, **INFANTRY,** **INFANTRY SQUAD,** **TROOPS**

Weapon: *Frag grenade*

8x Guardsman [32pts]

Unit: *Guardsman*, **Weapon:** *Lasgun*

Guardsman W/ Special Weapon [7pts]

Selections: *Grenade Launcher [3pts]*

Unit: *Guardsman*, **Weapon:** *Grenade Launcher (Frag), Grenade Launcher (Krak)*

Sergeant [4pts]

Selections: *Chainsword, Laspistol*

Unit: *Sergeant*, **Weapon:** *Chainsword, Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Grenade Launcher (Frag)	24"	Assault D6	3	0	1		
Grenade Launcher (Krak)	24"	Assault 1	6	-1	D3		
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Infantry Squad [3 PL, 43pts]

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Weapon: *Frag grenade*

8x Guardsman [32pts]

Unit: *Guardsman*, **Weapon:** *Lasgun*

Guardsman W/ Special Weapon [7pts]

Selections: *Grenade Launcher [3pts]*

Unit: *Guardsman*, **Weapon:** *Grenade Launcher (Frag)*, *Grenade Launcher (Krak)*

Sergeant [4pts]

Selections: *Chainsword*, *Laspistol*

Unit: *Sergeant*, **Weapon:** *Chainsword*, *Laspistol*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Grenade Launcher (Frag)	24"	Assault D6	3	0	1		
Grenade Launcher (Krak)	24"	Assault 1	6	-1	D3		
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Elites [6 PL, 60pts]

Platoon Commander [2 PL, 20pts]

Selections: Chainsword, Laspistol, Old Grudges, Relic: Kurov's Aquila, Warlord

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, **CHARACTER,** ELITES, **FACTION:** IMPERIUM, **INFANTRY,** **OFFICER,** **PLATOON COMMANDER,** **WARLORD**

Abilities: *Kurov's Aquila, Old Grudges, Refractor Field, Voice of Command*, **Unit:** *Platoon Commander*,

Weapon: *Chainsword, Frag grenade, Laspistol*

Abilities	Description	Ref
Kurov's Aquila	OFFICERS only. Each time your opponent uses a Stratagem, roll a D6. On a 5+ you gain 1 Command Point.	
Old Grudges	After deployment, but before the first battle round begins, choose a unit in your opponent's army. You can re-roll failed wound rolls for ASTRA MILITARUM units from your army that target the unit you chose whilst they are within 6" of your Warlord.	
Refractor Field	This model has a 5+ invulnerable save.	
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Platoon Commander	6"	3+	3+	3	3	3	3	7	5+	Index: Imperium 2 p14

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Platoon Commander [2 PL, 20pts]

Selections: Chainsword, Laspistol

Categories: (REGIMENT), FACTION: ASTRA MILITARUM, CHARACTER, ELITES, FACTION: IMPERIUM, INFANTRY, OFFICER, PLATOON COMMANDER

Abilities: *Refractor Field*, *Voice of Command*, **Unit:** *Platoon Commander*, **Weapon:** *Chainsword*, *Frag grenade*, *Laspistol*

Abilities	Description	Ref
Refractor Field	This model has a 5+ invulnerable save.	
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Platoon Commander	6"	3+	3+	3	3	3	3	7	5+	Index: Imperium 2 p14

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Platoon Commander [2 PL, 20pts]

Selections: Chainsword, Laspistol

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Abilities: *Refractor Field*, *Voice of Command*, **Unit:** *Platoon Commander*, **Weapon:** *Chainsword*, *Frag grenade*, *Laspistol*

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Refractor Field	This model has a 5+ invulnerable save.	
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Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Platoon Commander	6"	3+	3+	3	3	3	3	7	5+	Index: Imperium 2 p14

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Fast Attack [9 PL, 105pts]

Scout Sentinels [3 PL, 35pts]

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, FAST ATTACK, FACTION: IMPERIUM, SCOUT SENTINELS, VEHICLE

Scout Sentinel [3 PL, 35pts]

Selections: Multi-laser [5pts]

Abilities: *Explodes (6+/3"/1)*, *Scout Vehicle*, *Smoke Launchers*, **Unit:** *Scout Sentinel*, **Weapon:** *Multi-laser*

Abilities	Description	Ref
Explodes (6+/3"/1)	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.	
Scout Vehicle	At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	BRB

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+	Codex: Astra Militarum p45

