

New Roster (Warhammer 40,000 8th Edition) [117 PL, 16CP, 1750pts]

Battalion Detachment +5CP (Imperium - Astra Militarum) [32 PL, 5CP, 434pts]

No Force Org Slot [5CP]

Detachment CP [5CP]

Categories: No FORCE ORG SLOT

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. | |

HQ [14 PL, 215pts]

Company Commander [2 PL, 31pts]

Selections: Bolt pistol [1pts], Chainsword

Categories: OFFICER, FACTION: ASTRA MILITARUM, FACTION: IMPERIUM, (REGIMENT), CHARACTER, INFANTRY, COMPANY COMMANDER, HQ

Abilities: *Refractor Field, Senior Officer, Voice of Command, Unit: Company Commander, Weapon: Bolt pistol, Chainsword, Frag grenade*

| Abilities | Description | Ref |
|-------------------------|---|-----|
| Refractor Field | This model has a 5+ invulnerable save. | |
| Senior Officer | This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order. | |
| 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 |
|--------------------------|----|----|----|---|---|---|---|----|--------|----------------------------|
| Company Commander | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 8 | 5+/5++ | Codex: Astra Militarum p30 |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|---------------------|-------|---------|------|----|---|--|-----|
| Bolt pistol | 12" | Pistol | 1 | 4 | 0 | 1 - | |
| 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 - | |

Tank Commander [12 PL, 184pts]

Selections: Lascannon [20pts]

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: Lascannon*

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 | - |
| Lascannon | 48" | Heavy | 1 | 9 | -3 | D6 | - |

Troops [9 PL, 120pts]

Infantry Squad [3 PL, 40pts]

Selections: 9x Guardsman [36pts]

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

Weapon: *Frag grenade*

Sergeant [4pts]

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *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 |
|--------------|-------|------------|---|----|---|-----------|-----|
| 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, 40pts]

Selections: 9x Guardsman [36pts]

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

Weapon: *Frag grenade*

Sergeant [4pts]

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *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 |
|--------------|-------|------------|---|----|---|-----------|-----|
| 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, 40pts]

Selections: 9x Guardsman [36pts]

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

Weapon: *Frag grenade*

Sergeant [4pts]

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *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 |
|--------------|-------|--------------|---|----|---|-----------|-----|
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - | |
| Lasgun | 24 | Rapid Fire 1 | 3 | 0 | 1 | - | |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - | |

Heavy Support [9 PL, 99pts]

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. | |

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. | |

Battalion Detachment +5CP (Imperium - Astra Militarum) [41 PL, 6CP, 596pts]

No Force Org Slot [6CP]

Battle-forged CP [3CP]

Categories: No FORCE ORG SLOT

Detachment CP [5CP]

Categories: No FORCE ORG SLOT

Imperial Commander's Armoury [-1CP]

Selections: 1 additional Heirloom of Conquest [-1CP]

Categories: No FORCE ORG SLOT

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 [4 PL, 62pts]

Company Commander [2 PL, 31pts]

Selections: Bolt pistol [1pts], Chainsword, Emperor's Wrath

Categories: OFFICER, FACTION: ASTRA MILITARUM, FACTION: IMPERIUM, (REGIMENT), CHARACTER, INFANTRY, COMPANY COMMANDER, HQ, EMPEROR'S WRATH

Abilities: *Refractor Field, Senior Officer, Voice of Command*, **Unit:** *Company Commander*, **Weapon:** *Bolt pistol, Chainsword, Frag grenade*

| Abilities | Description | Ref |
|-------------------------|---|-----|
| Refractor Field | This model has a 5+ invulnerable save. | |
| Senior Officer | This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order. | |
| 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 |
|--------------------------|----|----|----|---|---|---|---|----|--------|----------------------------|
| Company Commander | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 8 | 5+/5++ | Codex: Astra Militarum p30 |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|---------------------|-------|---------|------|----|---|--|-----|
| Bolt pistol | 12" | Pistol | 1 | 4 | 0 | 1 - | |
| 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 - | |

Company Commander [2 PL, 31pts]

Selections: Bolt pistol [1pts], Chainsword, Emperor's Wrath, Grand Strategist, Relic: The Laurels of Command, Warlord

Categories: OFFICER, FACTION: ASTRA MILITARUM, FACTION: IMPERIUM, (REGIMENT), CHARACTER, INFANTRY, COMPANY COMMANDER, HQ, EMPEROR'S WRATH, WARLORD

