WARHAMMER LEGENDS

Over the years, many Warhammer 40,000 fans have amassed huge collections of Forge World miniatures for use in games of Warhammer 40,000. Today, some of those classic models are no longer available, and their rules no longer feature in current publications. So, to enable you to unleash your models on the tabletop, forever, their rules are provided here as Warhammer Legends.

On the following pages you will find a mixture of datasheets and additional wargear options for a range of factions. Used alongside those factions' respective publications, these allow you to field certain legendary models in your games.

The rules here can be used in any type of play – open, narrative or matched – and full points are provided to help you balance your forces. Warhammer Legends will not form part of our ongoing balance review for the wider Warhammer 40,000 game – and we don't recommend Legends units for competitive tournaments. This means that event organisers and attendees alike can guarantee that everything they're gaming with is easily available to everyone and has been subject to the same rigorous balance and playtesting process.

Of course, organisers are also free to specify that they will be including Legends rules if they like, allowing the use of the full classic range at their event.

CONTENTS

SPACE MARINES DATASHEETS

This section contains datasheets that supplement those found in *Codex: Space Marines*. All of the rules found in the datasheets section of *Codex: Space Marines* apply to the datasheets found in this section. You can find out more about how to use datasheets in the Warhammer 40,000 Core Book.

THE <CHAPTER> KEYWORD

Every unit in this section is drawn from a Chapter. Sometimes a datasheet will tell you which Chapter that unit is drawn from, otherwise it will have the <CHAPTER> keyword. This is a keyword that you can select for yourself, following the guidance and restrictions detailed in *Codex: Space Marines*.

Non-Codex Chapters and Successor Chapters

All the rules concerning non-Codex compliant Chapters and successor Chapters that are described in *Codex: Space Marines* also apply to the datasheets in this section.

WARGEAR

The weapon profiles found on a unit's datasheet will list any unique weapons that a unit can be equipped with. The profiles for any other weapons can be found in the weapon profiles section of *Codex: Space Marines*.

ABILITIES

A unit's datasheet will list all the abilities it has. Where an ability is unique to a unit, or units found within this book, it will be described on the appropriate datasheet(s). Where an ability is identical to one found in *Codex: Space Marines*, it will typically be referenced on the datasheet in this section rather than described in full; the rules for these abilities can instead be found in the datasheets and Chapter Command sections of *Codex: Space Marines*.

Many units in this section will also have the Martial Legacy ability, below.

MARTIAL LEGACY

If your army is Battle-forged, then when this unit is included in a Detachment, increase that Detachment's Command Cost by 1CP.

NAMED CHARACTERS

Several datasheets in this section describe named characters. If such a unit has an ability that uses the <CHAPTER> keyword, you must replace it with the keyword of the Chapter that the unit is drawn from. For example, Lord High Commander Carab Culln has the Rites of Battle ability, which can be found in *Codex: Space Marines*. This ability uses the <CHAPTER> keyword. As Lord High Commander Carab Culln is drawn from the Red Scorpions Chapter, the <CHAPTER> keyword is replaced in every instance in the ability with RED SCORPIONS.

If a named character from this section gains a Warlord Trait, it must be the Inspiring Leader Warlord Trait. This Warlord Trait can be found in the Warhammer 40,000 Core Book.

CHAPLAIN VENERABLE DREADNOUGHT   9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaplain Venerable Dreadnought	6"	2+	2+	6	7	8	5	10	3+

A Chaplain Venerable Dreadnought is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought inferno cannon	12"	Heavy D6	6	-1	2	Each time an attack is made with this weapon, that attack automatically hits the target.

WARGEAR OPTIONS

- Any of this model's storm bolters can each be replaced with 1 heavy flamer.
- This model's storm bolter and Dreadnought combat weapon can be replaced with one of the following:
  - Assault cannon
  - Dreadnought inferno cannon
  - Heavy plasma cannon
  - Multi-melta
  - Twin lascannon
- This model's assault cannon can be replaced with one of the following:
  - Dreadnought inferno cannon
  - Heavy plasma cannon
  - Multi-melta
  - Storm bolter and Dreadnought combat weapon
  - Twin lascannon

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Duty Eternal** (see the Dreadnought datasheet in *Codex: Space Marines*), **Unyielding Ancient** (see the Venerable Dreadnought datasheet in *Codex: Space Marines*), **Spiritual Leaders** (see the Chaplain datasheet in *Codex: Space Marines*)

Servant of the Chapter: This unit cannot be upgraded to be a MASTER OF SANCTITY (see Chapter Command in *Codex: Space Marines*).

Unstoppable Fury: If this model is equipped with two Dreadnought combat weapons, add 1 to its Attacks characteristic.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Reliquarius: This model has a 5+ invulnerable save.

PRIEST

See the Chaplain datasheet in *Codex: Space Marines*.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Vehicle, Character, Smokescreen, Dreadnought, Priest, Chaplain, Chaplain Venerable Dreadnought**

LORD HIGH COMMANDER CARAB CULLN   8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lord High Commander Carab Culln	5"	2+	2+	4	4	7	6	9	2+

Lord High Commander Carab Culln is equipped with: Judgement; Blade of the Scorpion. Your army can only include one CARAB CULLN model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Judgement	24"	Rapid Fire 2	4	-2	2	This weapon is a bolt weapon (see *Codex: Space Marines*).
Blade of the Scorpion	Melee	Melee	+2	-3	2	Each time an attack is made with this weapon against a **MONSTER** or **VEHICLE** unit, that attack has a Strength characteristic of x2.

ABILITIES

Angels of Death, **Teleport Strike** (see *Codex: Space Marines*), **Iron Halo**, **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*), **Chapter Master** (see the Chapter Command section in *Codex: Space Marines*)

Proud to Live, Proud to Die, Hard to Kill (Aura): While a friendly **RED SCORPIONS** unit is within 6" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, RED SCORPIONS**
KEYWORDS: **INFANTRY, CHARACTER, TERMINATOR, CHAPTER MASTER, CARAB CULLN, LORD HIGH COMMANDER CARAB CULLN**

CORIEN SUMATRIS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Corien Sumatris	6"	2+	2+	4	4	5	4	9	3+

Corien Sumatris is equipped with: Spectre-pattern bolter; Goldenfang; storm shield (see the Captain datasheet in *Codex: Space Marines*); frag grenades; krak grenades. Your army can only include one **Corien Sumatris** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Spectre-pattern bolter	12"	Pistol 2	4	-2	1	-
Goldenfang	Melee	Melee	+1	-3	2	Each time the bearer fights, if it made a charge move this turn, it makes D3 additional attacks with this weapon.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Iron Halo**, **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*)

The Tyrant's Champion: Each time this model makes a melee attack against a **Character** unit, add 1 to that attack's wound roll.

Badab War: When mustering your army, you must select either the **Astral Claws** or **Tiger Claws** keyword for this model's **<Chapter>** keyword.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Infantry, Character, Captain, Corien Sumatris**

CARNAC COMMODUS

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Carnac Commodus	6"	2+	2+	4	4	4	3	8	3+

Carnac Commodus is equipped with: bolt pistol; Blood Biter; frag grenades; krak grenades. Your army can only include one CARNAC COMMODUS model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blood Biter	Melee	Melee	+2	-1	2	Each time an attack is made with this weapon against an INFANTRY unit, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Company Heroes**, **Tactical Precision** (see the Lieutenant datasheet in *Codex: Space Marines*)

Cut Them Down (Aura): While a friendly ASTRAL CLAWS CORE unit is within 6" of this model, each time that unit fights, you can re-roll one hit roll and you can re-roll one wound roll when resolving that unit's attacks.