Weapon	Range	Type	S	AP	D	Abilities	Ref
Multi-laser	36"	Heavy 3	6	0	1	-	

Scout Sentinels [3 PL, 35pts]

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, FAST ATTACK, **FACTION:** IMPERIUM, SCOUT SENTINELS, VEHICLE

Scout Sentinel [3 PL, 35pts]

Selections: Multi-laser [5pts]

Abilities: *Explodes (6+/3"/1)*, *Scout Vehicle*, *Smoke Launchers*, **Unit:** *Scout Sentinel*, **Weapon:** *Multi-laser*

Abilities	Description	Ref
Explodes (6+/3"/1)	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.	
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Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+	Codex: Astra Militarum p45

Weapon	Range	Type	S	AP	D	Abilities	Ref
Multi-laser	36"	Heavy 3	6	0	1	-	

Scout Sentinels [3 PL, 35pts]

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, FAST ATTACK, **FACTION:** IMPERIUM, SCOUT SENTINELS, VEHICLE

Scout Sentinel [3 PL, 35pts]

Selections: Multi-laser [5pts]

Abilities: *Explodes (6+/3"/1)*, *Scout Vehicle*, *Smoke Launchers*, **Unit:** *Scout Sentinel*, **Weapon:** *Multi-laser*

Abilities	Description	Ref
Explodes (6+/3"/1)	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.	
Scout Vehicle	At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	BRB

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+	Codex: Astra Militarum p45

Weapon	Range	Type	S	AP	D	Abilities	Ref
Multi-laser	36"	Heavy 3	6	0	1	-	

Heavy Support [27 PL, 390pts]

Basilisks [21 PL, 324pts]

Selections: Emperor's Wrath

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, **BASILISK**, **HEAVY SUPPORT**, **FACTION:** IMPERIUM, **VEHICLE**, **EMPEROR'S WRATH**

Basilisk [7 PL, 108pts]

Selections: Heavy Bolter [8pts]

Abilities: *Explodes (6+/6"/D3)*, *Smoke Launchers*, *Vehicle Squadron*, **Stat Damage - M/BS/A:** *Stat Damage (HS) 1*, *Stat Damage (HS) 2*, *Stat Damage (HS) 3*, **Unit:** *Basilisk*, **Weapon:** *Earthshaker Cannon*, *Heavy bolter*

Basilisk [7 PL, 108pts]

Selections: Heavy Bolter [8pts]

Abilities: *Explodes (6+/6"/D3)*, *Smoke Launchers*, *Vehicle Squadron*, **Stat Damage - M/BS/A:** *Stat Damage (HS) 1*, *Stat Damage (HS) 2*, *Stat Damage (HS) 3*, **Unit:** *Basilisk*, **Weapon:** *Earthshaker Cannon*, *Heavy bolter*

Basilisk [7 PL, 108pts]

Selections: Heavy Bolter [8pts]

Abilities: *Explodes (6+/6"/D3)*, *Smoke Launchers*, *Vehicle Squadron*, **Stat Damage - M/BS/A:** *Stat Damage (HS) 1*, *Stat Damage (HS) 2*, *Stat Damage (HS) 3*, **Unit:** *Basilisk*, **Weapon:** *Earthshaker Cannon*, *Heavy bolter*

Abilities	Description	Ref
Explodes (6+/6"/D3)	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	BRB
Vehicle Squadron	The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.	

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
Stat Damage (HS) 1	6-11+	12"	4+	3	
Stat Damage (HS) 2	3-5	8"	5+	D3	
Stat Damage (HS) 3	1-2	4"	6+	1	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Basilisk	*	6+	*	6	6	11	*	7	3+	Codex: Astra Militarum p50

Weapon	Range	Type	S	AP	D	Abilities	Ref
Earthshaker Cannon	240"	Heavy D6	9	-3	D3	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. This weapon can target units that are not visible to the bearer.	Codex: Astra Militarum
Heavy bolter	36"	Heavy 3	5	-1	1	-	

Heavy Weapons Squad [3 PL, 33pts]

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, **FACTION:** IMPERIUM, **INFANTRY,** HEAVY SUPPORT, **HEAVY WEAPONS SQUAD**

Weapon: *Frag grenade*

Heavy Weapon Team [11pts]

Selections: Mortar [5pts]

Unit: *Heavy Weapons Team, Weapon: Lasgun, Mortar*

Heavy Weapon Team [11pts]

Selections: Mortar [5pts]

Unit: *Heavy Weapons Team, Weapon: Lasgun, Mortar*

Heavy Weapon Team [11pts]

Selections: Mortar [5pts]

Unit: *Heavy Weapons Team, Weapon: Lasgun, Mortar*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Mortar	48"	Heavy D6	4	0	1	This weapon can target units that are not visible to the firer.	