Abilities: *Grand Strategist, Refractor Field, Senior Officer, The Laurels of Command, Voice of Command*, **Unit:** *Company Commander*, **Weapon:** *Bolt pistol, Chainsword, Frag grenade*

| Abilities | Description | Ref |
|-------------------------------|---|-----|
| Grand Strategist | Whilst your Warlord is alive, you can re-roll a single hit roll, wound roll or saving throw per battle. In addition, if your army is Battle-forged and this Warlord is on the battlefield, roll a D6 for each Command Point you spend to use a Stratagem; on a 5+ that Command Point is immediately refunded. | |
| Refractor Field | This model has a 5+ invulnerable save. | |
| Senior Officer | This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order. | |
| The Laurels of Command | OFFICER with Voice of Command ability only. Roll a dice each time the bearer issues an order to a friendly <REGIMENT>unit within 6" of them. On a 4+ the bearer can immediately issue another order to the same unit. This does not count towards the maximum number of orders this model may issue each turn. | |
| 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 |
|--------------------------|----|----|----|---|---|---|---|----|--------|----------------------------|
| Company Commander | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 8 | 5+/5++ | Codex: Astra Militarum p30 |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|---------------------|-------|---------|------|----|---|--|-----|
| Bolt pistol | 12" | Pistol | 1 | 4 | 0 | 1 - | |
| 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 - | |

Troops [9 PL, 129pts]

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: *Laspistol*

Unit: *Sergeant*, **Weapon:** *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 |
|-------------------------|-------|--------------|---|----|----|-----------|-----|
| 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: *Laspistol*

Unit: *Sergeant*, **Weapon:** *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 |
|--------------------------------|-------|--------------|---|----|----|-----------|-----|
| 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: *Laspistol*

Unit: *Sergeant*, **Weapon:** *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 |
|--------------------------------|-------|--------------|---|----|----|-----------|-----|
| 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 [8 PL, 86pts]

Ogryn Bodyguard [4 PL, 45pts]

Selections: Brute Shield, Ripper Gun

Categories: FACTION: ASTRA MILITARUM, MILITARUM AUXILLA, FACTION: IMPERIUM, INFANTRY, OGRYN, ORGYN BODYGUARD, ELITES, CHARACTER

Rules: *Avalanche of Muscle, Bodyguard*

Abilities: *Brute Shield*, **Unit:** *Ogryn Bodyguard*, **Weapon:** *Frag Bombs, Ripper Gun (melee), Ripper Gun (shooting)*

| Abilities | Description | Ref |
|---------------------|----------------------|-----|
| Brute Shield | 4+ Invulnerable Save | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|------------------------|----|----|----|---|---|---|---|----|------|-----|
| Ogryn Bodyguard | 6" | 3+ | 4+ | 5 | 5 | 6 | 4 | 8 | 5+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|------------------------------|-------|---------|------|----|---|-----------|------------------------|
| Frag Bombs | 6" | Grenade | D6 | 4 | 0 | 1 | |
| Ripper Gun (melee) | Melee | Melee | User | -1 | 1 | | |
| Ripper Gun (shooting) | 12" | Assault | 3 | 5 | 0 | 1 | Codex: Astra Militarum |

Platoon Commander [2 PL, 21pts]

Selections: Bolt pistol [1pts]

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

Abilities: *Refractor Field, Voice of Command*, **Unit:** *Platoon Commander*, **Weapon:** *Bolt pistol, Frag grenade*

| 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 |
|---------------------|-------|---------|----|----|---|-----------|-----|
| Bolt pistol | 12" | Pistol | 1 | 4 | 0 | 1 | - |
| Frag grenade | 6" | Grenade | D6 | 3 | 0 | 1 | - |

Platoon Commander [2 PL, 20pts]

Selections: Laspistol, Relic (Cadia): Relic of Lost Cadia

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

Abilities: *Refractor Field*, *Relic of Lost Cadia*, *Voice of Command*, **Unit:** *Platoon Commander*,

Weapon: *Frag grenade*, *Laspistol*

| Abilities | Description | Ref |
|----------------------------|---|-----|
| Refractor Field | This model has a 5+ invulnerable save. | |
| Relic of Lost Cadia | CADIAN model only. Once per battle, the bearer can unveil this relic at the start of any turn. Until the end of that turn, you can re-roll hit and wound rolls of 1 for all CADIAN units within 12" of the bearer. You can instead re-roll all failed hit and wound rolls for these units until the end of the turn if they are targeting a CHAOS unit. | |
| 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 |
|---------------------|-------|---------|----|----|---|-----------|-----|
| Frag grenade | 6" | Grenade | D6 | 3 | 0 | 1 - | |
| Laspistol | 12" | Pistol | 1 | 3 | 0 | 1 - | |

Heavy Support [20 PL, 319pts]