Void-hardened Armour: This model has a 5+ invulnerable save.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, ASTRAL CLAWS**
KEYWORDS: **INFANTRY, CHARACTER, LIEUTENANT, CARNAC COMMODUS**

CHAPLAIN DREADNOUGHT TITUS

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaplain Dreadnought Titus	6"	2+	2+	6	7	9	5	10	3+

Chaplain Dreadnought Titus is equipped with: assault cannon; heavy flamer; Dreadnought combat weapon. Your army can only include one **Chaplain Dreadnought Titus** model.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Duty Eternal** (see the Dreadnought datasheet in *Codex: Space Marines*), **Spiritual Leaders** (see the Chaplain datasheet in *Codex: Space Marines*)

Reliquarius: This model has a 5+ invulnerable save

Unyielding Exemplar: Each time this model would lose a wound, roll one D6: on a 5+, that wound is not lost.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

PRIEST

See the Chaplain datasheet in *Codex: Space Marines.*

FACTION KEYWORDS: **Imperium, Adeptus Astartes, Howling Griffons**
KEYWORDS: **Vehicle, Character, Smokescreen, Dreadnought, Priest, Chaplain, Chaplain Dreadnought Titus**

ANTON NARVAEZ

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Anton Narvaez	6"	2+	2+	4	4	5	4	9	3+

Anton Narvaez is equipped with: bolt pistol; Thundershock; Voidshard; frag grenades; krak grenades. Your army can only include one **Anton Narvaez** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Thundershock	24"	Assault D3	7	-2	1	Blast
Voidshard	Melee	Melee	+1	-3	1	Each time an attack is made with this weapon, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*)

Actinic Halo: This model has a 3+ invulnerable save. The first time a saving throw is failed for this model, its invulnerable save is changed to 4+.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, Marines Errant**
KEYWORDS: **Infantry, Character, Captain, Anton Narvaez**

TARNUS VALE

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tarnus Vale	6"	2+	2+	4	4	5	4	9	3+

Tarnus Vale is equipped with: plasma charger; Angel's Teeth; frag grenades; krak grenades. Your army can only include one **Tarnus Vale** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma charger	Before selecting targets, select one of the profiles below to make attacks with					
- Standard	12"	Pistol 3	6	-3	1	-
- Supercharge	12"	Pistol 3	7	-3	2	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Angel's Teeth	Melee	Melee	+1	-2	2	-

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Iron Halo**, **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*)

Mechanised Advance (Aura): While a friendly **Fire Angels Vehicle** model is within 6" of this model, that model has a 6+ invulnerable save.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, Fire Angels**
KEYWORDS: **Infantry, Character, Captain, Tarnus Vale**

LIAS ISSODON

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lias Issodon	7"	2+	2+	4	4	6	5	9	3+

Lias Issodon is equipped with: bolt pistol; Malice; Raptorclaw; frag grenades; krak grenades. Your army can only include one **LIAS ISSODON** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Malice	30"	Assault 3	5	-4	D3	Each time an attack is made with this weapon, the target does not receive the benefit of cover to its saving throw against that attack.
Raptorclaw	Melee	Melee	+1	-3	2	-

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Iron Halo**, **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*), **Chapter Master** (see the Chapter Command section in *Codex: Space Marines*)

Stealth Modified Armour: Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

Grim Hunter: This model is eligible to shoot in a turn in which it Fell Back.

Infiltrate, Isolate, Destroy (Aura): While a friendly **RAPTORS CORE INFANTRY** unit is within 6" of this model, add 1 to charge rolls made for that unit, and each time that unit is selected to make a Normal Move, Advance or Fall Back, until the end of the phase, add 1" to the Move characteristic of models in that unit.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, RAPTORS**
KEYWORDS: **INFANTRY, CHARACTER, CHAPTER MASTER, LIAS ISSODON**

MALAKIM PHOROS

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Malakim Phoros	6"	2+	2+	4	4	6	5	9	3+

Malakim Phoros is equipped with: Catechist; Glaive of Lamentation; frag grenades; krak grenades. Your army can only include one **Malakim Phoros** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Catechist	12"	Pistol 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2. This weapon is a melta weapon (see Weapon Profiles in *Codex: Space Marines*).
Glaive of Lamentation	Melee	Melee	+3	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Iron Halo**, **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*), **Chapter Master** (see the Chapter Command section in *Codex: Space Marines*)

Lord of Ruin: Each time this model makes an attack, re-roll a wound roll of 1.

Rage Unto Death: This model is eligible to charge in a turn in which it Fell Back.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, Lamenters**
KEYWORDS: **Infantry, Character, Chapter Master, Malakim Phoros**

MORDACI BLAYLOCK

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Mordaci Blaylock	5"	2+	2+	4	4	6	4	9	2+

Mordaci Blaylock is equipped with: master-crafted storm bolter; Foe Ripper. Your army can only include one **Mordaci Blaylock** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted storm bolter	24"	Rapid Fire 2	4	-1	2	-
Foe Ripper	Melee	Melee	x2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

ABILITIES

Angels of Death, **Teleport Strike** (see *Codex: Space Marines*), **Iron Halo**, **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*)

Hard as Stone (Aura): While a friendly **Novamarines Core Infantry** unit is within 6" of this model, each time an attack with an Armour Penetration characteristic of -1 is allocated to a model in that unit, that attack has an Armour Penetration characteristic of 0 instead.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, Novamarines**
KEYWORDS: **Infantry, Character, Terminator, Captain, Mordaci Blaylock**

PELLAS MIR'SAN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Pellas Mir'san	6"	2+	2+	4	4	5	4	9	3+

Pellas Mir'san is equipped with: combi-flamer; Cinder Edge; Steelsliver; frag grenades; krak grenades. Your army can only include one **Pellas Mir'san** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cinder Edge	Melee	Melee	+1	-3	3	-
Steelsliver	Melee	Melee	User	0	1	Each time the bearer is selected to fight, it makes a number of additional attacks with this weapon equal to the number of enemy models within Engagement Range of it.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Iron Halo**, **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*)

Master Duellist: At the start of the Fight phase, if this model is within Engagement Range of any enemy **Character** units, until the end of the phase, add 2 to this model's Attacks characteristic.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Salamanders
KEYWORDS: Infantry, Character, Captain, Pellas Mir'san

HARATH SHEN

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Harath Shen	6"	3+	3+	4	4	4	3	8	3+

Harath Shen is equipped with: Bloodfire; master-crafted power sword; frag grenades; krak grenades. Your army can only include one **HARATH SHEN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bloodfire						Before selecting targets, select one of the profiles below to make attacks with. This weapon is a plasma weapon (see Weapon Profiles in *Codex: Space Marines*).
- Standard	12"	Pistol 2	7	-3	2	-
- Supercharge	12"	Pistol 2	8	-3	3	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Combat Restoratives**, **Narthecium**, **Command Squad** (see the Apothecary datasheet in *Codex: Space Marines*), **Chief Apothecary** (see the Chapter Command section in *Codex: Space Marines*)

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, SALAMANDERS**
KEYWORDS: **INFANTRY, CHARACTER, COMMAND SQUAD, APOTHECARY, CHIEF APOTHECARY, HARATH SHEN**

AHAZRA REDTH

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ahazra Redth	6"	3+	3+	4	4	4	3	9	2+

Ahazra Redth is equipped with: bolt pistol; force sword; frag grenades; krak grenades. Your army can only include one **Ahazra Redth** model.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Psychic Hood** (see the Librarian datasheet in *Codex: Space Marines*), **Chief Librarian** (see the Chapter Command section in *Codex: Space Marines*)

Talisman of Sundered Souls: This model has a 5+ invulnerable save. The first time this model suffers Perils of the Warp, it does not lose any wounds.

PSYKER

See the Librarian datasheet in *Codex: Space Marines.*

FACTION KEYWORDS: Imperium, Adeptus Astartes, Mantis Warriors
KEYWORDS: Infantry, Character, Psyker, Librarian, Chief Librarian, Ahazra Redth

THULSA KANE

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Thulsa Kane	6"	2+	3+	4	4	4	4	9	3+

Thulsa Kane is equipped with: Kane's master-crafted plasma pistol; Lifetaker; frag grenades; krak grenades. Your army can only include one **Thulsa Kane** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kane's master-crafted plasma pistol	Before selecting targets, select one of the profiles below to make attacks with					
- Standard	12"	Pistol 1	7	-3	2	-
- Supercharge	12"	Pistol 1	8	-3	3	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Lifetaker	Melee	Melee	+2	-3	2	Each time an attack made with this weapon is allocated to a **Character** model, that attack has a Damage characteristic of 3.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Rosarius**, **Spiritual Leaders** (see the Chaplain datasheet in *Codex: Space Marines*), **Master of Sanctity** (see the Chapter Command section in *Codex: Space Marines*)

Grehdalin's Bones: Each time a melee attack is made against this model, subtract 1 from that attack's hit roll.

Ænigmata Ferrum: While this model is on the battlefield, each time you spend 1 or more Command points to use a Stratagem, you can roll one D6: on a 6, 1 Command point is refunded.