Heavy Weapons Squad [3 PL, 33pts]

Categories: (REGIMENT), **FACTION:** ASTRA MILITARUM, **FACTION:** IMPERIUM, **INFANTRY,** HEAVY SUPPORT, **HEAVY WEAPONS SQUAD**

Weapon: *Frag grenade*

Heavy Weapon Team [11pts]

Selections: Mortar [5pts]

Unit: *Heavy Weapons Team, Weapon: Lasgun, Mortar*

Heavy Weapon Team [11pts]

Selections: Mortar [5pts]

Unit: *Heavy Weapons Team, Weapon: Lasgun, Mortar*

Heavy Weapon Team [11pts]

Selections: Mortar [5pts]

Unit: *Heavy Weapons Team, Weapon: Lasgun, Mortar*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Mortar	48"	Heavy D6	4	0	1	This weapon can target units that are not visible to the firer.	

Vanguard Detachment (Imperium - Officio Assassinorum) [20 PL, 340pts]

Elites [20 PL, 340pts]

Callidus Assassin [5 PL, 85pts]

Categories: CHARACTER, INFANTRY, OFFICIO ASSASSINORUM, ELITES, CALLIDUS ASSASSIN, FACTION: IMPERIUM

Rules: *Execution Force, Independent Operative, Lightning Reflexes*

Abilities: *Hit and Run, Polymorphine, Reign of Confusion*, **Unit:** *Callidus Assassin*, **Weapon:** *Neural Shredder, Phase Sword, Poison Blades*

Abilities	Description	Ref
Hit and Run	This model can Fall Back and still shoot and charge in the same turn.	
Polymorphine	During deployment, you can set up this model in disguise instead of placing it on the battlefield. At the end of any of your Movement phases this model can revert to its true form - set it up anywhere on the battlefield that is more than D6+3" away from any enemy models. For example if you roll a 4, the model can be set up anywhere that is more than 7" from any enemy model.	
Reign of Confusion	If you have any models with this ability in your army, then during the first battle round you must roll a dice each time your opponent spends Command Points (CPs) to use a Stratagem. On a 4+, your opponent must spend one extra CP to use that Stratagem, or else it has no effect (the CPs spend so far are lost). This ability cannot affect Stratagems used 'before the battle begins'.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Callidus Assassin	7"	2+	2+	4	4	5	5	9	6+	Codex: Officio Assassinorum

Weapon	Range	Type	S	AP	D	Abilities	Ref
Neural Shredder	9"	Assault 1	*	*	*	Roll 3D6 if a unit is hit by this weapon; if the roll is equal to or greater then the target unit's highest Leadership characteristic, then it suffers D3 mortal wounds.	Codex: Officio Assassinorum
Phase Sword	Melee	Melee	User	-3	2	Invulnerable saves cannot be taken against attacks made with this weapon	Codex: Officio Assassinorum
Poison Blades	Melee	Melee	*	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. This weapon wounds on a 3+, unless it is targeting a VEHICLE. in which case it wounds on a 6+	Codex: Officio Assassinorum

Culexus Assassin [5 PL, 85pts]

Categories: CHARACTER, INFANTRY, OFFICIO ASSASSINORUM, ELITES, CULEXUS ASSASSIN, FACTION: IMPERIUM

Rules: *Execution Force, Independent Operative, Lightning Reflexes*

Abilities: *Abomination, Etherium, Life Drain, Psychic Assassin*, **Unit:** *Culexus Assassin*, **Weapon:** *Animus Speculum, Psyk-out Grenades*

Abilities	Description	Ref
Abomination	This model can never be targeted or affected by psychic powers in any way. PSYKERS that are within 18" of any Culexus Assassins must subtract 2 from Psychic tests and Deny the witch tests they take.	
Etherium	Each time an enemy model attacks this model, the attacks are resolved as if the the attacker had a BS/WS of 6+	Codex: Officio Assassinorum
Life Drain	Armour saves cannot be taken against close combat attacks made by this model	
Psychic Assassin	This model can target a CHARACTER that is a PSYKER, even if it is not the closest enemy unit. In addition, this model can make an attack with a psyk-out grenade in the same phase it uses it's animus speculum.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Culexus Assassin	7"	2+	2+	4	4	5	4	9	6+	Codex: Officio Assassinorum

Weapon	Range	Type	S	AP	D	Abilities	Ref
Animus Speculum	18"	Assault D3	5	-4	1	Change this weapon's type to Assault D6 if there are enemy PSYKERS within 18" of the bearer	
Psyk-out Grenades	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON, the target suffers a mortal wound instead of the normal damage.	