Basilisks [7 PL, 108pts]

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*

| 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 | - | |

Basilisks [7 PL, 108pts]

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*

| 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 | - | |

Wyverns [6 PL, 103pts]

Selections: Emperor's Wrath

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

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*

Wyvern [6 PL, 103pts]

Selections: Heavy Bolter [8pts]

Unit: *Wyvern, Weapon: Heavy bolter, Wyvern Quad Stormshard Mortar*

| 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 |
|--------|---|----|----|---|---|----|---|----|------|----------------------------|
| Wyvern | * | 6+ | * | 6 | 6 | 11 | * | 7 | 3+ | Codex: Astra Militarum p51 |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|-------------------------------|-------|-----------|---|----|---|---|----------------------------|
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - | |
| Wyvern Quad Stormshard Mortar | 48" | Heavy 4D6 | 4 | 0 | 1 | This weapon can target units not visible to the bearer. You can re-roll failed wound rolls for this weapon. | Codex: Astra Militarum p51 |

Battalion Detachment +5CP (Imperium - Astra Militarum) [44 PL, 5CP, 720pts]

No Force Org Slot [5CP]

Detachment CP [5CP]

Categories: No FORCE ORG SLOT

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. | |

HQ [25 PL, 403pts]

Knight Commander Pask [13 PL, 219pts]

Selections: Lascannon [20pts]

Categories: CADIAN, FACTION: ASTRA MILITARUM, CHARACTER, HQ, FACTION: IMPERIUM, KNIGHT COMMANDER PASK, LEMAN RUSS, TANK COMMANDER, VEHICLE

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

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. | |
| Knight Commander | Knight Commander Pask may use the Tank Orders ability twice in each of your turns. Resolve the effects of the first order before issuing the second. | |
| 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 |

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

| Tank Orders | Effect | Ref |
|---------------------------|---|-----|
| Tank Orders (Pask) | Knight Commander Pask can issue an order to a friendly CADIAN LEMAN RUSS at the start of your Shooting phase. To issue a Tank Order, pick a target LEMAN RUSS within 6" of Knight Commander Pask 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. | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|------------------------------|---|----|----|---|---|----|---|----|------|-----|
| Knight Commander Pask | * | 6+ | * | 7 | 8 | 12 | * | 8 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|----------------------|-------|-------|----|----|----|-----------|-----|
| Battle Cannon | 72" | Heavy | D6 | 8 | -2 | D3 | - |
| Lascannon | 48" | Heavy | 1 | 9 | -3 | D6 | - |

Tank Commander [12 PL, 184pts]

Selections: Lascannon [20pts]

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: Lascannon*

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 | - |
| Lascannon | 48" | Heavy | 1 | 9 | -3 | D6 | - |

Troops [9 PL, 120pts]

Infantry Squad [3 PL, 40pts]

Selections: 9x Guardsman [36pts]

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

Weapon: *Frag grenade*

Sergeant [4pts]

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *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 |
|--------------|-------|------------|---|----|---|-----------|-----|
| 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, 40pts]

Selections: 9x Guardsman [36pts]

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

Weapon: *Frag grenade*

Sergeant [4pts]

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *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 |
|--------------|-------|------------|---|----|---|-----------|-----|
| 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, 40pts]

Selections: 9x Guardsman [36pts]

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

Weapon: *Frag grenade*

Sergeant [4pts]

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *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 |
|--------------|-------|--------------|---|----|---|-----------|-----|
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - | |
| Lasgun | 24 | Rapid Fire 1 | 3 | 0 | 1 | - | |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - | |

Elites [2 PL, 64pts]

Astropath [1 PL, 32pts]

Selections: Psychic Barrier, Telepathica Stave [6pts]

Categories: FACTION: ASTRA MILITARUM, ASTRA TELEPATHICA, ASTROPATH, CHARACTER, ELITES, FACTION: IMPERIUM, INFANTRY, PSYKER, SCHOLASTICA PSYKANA

Abilities: *Astral Devination*, *Telepathic Assault*, **Psychic Power:** 3) *Psychic Barrier*, **Psyker:** *Psyker*,