PRIEST

See the Chaplain datasheet in *Codex: Space Marines*.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Executioners
KEYWORDS: Infantry, Character, Priest, Chaplain, Master of Sanctity, Thulsa Kane

SILAS ALBEREC

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Silas Alberec	6"	2+	2+	5	4	5	4	9	3+

Silas Alberec is equipped with: Purgator; Hellslayer; frag grenades; krak grenades. Your army can only include one **Silas Alberec** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Purgator	12"	Pistol 1	6	-1	2	-
Hellslayer	Melee	Melee	x2	-3	D3	Each time an attack made with this weapon is allocated to a **Psyker** or **Daemon** model, that attack has a Damage characteristic of 3.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Iron Halo**, **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*)

Hexagramatically Warded Armour: In your opponent's Psychic phase, this model can attempt to deny one psychic power as if it were a **Psyker**.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, Exorcists**
KEYWORDS: **Infantry, Character, Captain, Silas Alberec**

ELAM COURBRAY

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Elam Courbray	12"	2+	2+	4	4	5	4	9	3+

Elam Courbray is equipped with: bolt pistol; Sword Excellus; frag grenades; krak grenades. Your army can only include one **ELAM COURBRAY** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sword Excellus	Melee	Melee	+1	-3	2	Each time an attack is made with this weapon, you can re-roll the wound roll.

ABILITIES

Angels of Death, **Death From Above** (see *Codex: Space Marines*), **Iron Halo**, **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*), **Honour or Death** (see the Company Champion datasheet in *Codex: Space Marines*)

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, FIRE HAWKS**
KEYWORDS: **INFANTRY, CHARACTER, FLY, JUMP PACK, CAPTAIN, ELAM COURBRAY**

VAYLUND CAL

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vaylund Cal	6"	2+	2+	4	4	6	5	9	2+

Vaylund Cal is equipped with: flamer; masterwork plasma cutter; Medusan Hammer; 2 servo-arms. Your army can only include one **Vaylund Cal** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Masterwork plasma cutter	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Assault 1	7	-3	2	-
- Supercharge	12"	Assault 1	8	-3	3	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Medusan Hammer	Melee	Melee	x2	-2	3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Iron Halo**, **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*), **Chapter Master** (see the Chapter Command section in *Codex: Space Marines*), **Blessing of the Omnissiah**, **Awaken the Machine Spirits** (see the Techmarine datasheet in *Codex: Space Marines*)

FACTION KEYWORDS: Imperium, Adeptus Astartes, Sons of Medusa
KEYWORDS: Infantry, Character, Chapter Master, Techmarine, Vaylund Cal

ZHRUKHAL ANDROCLES

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Zhrukal Androcles	6"	2+	2+	4	4	5	4	9	3+

Zhrukal Androcles is equipped with: combi-melta; Stonefist; frag grenades; krak grenades. Your army can only include one **ZHRUKAL ANDROCLES** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Stonefist	Melee	Melee	x2	-3	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Iron Halo**, **Rites of Battle** (see the Captain datasheet in *Codex: Space Marines*)

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, STAR PHANTOMS**
KEYWORDS: **INFANTRY, CHARACTER, CAPTAIN, ZHRUKAL ANDROCLES**

WHIRLWIND HYPERIOS

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Whirlwind Hyperios (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Whirlwind Hyperios (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Whirlwind Hyperios (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Whirlwind Hyperios is equipped with: Whirlwind Hyperios launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Whirlwind Hyperios launcher	48"	Heavy 2D3	7	-2	1	Blast. This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon against an **Aircraft** unit, add 2 to that attack's hit roll. Each time an attack made with this weapon is allocated to an **Aircraft** model, that attack has a Damage characteristic of 2.

WARGEAR OPTIONS

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

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Vehicle, Smokescreen, Whirlwind Hyperios**

DEIMOS PREDATOR

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Deimos Predator (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Deimos Predator (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	2	8	3+
	Deimos Predator (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Deimos Predator is equipped with: plasma destroyer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernus cannon	18"	Heavy 2D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Magna-melta cannon	36"	Heavy 2D3	8	-4	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma destroyer	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-4	1	Blast
- Supercharge	36"	Heavy D3	8	-4	2	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.

WARGEAR OPTIONS

- This model's plasma destroyer can be replaced with one of the following: 1 conversion beam cannon (see Relic Contemptor Dreadnought datasheet in *Imperial Armour Compendium*); 1 infernus cannon; 1 magna-melta cannon.
- This model can be equipped with one of the following: 2 heavy bolters; 2 heavy flamers; 2 lascannons.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 hunter-killer missile.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Martial Legacy** (see *Imperial Armour Compendium*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Vehicle, Predator, Smokescreen, Deimos Predator**

MORTIS DREADNOUGHT

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Mortis Dreadnought	6"	3+	3+	6	7	8	4	8	3+

A Mortis Dreadnought is equipped with: 2 twin heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought inferno cannon	12"	Heavy D6	6	-1	2	Each time an attack is made with this weapon, that attack automatically hits the target.

WARGEAR OPTIONS

- This model's 2 twin heavy bolters can be replaced with one of the following:
  - 2 assault cannons
  - 2 heavy plasma cannons
  - 2 missile launchers
  - 2 multi-meltas
  - 2 twin autocannons (see the Relic Contemptor Dreadnought datasheet in *Imperial Armour Compendium*)
  - 2 twin lascannons

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Duty Eternal** (see the Dreadnought datasheet in *Codex: Space Marines*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Vehicle, Smokescreen, Dreadnought, Mortis Dreadnought**

TARANTULA AIR DEFENCE BATTERY

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Tarantula Air Defence Gun	-	-	4+	4	5	4	-	7	3+

If this unit contains 2 models, it has **Power Rating 4**. If this unit contains 3 models, it has **Power Rating 6**. Every model is equipped with: Tarantula air defence missiles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tarantula air defence missiles	48"	Heavy D6	7	-2	1	Blast. Each time an attack is made with this weapon against an **Aircraft** unit, that attack has a Damage characteristic of 2.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Automated Emplacement: Each time a model in this unit shoots, when selecting targets for that model's attacks, you must select the closest eligible enemy unit that can **Fly**. If there are no eligible units that can **Fly**, that model must target the closest eligible unit instead. This unit is never eligible to charge or Heroically Intervene, and cannot make pile-in or consolidation moves.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play: on a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Vehicle, Tarantula Air Defence Battery

LAND RAIDER HELIOS

14 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Land Raider Helios (9+ wounds remaining)	10"	6+	3+	8	8	16	6	9	2+
	Land Raider Helios (5-8 wounds remaining)	5"	6+	4+	8	8	N/A	D6	9	2+
	Land Raider Helios (1-4 wounds remaining)	3"	6+	5+	8	8	N/A	D3	9	2+

A Land Raider Helios is equipped with: Helios launcher; 2 twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Helios launcher	48"	Heavy D3	7	-2	2	Blast. Each time an attack is made with this weapon against an **Aircraft** unit, add 1 to that attack's hit roll.

WARGEAR OPTIONS

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

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Explodes: When this model is destroyed, roll one D6 before removing it from play: on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 **<Chapter> Infantry** models. Each **Jump Pack**, **Wulfen** or **Terminator** model takes the space of 2 models and each **Centurion** model takes the space of 3 models. It cannot transport **Primaris** models.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Vehicle, Land Raider, Transport, Assault Launchers, Smokescreen, Machine Spirit, Land Raider Helios**

LAND RAIDER PROMETHEUS

16 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Land Raider Prometheus (9+ wounds remaining)	10"	6+	3+	8	8	16	6	9	2+
	Land Raider Prometheus (5-8 wounds remaining)	5"	6+	4+	8	8	N/A	D6	9	2+
	Land Raider Prometheus (1-4 wounds remaining)	3"	6+	5+	8	8	N/A	D3	9	2+

A Land Raider Prometheus is equipped with: 2 quad heavy bolters (see the Rapier Carrier datasheet in *Imperial Armour Compendium*).

WARGEAR OPTIONS

- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 hunter-killer missile.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Explodes: When this model is destroyed, roll one D6 before removing it from play: on a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 <Chapter> Infantry models. Each Jump Pack, Wulfen or Terminator model takes the space of 2 models and each Centurion model takes the space of 3 models. It cannot transport Primaris models.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Vehicle, Land Raider, Transport, Assault Launchers, Smokescreen, Machine Spirit, Land Raider Prometheus**

CAESTUS ASSAULT RAM

16 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Caestus Assault Ram (11+ wounds remaining)	20-45"	5+	3+	8	7	20	6	9	3+
	Caestus Assault Ram (6-10 wounds remaining)	20-35"	5+	4+	8	7	N/A	D6	9	3+
	Caestus Assault Ram (1-5 wounds remaining)	20-25"	5+	5+	8	7	N/A	D3	9	3+

A Caestus Assault Ram is equipped with: 2 firefury missile batteries; twin magna-melta.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Firefury missile battery	36"	Heavy 2D3	6	-2	1	Blast
Twin magna-melta	24"	Heavy 2D3	8	-4	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

ABILITIES

Angels of Death (see *Codex: Space Marines*), **Airborne**, **Hard to Hit**, **Hover Jet**, **Supersonic** (see the Stormtalon Gunship datasheet in *Codex: Space Marines*)

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 **<Chapter> Infantry** models. Each **Jump Pack**, **Wulfen** or **Terminator** model takes up the space of 2 models and each **Centurion** model takes up the space of 3 models. It cannot transport **Primaris** models.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Vehicle, Aircraft, Transport, Fly, Machine Spirit, Caestus Assault Ram**

THUNDERHAWK TRANSPORTER

30 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Thunderhawk Transporter (16+ wounds remaining)	20-45"	6+	3+	10	8	30	6	9	2+
	Thunderhawk Transporter (8-15 wounds remaining)	20-35"	6+	4+	10	8	N/A	D6	9	2+
	Thunderhawk Transporter (1-7 wounds remaining)	20-25"	6+	5+	10	8	N/A	D3	9	2+

A Thunderhawk Transporter is equipped with: hellstrike battery (see the Thunderhawk Gunship datasheet in *Imperial Armour Compendium*); 4 twin heavy bolters.