Culexus Assassin [5 PL, 85pts]

Categories: CHARACTER, INFANTRY, OFFICIO ASSASSINORUM, ELITES, CULEXUS ASSASSIN, FACTION: IMPERIUM

Rules: *Execution Force, Independent Operative, Lightning Reflexes*

Abilities: *Abomination, Etherium, Life Drain, Psychic Assassin*, **Unit:** *Culexus Assassin*, **Weapon:** *Animus Speculum, Psyk-out Grenades*

Abilities	Description	Ref
Abomination	This model can never be targeted or affected by psychic powers in any way. PSYKERS that are within 18" of any Culexus Assassins must subtract 2 from Psychic tests and Deny the witch tests they take.	
Etherium	Each time an enemy model attacks this model, the attacks are resolved as if the the attacker had a BS/WS of 6+	Codex: Officio Assassinorum
Life Drain	Armour saves cannot be taken against close combat attacks made by this model	
Psychic Assassin	This model can target a CHARACTER that is a PSYKER, even if it is not the closest enemy unit. In addition, this model can make an attack with a psyk-out grenade in the same phase it uses it's animus speculum.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Culexus Assassin	7"	2+	2+	4	4	5	4	9	6+	Codex: Officio Assassinorum

Weapon	Range	Type	S	AP	D	Abilities	Ref
Animus Speculum	18"	Assault D3	5	-4	1	Change this weapon's type to Assault D6 if there are enemy PSYKERS within 18" of the bearer	
Psyk-out Grenades	6"	Grenade D3	2	0	1	Each time you roll a hit roll of 6+ for this weapon when targeting a PSYKER or DAEMON, the target suffers a mortal wound instead of the normal damage.	

Eversor Assassin [5 PL, 85pts]

Categories: CHARACTER, INFANTRY, OFFICIO ASSASSINORUM, EVERSOR ASSASSIN, ELITES, FACTION: IMPERIUM

Rules: *Execution Force, Independent Operative, Lightning Reflexes*

Abilities: *Bio-meltdown, Frenzon, Killing Rampage, Sentinel Array*, **Unit:** *Eversor Assassin*, **Weapon:** *Executioner Pistol, Melta bombs, Neuro-gauntlet, Power sword*

Abilities	Description	Ref
Bio-meltdown	If this model is reduced to zero Wounds, roll a D6 for each enemy unit that is within 6" of this model before removing it from the battlefield. On a roll of 4+ the enemy unit suffers D3 Mortal wounds	
Frenzon	When making a charge roll for this model, roll 3D6 rather than 2D6. In Addition, add 2 to this model's Attack characteristic if they charged in the preceding Charge phase.	
Killing Rampage	Each Time an enemy model is slain as the result of an attack made with a melee weapon by this model, this model can immediately make one additional attack against the same unit. These additional attacks cannot themselves generate additional attacks. In addition this model can consolidate up to 6" instead of 3"	
Sentinel Array	Each time an enemy unit falls back whilst within 1" of this model, this model can immediately make a shooting attack against that enemy as if it were its shooting phase.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Eversor Assassin	7"	2+	2+	4	4	6	6	9	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Executioner Pistol	12"	Pistol	4	4	-1	1	You can reroll failed wound rolls for this weapon if the target is an INFANTRY model
Melta bombs	4"	Grenade 1	8	-4	D6		You can re-roll failed wound rolls for this weapon if the target is a VEHICLE
Neuro-gauntlet	Melee	Melee	+1	-1	1		You can reroll failed wound rolls with this weapon
Power sword	Melee	Melee	User	-3	1	-	

Selection Rules

Execution Force: So long as your Warlord is from the IMPERIUM, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None' unless that Detachment contains exactly 1 of each assassin.

Independent Operative: This Model can never have a Warlord Trait. During deployment, you can set this model up in concealment instead of placing it on the battlefield. At the end of any of your movement phases, this model can reveal it's position - set it up anywhere on the battlefield that is more than 9" from any enemy model. (Codex: Officio Assassinorum)

Lightning Reflexes: A model with this special rule has a 4+ invulnerable save. (Codex: Officio Assassinorum)

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