Unit: *Astropath*, **Weapon:** *Telepathica Stave*

| Abilities | Description | Ref |
|---------------------------|--|-----|
| Astral Devination | At the start of your Shooting phase, pick an enemy unit within 18" of this model. For the duration of the phase, the unit you picked gains no bonus to their saving throws for being in cover when it is targeted by attacks made by friendly ASTRA MILITARUM units within 6" of this model. | |
| Telepathic Assault | Each time you take a Psychic test for this unit when it attempts to manifest Smite, roll 1D6 instead of 2D6. | |

| Psychic Power | Warp Charge | Range | Details | Ref |
|---------------------------|-------------|-------|--|-----|
| 3) Psychic Barrier | 6 | 12" | Select a friendly ASTRA MILITARUM unit within 12" of the psyker. Until the start of your next Psychic phase, add 1 to that unit's saving throws. | |

| Psyker | Cast | Deny | Powers Known | Other | Ref |
|--------|------|------|-------------------|-------|-----|
| Psyker | 1 | 1 | Smite & 1 Psykana | | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|-----------|----|----|----|---|---|---|---|----|------|-----|
| Astropath | 6" | 5+ | 6+ | 3 | 3 | 3 | 1 | 6 | 6+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|-------------------|-------|-------|----|----|----|-----------|-----|
| Telepathica Stave | Melee | Melee | +1 | 0 | D3 | | |

Astropath [1 PL, 32pts]

Selections: Nightshroud, Telepathica Stave [6pts]

Categories: FACTION: ASTRA MILITARUM, ASTRA TELEPATHICA, ASTROPATH, CHARACTER, ELITES, FACTION: IMPERIUM, INFANTRY, PSYKER, SCHOLASTICA PSYKANA

Abilities: *Astral Devination*, *Telepathic Assault*, **Psychic Power:** 4) *Nightshroud*, **Psyker:** *Psyker*, **Unit:** *Astropath*, **Weapon:** *Telepathica Stave*

| Abilities | Description | Ref |
|---------------------------|--|-----|
| Astral Devination | At the start of your Shooting phase, pick an enemy unit within 18" of this model. For the duration of the phase, the unit you picked gains no bonus to their saving throws for being in cover when it is targeted by attacks made by friendly ASTRA MILITARUM units within 6" of this model. | |
| Telepathic Assault | Each time you take a Psychic test for this unit when it attempts to manifest Smite, roll 1D6 instead of 2D6. | |

| Psychic Power | Warp Charge | Range | Details | Ref |
|-----------------------|-------------|-------|---|-----|
| 4) Nightshroud | 6 | 12" | Choose a friendly ASTRA MILITARUM unit within 12" of the psyker. Until the start of your next turn, any enemy unit that targets the chosen unit with a ranged weapon suffers a -1 penalty to its hit rolls. | |

| Psyker | Cast | Deny | Powers Known | Other | Ref |
|---------------|------|------|-------------------|-------|-----|
| Psyker | 1 | 1 | Smite & 1 Psykana | | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|------------------|----|----|----|---|---|---|---|----|------|-----|
| Astropath | 6" | 5+ | 6+ | 3 | 3 | 3 | 1 | 6 | 6+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|--------------------------|-------|-------|----|----|----|-----------|-----|
| Telepathica Stave | Melee | Melee | +1 | 0 | D3 | | |

Heavy Support [8 PL, 133pts]

Manticore [8 PL, 133pts]

Selections: Heavy Bolter [8pts]

Categories: (REGIMENT), FACTION: ASTRA MILITARUM, HEAVY SUPPORT, FACTION: IMPERIUM, MANTICORE, VEHICLE

Abilities: *Smoke Launchers, Vehicle Squadron, Stat Damage - M/BS/A: Stat Damage (HS) 1, Stat Damage (HS) 2, Stat Damage (HS) 3, Unit: Manticore, Weapon: Heavy bolter, Storm Eagle Rockets*

| Abilities | Description | Ref |
|-------------------------|---|-----|
| 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 |
|------------------|---|----|----|---|---|----|---|----|------|----------------------------|
| Manticore | * | 6+ | * | 6 | 7 | 11 | * | 7 | 3+ | Codex: Astra Militarum p52 |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|----------------------------|-------|-----------|----|----|----|---|-----|
| Heavy bolter | 36" | Heavy 3 | 5 | -1 | 1 | - | |
| Storm Eagle Rockets | 120" | Heavy 2D6 | 10 | -2 | D3 | This weapon can target units that are not visible to the bearer. A model can only fire a single storm eagle rocket per turn. Each storm eagle rocket can only be fired once per battle. | |

Selection Rules

Avalanche of Muscle: you can add 1 to the Attacks characteristic of this model in the Fight phase on any turn in which it made a successful charge. This ability may only be used the first time this model fights each turn. (Codex: Astra Militarum p102)

Bodyguard: Roll a D6 each time a friendly Astra Militarum Infantry Character (excluding Ogryns) loses a wound whilst they are within 3" of any models with this ability; on a 3+ the Astra Militarum character does not lose a wound but one model with this ability suffers a mortal wound. In addition, this model may not be selected as your Warlord, and may not be given a Warlord Trait.

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