ABILITIES

Abilities: Angels of Death (see *Codex: Space Marines*), **Airborne**, **Hard to Hit**, **Hover Jet**, **Supersonic** (see the Stormtalon Gunship datasheet in *Codex: Space Marines*), **Colossal Flyer** (see the Thunderhawk Gunship datasheet in *Imperial Armour Compendium*).

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers 2D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 15 **<Chapter> Infantry** or **<Chapter> Biker** models. Each **Wulfen**, **Terminator**, **Mk X Gravis** and **Jump Pack** model takes up the space of 2 models (a **Primaris Jump Pack** model takes up the space of 3 models instead). Each **Centurion** or **Biker** model takes up the space of 3 models (a **Primaris Biker** model takes up the space of 4 models instead).

This model also has a transport capacity of two **<Chapter> Vehicle** models from the following lists (any models embarked within these **Vehicle** models do not count against this **Transport**'s transport capacity):
- **Rhino**, **Razorback**, **Predator**, **Whirlwind**, **Whirlwind Scorpius**, **Hunter**, **Stalker**, **Vindicator**, **Vindicator Laser Destroyer**
- **Sicaran**, **Land Raider**, **Spartan Assault Tank**, **Cerberus**, **Typhon** (each of which take up the space of 2 models)

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Vehicle, Titanic, Aircraft, Transport, Fly, Machine Spirit, Thunderhawk Transporter

CASTELLUM STRONGHOLD

35 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tacticus Bunker	-	-	4+	8	8	20	-	10	3+
3	Bunker Annex	-	-	4+	8	8	12	-	10	3+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Castellum air defence missiles	48"	Heavy 2D3	8	-2	3	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 2 to that attack's hit roll.
Castellum battle cannon	72"	Heavy D6	9	-3	3	Blast
Castellum Icarus quad lascannon	96"	Heavy 4	9	-3	D6	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 2 to that attack's hit roll.

OTHER WARGEAR	ABILITIES
Communication relay	In your Command phase, if your **WARLORD** is embarked within the bearer, you gain 1CP.

WARGEAR OPTIONS

- The Tacticus Bunker model can be equipped with up to two of the following (it cannot be equipped with two of the same weapon):
  ○ Twin heavy bolter
  ○ Twin heavy flamer (see the Land Raider Proteus datasheet in *Imperial Armour Compendium*)
  ○ Twin lascannon
  ○ Multi-melta
  ○ Twin assault cannon
  ○ Castellum air defence missiles
  ○ Whirlwind Castellan launcher
  ○ Castellum battle cannon
  ○ Castellum Icarus quad lascannon
  ○ Communication relay

- Each Bunker Annex model can be equipped with one of the following:
  ○ Twin heavy bolter
  ○ Twin heavy flamer
  ○ Twin lascannon
  ○ Multi-melta
  ○ Twin assault cannon
  ○ Castellum air defence missiles

ABILITIES

Stronghold: After it is set up, models in this unit are treated as separate terrain features with the following Terrain Traits, as described in the Warhammer 40,000 Core Rules:
- Defensible
- Light Cover
- Heavy Cover
- Obscuring

Fire Points: In your Shooting phase, up to 15 models embarked within the **TACTICUS BUNKER** model and up to 10 models embarked in each **BUNKER ANNEX** model can be selected to shoot with; measure distances and draw line of sight from any point on that model when doing so (these embarked models can still shoot while the Building is within Engagement Range of enemy units).

Automated Weapons: In your Shooting phase, each time a model in this unit is selected to shoot, if no friendly units are embarked within it, you can only select one of the following targets for that weapon's attacks:
- The closest eligible enemy unit.
- The closest eligible enemy **AIRCRAFT** unit.

Wrecked: Each time a model in this unit is destroyed, roll one D6 before any embarked models disembark and before removing it from play: on a 6 its stores explode, and each unit within 6" suffers D3 mortal wounds. On any other result that building is wrecked; though the model counts as destroyed for all rules purposes do not remove it from the battlefield. Instead, for the remainder of the battle it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Rules:
- Difficult Ground
- Exposed Position
- Unstable Position

TRANSPORT (TACTICUS BUNKER)

This model has a transport capacity of 30 **INFANTRY** models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models. It cannot transport non-**CHARACTER** models with a Wounds characteristic of 4 or more.

TRANSPORT (BUNKER ANNEX)

This model has a transport capacity of 12 **INFANTRY** models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models. It cannot transport non-**CHARACTER** models with a Wounds characteristic of 4 or more.

FACTION KEYWORD: **UNALIGNED**
KEYWORDS (TACTICUS BUNKER): **TERRAIN, BUILDING, VEHICLE, TITANIC, TRANSPORT, CASTELLUM STRONGHOLD, TACTICUS BUNKER**
KEYWORDS (BUNKER ANNEX): **TERRAIN, BUILDING, VEHICLE, TRANSPORT, CASTELLUM STRONGHOLD, BUNKER ANNEX**

ADEPTUS ASTARTES WARGEAR OPTIONS

The datasheet from *Codex: Adeptus Astartes* that is listed below is updated as follows:

RAZORBACK
This datasheet gains the following wargear option:

• This model's twin heavy bolter can be replaced with 1 multi-melta (+0 pts).

IMPERIAL ARMOUR WARGEAR OPTIONS

The datasheets from *Imperial Armour Compendium* that are listed below are updated as follows:

STORM EAGLE GUNSHIP
This datasheet gains the following wargear option:

• If this unit is from the Minotaurs Chapter, its vengeance launcher and 2 twin hellstrike launchers can be replaced with 1 ROC missile launcher and 2 twin lascannons (+40pts). If this wargear option is taken, this model's transport capacity is reduced to 14 MINOTAURS INFANTRY models.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
ROC missile launcher	48"	Heavy 8	8	-2	2	-

TARANTULA SENTRY BATTERY
This datasheet gains the following wargear options:

• Any number of models can each have their Tarantula twin heavy bolter replaced with one of the following: 1 multi-melta (+0 pts); 1 twin assault cannon (+0 pts).

GREY KNIGHTS WARGEAR OPTIONS

The datasheets from *Codex: Grey Knights* that are listed below are updated as follows:

RAZORBACK
This datasheet gains the following wargear option:

• This model's twin heavy bolter can be replaced with 1 Razorback twin psycannon (+0 pts).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Razorback twin psycannon	24"	Heavy 8	7	-1	1	-

DREADNOUGHT
This datasheet gains the following wargear options:

• This model's assault cannon, storm bolter and Dreadnought combat weapon can be replaced with one of the following:
  ○ 1 heavy psycannon, 1 storm bolter, 1 Nemesis doomglaive (+15 pts).
  ○ 1 heavy psycannon, 1 incinerator, 1 Nemesis doomglaive (+25 pts).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Nemesis doomglaive	Melee	Melee	+1	-3	D6	-

POINTS VALUES

💀 HQ

Ahazra Redth
Unit size ....1 model
Unit cost .... 125 pts

Anton Narvaez
Unit size ....1 model
Unit cost................................... 110 pts

Carnac Commodus
Unit size ....1 model
Unit cost.......................................90 pts

Chaplain Dreadnought Titus
Unit size ....1 model
Unit cost................................... 180 pts

Chaplain Venerable Dreadnought
Unit size ....1 model
Unit cost................................... 175 pts
 • Heavy flamer.............................+5 pts
 • Multi-melta ....+5 pts
 • Twin lascannon.................... +20 pts

Corien Sumatris
Unit size ....1 model
Unit cost .... 100 pts

Elam Courbray
Unit size ....1 model
Unit cost .... 110 pts

Harath Shen
Unit size ....1 model
Unit cost................................... 120 pts

Lias Issodon
Unit size ....1 model
Unit cost................................... 165 pts

Lord High Commander Carab Culln
Unit size ....1 model
Unit cost................................... 170 pts

Malakim Phoros
Unit size ....1 model
Unit cost................................... 145 pts

Mordaci Blaylock
Unit size ....1 model
Unit cost .... 125 pts

Pellas Mir'san
Unit size ....1 model
Unit cost .... 100 pts

Silas Alberec
Unit size ....1 model
Unit cost .... 110 pts

Tarnus Vale
Unit size ....1 model
Unit cost .... 110 pts

Thulsa Kane
Unit size ....1 model
Unit cost .... 140 pts

Vaylund Cal
Unit size ....1 model
Unit cost .... 165 pts

Zhrukhal Androcles
Unit size ....1 model
Unit cost .... 95 pts

👑 HEAVY SUPPORT

Deimos Predator
Unit size ....1 model
Unit cost .... 115 pts
 • Combi-bolter.............................+5 pts
 • Heavy bolter...........................+15 pts
 • Heavy flamer...........................+15 pts
 • Hunter-killer missile ....+5 pts
 • Infernus cannon......................+20 pts
 • Lascannon................................+20 pts
 • Magna-melta cannon............................+25 pts
 • Plasma destroyer ....+15 pts

Land Raider Helios
Unit size ....1 model
Unit cost................................... 260 pts
 • Hunter-killer missile ....+5 pts
 • Storm bolter..............................+3 pts

Land Raider Prometheus
Unit size ....1 model
Unit cost................................... 295 pts
 • Hunter-killer missile ....+5 pts
 • Multi-melta ....+25 pts
 • Storm bolter..............................+3 pts

Mortis Dreadnought
Unit size ....1 model
Unit cost................................... 135 pts
 • Multi-melta ....+5 pts
 • Twin autocannon....................+10 pts
 • Twin heavy bolter..................+10 pts
 • Twin lascannon......................+20 pts

Whirlwind Hyperios
Unit size ....1 model
Unit cost .... 130 pts
 • Hunter-killer missile ....+5 pts
 • Storm bolter..............................+5 pts

🦅 FLYERS

Caestus Assault Ram
Unit size ....1 model
Unit cost................................... 320 pts

✊ LORDS OF WAR

Thunderhawk Transporter
Unit size...1 model
Unit cost................................... 600 pts

🏰 FORTIFICATIONS

Castellum Stronghold
Unit size ....1 model
Unit cost................................... 600 pts
 • Castellum air defence missiles .... +45 pts
 • Castellum battle cannon.....................+40 pts
 • Castellum Icarus quad lascannon ..... +85 pts
 • Communications relay........................+10 pts
 • Multi-melta ....+25 pts
 • Twin assault cannon ....+40 pts
 • Twin heavy bolter.................................+30 pts
 • Twin heavy flamer.................................+30 pts
 • Twin lascannon.....................................+40 pts
 • Whirlwind castellan launcher.............+15 pts

Tarantula Air Defence Battery
Unit size ....1-3 models
Unit cost................................40 pts/model

ASTRA MILITARUM DATASHEETS

This section contains numerous datasheets that supplement those found in *Codex: Astra Militarum*. All of the rules found in the datasheets section of *Codex: Astra Militarum* apply to the datasheets found in this section. You can find out more about how to use datasheets in the Warhammer 40,000 Core Book.

THE <REGIMENT> KEYWORD

Every unit in this section is drawn from a Regiment. Sometimes a datasheet will tell you which Regiment that unit is drawn from; otherwise it will have the **<REGIMENT>** keyword. This is a keyword that you can select for yourself, following the guidance detailed in *Codex: Astra Militarum*.

WARGEAR

The weapon profiles found on a unit's datasheet will list any unique weapons that a unit can be equipped with. The profiles for any other weapons can be found in the weapon profiles section of *Codex: Astra Militarum*.

ABILITIES

A unit's datasheet will list all the abilities it has. Where an ability is unique to a unit, or units found within this book, it will be described on the appropriate datasheet(s). Where an ability is identical to one found in *Codex: Astra Militarum*, it will typically be referenced on the datasheet in this section rather than described in full; the rules for these abilities can instead be found in the datasheets section of *Codex: Astra Militarum*.

REGIMENTAL DOCTRINES

The Death Korps of Krieg are a famed regiment of the Astra Militarum with a long history and established fighting style. The following Regimental Doctrine supplements those found in *Codex: Astra Militarum* and must be used to represent the Regimental Doctrine gained by any **KRIEG** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network Detachments) in your Battle-forged army. All the usual rules and restrictions regarding Regimental Doctrines, including the rules for Advisors and Auxilla, as described in *Codex: Astra Militarum* continue to apply.

KRIEG: CULT OF SACRIFICE

The Death Korps of Krieg are unafraid of death, famed for their willingness to fight no matter the odds and sacrifice themselves on the field of battle in the Emperor's name.

- Each time a Combat Attrition test is taken for a unit with this doctrine, ignore any or all modifiers.
- If a **CHARACTER** or **VEHICLE** unit with this doctrine is destroyed by an attack made by an enemy model, and that model did not explode, roll one D6. On a 4+, do not remove the destroyed model from play – it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase (when resolving these attacks your model is considered to have 1 wound remaining). After resolving these attacks, the destroyed model is then removed.

NAMED CHARACTERS

If a named character from this section gains a Warlord Trait, it must be the Inspiring Leader Warlord Trait. This Warlord Trait can be found in the Warhammer 40,000 Core Book.

SALAMANDER COMMAND VEHICLE

6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Salamander Command Vehicle (6+ wounds remaining)	12"	6+	3+	6	7	10	3	8	3+
	Salamander Command Vehicle (3-5 wounds remaining)	8"	6+	4+	6	7	N/A	D3	8	3+
	Salamander Command Vehicle (1-2 wounds remaining)	4"	6+	5+	6	7	N/A	1	8	3+

A Salamander Command Vehicle is equipped with: heavy bolter; heavy flamer.

WARGEAR OPTIONS

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

ABILITIES

Scout Vehicle, **Smoke Launchers** (see the Scout Sentinels datasheet in *Codex: Astra Militarum*)

Auspex Surveyor: At the start of your Shooting phase, select one enemy unit within 24" of and visible to this model. Until the end of the phase, this model has the following ability: '**Enemy Sighted (Aura):** While a friendly <Regiment> Vehicle unit is within 6" of this model, each time a model in that unit makes an attack against that enemy unit, the target does not receive the benefits of cover against that attack.'

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Imperium, Astra Militarum, <Regiment>**
KEYWORDS: **Vehicle, Salamander Command Vehicle**

DEATH KORPS MARSHAL KARIS VENNER   **3** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Korps Marshal Karis Venner	6"	3+	3+	3	3	4	3	9	4+

Death Korps Marshal Karis Venner is equipped with: hot-shot laspistol; power sword; frag grenades; krak grenades. You can only include one **Death Korps Marshal Karis Venner** model in your army.

ABILITIES

Voice of Command (see *Codex: Astra Militarum*), **Refractor Field**, **Senior Officer** (see the Company Commander datasheet in *Codex: Astra Militarum*)

Implacable Officer (Aura): At the start of the Morale phase, select one friendly **Krieg** unit within 6" of this model. Until the end of the phase, that unit automatically passes Morale tests.

Memento Mori: Each time this model would lose a wound, roll one D6: on a 5+, that wound is not lost.

FACTION KEYWORDS: **Imperium, Astra Militarum, Krieg**
KEYWORDS: **Infantry, Character, Officer, Death Korps Marshal, Death Korps Marshal Karis Venner**

DEATH KORPS GRENADIER SQUAD   **2** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Death Korps Grenadier	6"	3+	3+	3	3	1	1	6	4+
1	Death Korps Watchmaster	6"	3+	3+	3	3	1	2	7	4+
1	Death Korps Grenadier Weapons Team	6"	3+	3+	3	3	2	2	6	4+

If this unit contains 6 or more models, it has **Power Rating 4**. Each Death Korps Grenadier is equipped with: hot-shot lasgun; frag grenades; krak grenades. The Death Korps Watchmaster is equipped with: hot-shot laspistol; chainsword; frag grenades; krak grenades. A Death Korps Grenadier Weapons Team is equipped with: heavy flamer; frag grenades; krak grenades.

WARGEAR OPTIONS

- The Death Korps Watchmaster's hot-shot laspistol can be replaced with one weapon from the *Ranged Weapons* list.
- The Death Korps Watchmaster's chainsword can be replaced with one weapon from the *Melee Weapons* list.
- 1 Death Korps Grenadier can be equipped with 1 vox-caster.
- Up to 2 Death Korps Grenadiers can each have their hot-shot lasgun replaced with one of the following: 1 heavy stubber; 1 weapon from the *Special Weapons* list.
- 2 Death Korps Grenadier models can form 1 Death Korps Grenadier Weapons Team.

ABILITIES

Vox-caster (see the Infantry Squad datasheet in *Codex: Astra Militarum*)

FACTION KEYWORDS: **Imperium, Astra Militarum, Krieg**
KEYWORDS: **Infantry, Death Korps Grenadier Squad**

QUARTERMASTER CADRE SQUAD

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-4	Medicae-servitor	6"	5+	5+	3	3	1	1	6	4+
1	Quartermaster Revenant	6"	3+	3+	3	3	2	2	7	4+

If this unit contains 4 or more models, it has **Power Rating 3**. Each Medicae-servitor is equipped with: medical scalpels. The Quartermaster Revenant is equipped with: hot-shot laspistol; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Medical scalpels	Melee	Melee	User	0	1	Each time an attack is made with this weapon against a unit (excluding **Vehicle** or **Titanic** units), an unmodified wound roll of 2+ is always successful.

WARGEAR OPTIONS

- The Quartermaster Revenant's hot-shot laspistol can be replaced with one weapon from the *Ranged Weapons* list.
- The Quartermaster Revenant can be equipped with one weapon from the *Melee Weapons* list.

ABILITIES

Mindlock: While this unit contains a Quartermaster Revenant model, Medicae-servitor models in this unit have a Weapon Skill characteristic of 4+.

Medi-pack (Aura): While a friendly **Krieg Infantry** unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

FACTION KEYWORDS: **Imperium, Astra Militarum, Krieg**
KEYWORDS: **Infantry, Quartermaster Cadre**

ATLAS RECOVERY TANK

5 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Atlas Recovery Tank (6+ wounds remaining)	12"	6+	4+	7	7	11	3	7	3+
	Atlas Recovery Tank (3-5 wounds remaining)	8"	6+	5+	7	7	N/A	D3	7	3+
	Atlas Recovery Tank (1-2 wounds remaining)	4"	6+	6+	7	7	N/A	1	7	3+

An Atlas Recovery Tank is equipped with: heavy bolter.

WARGEAR OPTIONS

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

ABILITIES

Smoke Launchers (see the Chimera datasheet in *Codex: Astra Militarum*)

Recovery Vehicle: At the end of your Movement phase, this model can repair one other friendly <Regiment> Vehicle model within 3" of it. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds

FACTION KEYWORDS: **Imperium, Astra Militarum, <Regiment>**
KEYWORDS: **Vehicle, Atlas Recovery Tank**

ELYSIAN DROP SENTINELS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Drop Sentinel	9"	4+	4+	5	5	6	1	7	4+

If this unit contains 2 models, it has **Power Rating 6**. If this unit contains 3 models, it has **Power Rating 9**. Every model is equipped with: heavy bolter.

WARGEAR OPTIONS

- Any number of models can each have their heavy bolter replaced with one of the following: 1 heavy flamer; 1 multi-melta.
- Any number of models can each be equipped with 1 hunter-killer missile.

ABILITIES

Scout Vehicle, Smoke Launchers (see the Scout Sentinels datasheet in *Codex: Astra Militarum*)

Aerial Drop: During deployment, you can set up this unit in a high altitude transport instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Vehicle, Elysian Drop Sentinels

ELYSIAN SNIPER SQUAD

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3	Sniper Team	6"	4+	3+	3	3	2	2	6	5+

Every model is equipped with: lasgun; sniper rifle; frag grenades.

ABILITIES

Weapons Team: For the purposes of embarking within TRANSPORTS, models in this unit are considered to be Heavy Weapons Team models.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS
KEYWORDS: INFANTRY, ELYSIAN SNIPER SQUAD

DEATH RIDER COMMISSAR

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Rider Commissar	10"	3+	3+	3	4	4	3	8	4+

A Death Rider Commissar is equipped with: laspistol; frag grenades; krak grenades.

WARGEAR OPTIONS

- This model's laspistol can be replaced with one of the following: 1 bolt pistol; 2 bolt pistols; 1 boltgun; 1 hot-shot laspistol; 2 hot-shot laspistols; 1 hot-shot lasgun; 2 laspistols; 1 plasma pistol.
- If this unit does not have two Pistol weapons, this model can be equipped with one of the following: 1 chainsword; 1 power axe; 1 power maul; 1 power sword; 1 power fist. This model cannot be equipped with two Pistol weapons.

ABILITIES

Cult of Sacrifice (see *Imperial Armour Compendium*), **Augmented Mount**, **Flanking Manoeuvres** (see the Death Rider Squadron Commander datasheet in *Imperial Armour Compendium*), **Summary Execution**, **Aura of Discipline** (see the Commissar datasheet in *Codex: Astra Militarum*)

FACTION KEYWORDS: Imperium, Astra Militarum, Officio Prefectus, Krieg
KEYWORDS: Cavalry, Character, Death Riders, Commissar, Death Rider Commissar

SENTINEL POWERLIFTERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Sentinel Powerlifter	9"	4+	4+	5	5	6	1	7	4+

If this unit contains 2 models, it has **Power Rating 6**. If this unit contains 3 models, it has **Power Rating 9**. Every model is equipped with: powerlifter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Powerlifter	Melee	Melee	x2	-2	D3	Each time the bearer fights, it makes 2 additional attacks with this weapon.

ABILITIES

Scout Vehicle, **Smoke Launchers** (see the Scout Sentinels datasheet in *Codex: Astra Militarum*)

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play: on a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Imperium, Astra Militarum, <Regiment>**
KEYWORDS: **Vehicle, Sentinel Powerlifters**

MUKAALI RIDERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Mukaali Rider	8"	4+	4+	3	5	3	1	6	4+
1	Mukaali Rider Sergeant	8"	4+	4+	3	5	3	2	7	4+

If this unit contains 4 or more models, it has **Power Rating 6**. Every model is equipped with: laspistol; hunting lance; stomping feet; frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunting lance	Melee	Melee	+2	-2	D3	-
Stomping feet	Melee	Melee	+2	0	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.

WARGEAR OPTIONS

- A Mukaali Rider Sergeant's laspistol can be replaced with 1 plasma pistol.
- A Mukaali Rider Sergeant's hunting lance can be replaced with one of the following: 1 chainsword; 1 power axe; 1 power lance; 1 power maul; 1 power sword.
- Up to two Mukaali Riders can each have their hunting lances replaced with one of the following: 1 flamer; 1 grenade launcher; 1 meltagun; 1 plasma gun.

ABILITIES

Flanking Manoeuvres (see the Death Rider Squadron Commander datasheet in *Imperial Armour Compendium*)

FACTION KEYWORDS: **Imperium, Astra Militarum, Tallarn**
KEYWORDS: **Cavalry, Mukaali Riders**

SALAMANDER SCOUT TANKS

4 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Salamander Scout Tank (6+ wounds remaining)	12"	6+	4+	6	7	10	3	7	3+
	Salamander Scout Tank (3-5 wounds remaining)	8"	6+	5+	6	7	N/A	D3	7	3+
	Salamander Scout Tank (1-2 wounds remaining)	4"	6+	6+	6	7	N/A	1	7	3+

If this unit contains 2 models, it has **Power Rating 6**. If it contains 3 models, it has **Power Rating 9**. Every model is equipped with: autocannon; heavy bolter.

WARGEAR OPTIONS

- Any number of models can each be equipped with 1 hunter-killer missile.
- Any number of models can each be equipped with one of the following: 1 heavy stubber; 1 storm bolter.

ABILITIES

Scout Vehicle, **Smoke Launchers** (see the Scout Sentinels datasheet in *Codex: Astra Militarum*), **Vehicle Squadron** (see the Hellhounds datasheet in *Codex: Astra Militarum*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds

FACTION KEYWORDS: **Imperium, Astra Militarum, <Regiment>**
KEYWORDS: **Vehicle, Salamander Scout Tanks**

TAUROS ASSAULT VEHICLES

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Tauros Assault Vehicle	15"	4+	4+	4	5	6	2	7	4+

If this unit contains 2 models, it has **Power Rating 6**. If it contains 3 models, it has **Power Rating 9**. Every model is equipped with: heavy flamer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tauros grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenades	36"	Assault 2D6	3	0	1	Blast
- Krak grenades	36"	Assault 2	6	-1	D3	-

WARGEAR OPTIONS

- Any number of models can each have their heavy flamer replaced with 1 tauros grenade launcher.
- Any number of models can each be equipped with 1 hunter-killer missile.

ABILITIES

Galvanic Motor: Each time this unit Advances, until the start of your next Movement phase, models in this unit gain a 5+ invulnerable save.

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Imperium, Astra Militarum, <Regiment>**
KEYWORDS: **Vehicle, Tauros, Tauros Assault Vehicles**

TAUROS VENATORS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Tauros Venator	15"	4+	4+	4	5	6	2	7	4+

If this unit contains 2 models, it has **Power Rating 6**. If it contains 3 models, it has **Power Rating 9**. Every model is equipped with: twin multi-laser.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin multi-laser	36"	Heavy 6	6	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- Any number of models can each have their twin multi-laser replaced with 1 twin lascannon.
- Any number of models can each be equipped with 1 hunter-killer missile.

ABILITIES

Galvanic Motor: Each time this unit Advances, until the start of your next Movement phase, models in this unit gain a 5+ invulnerable save.

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Imperium, Astra Militarum, <Regiment>**
KEYWORDS: **Vehicle, Tauros, Tauros Venators**

EARTHSHAKER BATTERY

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Earthshaker Carriage	-	-	4+	4	7	7	-	7	4+

If this unit contains 2 models, it has **Power Rating 12**. If it contains 3 models, it has **Power Rating 18**. Every model is equipped with: earthshaker cannon.

ABILITIES

Artillery Battery: The first time this unit is set up on the battlefield, each model must be placed within 6" of each other. After this unit has been set up, each model is treated as a separate unit. If this model contains any crew, they are ignored for all rules purposes.

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Vehicle, Artillery, Earthshaker Battery

GRIFFON MORTAR CARRIER

4 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Griffon Mortar Carrier (6+ wounds remaining)	8"	6+	4+	7	7	11	3	7	3+
	Griffon Mortar Carrier (3-5 wounds remaining)	6"	6+	5+	7	7	11	D3	7	3+
	Griffon Mortar Carrier (1-2 wounds remaining)	4"	6+	6+	7	7	11	1	7	3+

If this unit contains 2 models, it has **Power Rating 8**. If it contains 3 models, it has **Power Rating 12**. Every model is equipped with: heavy bolter; Griffon heavy mortar.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Griffon heavy mortar	48"	Heavy D6	6	-1	2	Blast. This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, the target does not receive the benefit of cover to its saving throw.

WARGEAR OPTIONS

- Any number of models can each have their heavy bolter replaced with 1 heavy flamer.
- Any number of models can each be equipped with one of the following: 1 heavy stubber; 1 storm bolter.

ABILITIES

Smoke Launchers (see the Chimera datasheet in *Codex: Astra Militarum*), **Vehicle Squadron** (see the Hellhounds datasheet in *Codex: Astra Militarum*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds

FACTION KEYWORDS: **Imperium, Astra Militarum, <Regiment>**
KEYWORDS: **Vehicle, Griffon Mortar Carrier**

HYDRA BATTERY

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Hydra Platform	-	-	4+	4	7	7	-	7	4+

If this unit contains 2 models, it has **Power Rating 8**. If it contains 3 models, it has **Power Rating 12**. Every model is equipped with: Hydra quad autocannon.

ABILITIES

Artillery Battery: The first time this unit is set up on the battlefield, each model must be placed within 6" of each other. After this unit has been set up, each model is treated as a separate unit. If this model contains any crew, they are ignored for all rules purposes.

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, <REGIMENT>
KEYWORDS: VEHICLE, ARTILLERY, HYDRA BATTERY

MANTICORE BATTERY

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Manticore Platform	-	-	4+	4	7	7	-	7	4+

If this unit contains 2 models, it has **Power Rating 12**. If it contains 3 models, it has **Power Rating 18**. Every model is equipped with: 4 storm eagle rockets.

ABILITIES

Artillery Battery: The first time this unit is set up on the battlefield, each model must be placed within 6" of each other. After this unit has been set up, each model is treated as a separate unit. If this model contains any crew, they are ignored for all rules purposes.

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Imperium, Astra Militarum, <Regiment>**
KEYWORDS: **Vehicle, Artillery, Manticore Battery**

SABRE WEAPONS BATTERY

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Sabre Gun Platform	-	-	4+	4	4	4	-	7	4+

If this unit contains 2 models, it has **Power Rating 4**. If it contains 3 models, it has **Power Rating 6**. Every model is equipped with: twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy stubber	36"	Heavy 6	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

OTHER WARGEAR	ABILITIES
Defence searchlight	Each time this model is selected to shoot with, select one enemy unit within 48" of and visible to this model, then select one friendly **<Regiment> Infantry** unit or one friendly **<Regiment> Sabre Weapons Battery** unit that has not been selected for this ability this turn. Until the end of the phase, each time a model in that unit makes a ranged attack against that enemy unit, add 1 to that attack's hit roll.

WARGEAR OPTIONS

• Any number of models can each have their twin heavy bolter replaced with one of the following: 1 defence searchlight; 1 twin autocannon; 1 twin heavy stubber; 1 twin lascannon.

ABILITIES

Artillery Battery: The first time this unit is set up on the battlefield, each model must be placed within 6" of each other. After this unit has been set up, each model is treated as a separate unit.

Skyfire: Each time a model in this unit makes a ranged attack against an **Aircraft** unit, add 2 to that attack's hit roll.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Vehicle, Artillery, Sabre Weapons Battery

STYGIES DESTROYER TANK HUNTER   **8** POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Stygies Destroyer Tank Hunter (6+ wounds remaining)	10"	6+	4+	7	8	10	3	7	3+
	Stygies Destroyer Tank Hunter (3-5 wounds remaining)	7"	6+	5+	7	8	N/A	D3	7	3+
	Stygies Destroyer Tank Hunter (1-2 wounds remaining)	4"	6+	6+	7	8	N/A	1	7	3+

If this unit contains 2 models, it has **Power Rating 18**. If it contains 3 models, it has **Power Rating 27**. Every model is equipped with: Stygies laser destroyer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Stygies laser destroyer	72"	Heavy 2	12	-4	D3+3	-

WARGEAR OPTIONS

- Any number of models can each be equipped with 1 hunter-killer missile.
- Any number of models can each be equipped with one of the following: 1 heavy stubber; 1 storm bolter.

ABILITIES

Smoke Launchers (see the Chimera datasheet in *Codex: Astra Militarum*), **Vehicle Squadron** (see the Hellhounds datasheet in *Codex: Astra Militarum*)

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds

FACTION KEYWORDS: **Imperium, Astra Militarum, <Regiment>**
KEYWORDS: **Vehicle, Stygies Destroyer Tank Hunter**

CENTAUR LIGHT CARRIER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Centaur Light Carrier	12"	6+	4+	5	6	7	2	7	3+

A Centaur Light Carrier is equipped with: 2 heavy stubbers.

WARGEAR OPTIONS

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

ABILITIES

Smoke Launchers (see the Chimera datasheet in *Codex: Astra Militarum*)

Artillery Tractor: In your Movement phase, each time this model is selected to make a Normal Move it can tow 1 friendly <Regiment> Artillery model within 1" of it. If it does, after this model has finished its move, that Artillery model can be moved to a position on the battlefield that is within 12" of its original location and within 1" of this model. An Artillery model cannot be towed more than once per turn.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound

TRANSPORT

This model has a transport capacity of 5 <Regiment> Infantry models. Each Heavy Weapons Team model or Veteran Heavy Weapons Team model takes the space of 2 models, and each Ogryn model takes the space of 3 models.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Vehicle, Transport, Centaur Light Carrier

STORM CHIMERA

5 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Storm Chimera (6+ wounds remaining)	12"	6+	4+	6	7	10	3	7	3+
	Storm Chimera (3-6 wounds remaining)	8"	6+	5+	6	7	N/A	D3	7	3+
	Storm Chimera (1-2 wounds remaining)	4"	6+	6+	6	7	N/A	1	7	3+

A Storm Chimera is equipped with: autocannon; heavy bolter.

WARGEAR OPTIONS

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

ABILITIES

Smoke Launchers (see the Chimera datasheet in *Codex: Astra Militarum*)

Explodes: When this model is destroyed, roll one D6 before removing it from play: on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

See the Chimera datasheet in *Codex: Astra Militarum*.

FACTION KEYWORDS: **Imperium, Astra Militarum, Krieg**
KEYWORDS: **Vehicle, Transport, Storm Chimera**

AQUILA LANDER

5 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Aquila Lander (7+ wounds remaining)	20-45"	6+	4+	6	7	12	3	7	3+
	Aquila Lander (4-6 wounds remaining)	20-30"	6+	5+	6	7	N/A	D3	7	3+
	Aquila Lander (1-3 wounds remaining)	20-25"	6+	6+	6	7	N/A	1	7	3+

An Aquila Lander is equipped with: heavy bolter.

WARGEAR OPTIONS

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

ABILITIES

Airborne, **Supersonic**, **Hover Jet**, **Hard to Hit** (see the Valkyries datasheet in *Codex: Astra Militarum*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 7 <Regiment> Infantry models. Each Heavy Weapons Team model or Veteran Heavy Weapons Team model takes the space of 2 models. It cannot transport Ogryn models.

FACTION KEYWORDS: **Imperium, Astra Militarum, <Regiment>**
KEYWORDS: **Vehicle, Aircraft, Fly, Transport, Aquila Lander**

VALKYRIE SKY TALON

6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Valkyrie Sky Talon (7+ wounds remaining)	20-45"	6+	4+	7	7	14	3	7	3+
	Valkyrie Sky Talon (4-6 wounds remaining)	20-30"	6+	5+	7	7	N/A	3	7	3+
	Valkyrie Sky Talon (1-3 wounds remaining)	20-25"	6+	6+	7	7	N/A	3	7	3+

A Valkyrie Sky Talon is equipped with: heavy bolter; 2 hellstrike missiles.

WARGEAR OPTIONS

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

ABILITIES

Airborne, Supersonic, Hover Jet, Hard to Hit, Grav-chute Insertion (see the Valkyries datasheet in *Codex: Astra Militarum*).

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 1 Elysian Tauros model or 2 Elysian Drop Sentinel models.

FACTION KEYWORDS: **Imperium, Astra Militarum, Elysian Drop Troops**
KEYWORDS: **Vehicle, Aircraft, Fly, Transport, Valkyrie Sky Talon**

ARKURIAN STORMHAMMER

25 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Arkurian Stormhammer (14+ wounds remaining)	10"	5+	4+	9	8	26	9	8	3+
	Arkurian Stormhammer (7-13 wounds remaining)	7"	5+	5+	9	8	N/A	6	8	3+
	Arkurian Stormhammer (1-6 wounds remaining)	4"	5+	6+	9	8	N/A	3	8	3+

An Arkurian Stormhammer is equipped with: lascannon; 7 multi-lasers; Stormhammer cannon; twin battle cannon; adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Stormhammer cannon	60"	Heavy 2D3	9	-3	2D3	Blast
Twin battle cannon	72"	Heavy 2D6	8	-2	D3	Blast

WARGEAR OPTIONS

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

ABILITIES

Smoke Launchers (see the Chimera datasheet in *Codex: Astra Militarum*) **Steel Behemoth** (see the Stormlord datasheet in *Codex: Astra Militarum*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Vehicle, Titanic, Arkurian Stormhammer

DOMINUS ARMOURED SIEGE BOMBARD 26 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Dominus Armoured Siege Bombard (11+ wounds remaining)	10"	5+	4+	8	8	20	3	8	3+
	Dominus Armoured Siege Bombard (5-10 wounds remaining)	7"	5+	5+	8	8	N/A	D3	8	3+
	Dominus Armoured Siege Bombard (1-4 wounds remaining)	4"	5+	6+	8	8	N/A	1	8	3+

A Dominus Armoured Siege Bombard is equipped with: Dominus triple bombard; 2 heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dominus triple bombard		Before selecting targets, select one of the profiles below to make attacks with. You can only select the stationary bombardment profile if the bearer Remained Stationary in your previous Movement phase.				
- Mobile bombardment	36"	Heavy 2D6	10	-2	D3	Blast. This weapon can target units that are not visible to the bearer.
- Stationary bombardment	60"	Heavy 3D6	10	-3	D6	Blast. This weapon can target units that are not visible to the bearer.

WARGEAR OPTIONS

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

ABILITIES

Smoke Launchers (see the Chimera datasheet in *Codex: Astra Militarum*), **Steel Behemoth** (see the Stormlord datasheet in *Codex: Astra Militarum*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds

FACTION KEYWORDS: **Imperium, Astra Militarum, <Regiment>**
KEYWORDS: **Vehicle, Titanic, Dominus Armoured Siege Bombard**

GORGON HEAVY TRANSPORT

17 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Gorgon Heavy Transport (12+ wounds remaining)	10"	5+	4+	9	8	22	5	8	3+
	Gorgon Heavy Transport (6-11 wounds remaining)	7"	5+	5+	9	8	N/A	3	8	3+
	Gorgon Heavy Transport (1-5 wounds remaining)	4"	5+	6+	9	8	N/A	D3	8	3+

A Gorgon Heavy Transport is equipped with: 2 Gorgon mortars; 2 twin heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gorgon mortar	48"	Heavy 2D6	5	-1	1	Blast. Each time an attack is made with this weapon, the target does not receive the benefit of cover to its saving throw.
Twin heavy stubber	36"	Heavy 6	4	0	1	-

WARGEAR OPTIONS

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

ABILITIES

Smoke Launchers (see the Chimera datasheet in *Codex: Astra Militarum*), **Steel Behemoth** (see the Stormlord datasheet in *Codex: Astra Militarum*)

Heavy Armoured Prow: This model has a 5+ invulnerable save against ranged attacks.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 30 <Regiment> Infantry models. Each Heavy Weapons Team model or Veteran Heavy Weapons Team model takes the space of 2 models, and each Ogryn model takes the space of 3 models.

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Vehicle, Titanic, Transport, Gorgon Heavy Transport

MACHARIUS OMEGA

18 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Macharius Omega (12+ wounds remaining)	10"	5+	4+	8	8	22	3	8	3+
	Macharius Omega (6-11 wounds remaining)	7"	5+	5+	8	8	N/A	D3	8	3+
	Macharius Omega (1-5 wounds remaining)	4"	5+	6+	8	8	N/A	1	8	3+

A Macharius Omega is equipped with: Omega-pattern plasma blastgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Omega-pattern plasma blastgun	Before selecting targets, select one of the profiles below to make attacks with.					
- Pulsed bolts	60"	Heavy 2D6	8	-3	2	Blast
- Maximal bolts	60"	Heavy 2D6	9	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.

WARGEAR OPTIONS

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

ABILITIES

Smoke Launchers (see the Chimera datasheet in *Codex: Astra Militarum*), **Steel Behemoth** (see the Stormlord datasheet in *Codex: Astra Militarum*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds

FACTION KEYWORDS: Imperium, Astra Militarum, <Regiment>
KEYWORDS: Vehicle, Titanic, Macharius, Macharius Omega

IMPERIAL FORTRESS WALLS

50 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Gate Section	-	-	-	10	10	8	-	10	2+
2	Gate Tower Section	-	-	4+	10	10	16	-	10	2+
2	Tower Section	-	-	4+	10	10	12	-	10	2+
2	Wall Section	-	-	-	10	10	12	-	10	2+

Each Gate Tower Section is equipped with: twin heavy bolter. Each Tower Section is equipped with: twin long-barrelled autocannon.

- This model can include any number of extra wall sections (**Power Rating +6**).
  - For each extra wall section this model includes, it can include 1 extra tower section (**Power Rating +7**).
- This model can include any number of extra gate sections (**Power Rating +4**).
  - For each extra gate section this model includes, it must include 2 extra gate tower sections (**Power Rating +10**).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin long-barrelled autocannon	72"	Heavy 4	7	-1	2	-

WARGEAR OPTIONS

- This model's twin heavy bolters can each be replaced with 1 twin lascannon.
- This model's tower sections can each be equipped with one of the following: 1 twin lascannon; 1 twin heavy bolter.

ABILITIES

Fortress Set-up: When this Fortification is first set up on the battlefield, each model in this unit must be set up so that it is in end-to-end contact with at least one other friendly Imperial Fortress Walls model. Each Gate Section model must be in end-to-end contact with 2 Gate Tower Section models. You do not have to set up all of the models in this unit in the battlefield if you do not wish to (or if you have insufficient room). This unit can be set up within 3" of other terrain features. After it is set up, models in this unit are treated as a single terrain feature with the following Terrain Traits, as described in the Warhammer 40,000 Core Rules:

- Defensible
- Light Cover
- Heavy Cover

Gates: When this Fortification is first set up on the battlefield, each Gate Section model can be set up with its gate open or closed. In your Command phase, you can open or close the gate each of this unit's Gate Section models. While a Gate Section's gate is open, it is no longer an Obstacle and does not have any Terrain Traits.

Automated Weapons: Each time this unit is selected to shoot, for each Tower Section or Gate Tower Section model in this unit, if no friendly units are embarked within that model, you can only select one of the following targets for that section's attacks:

- The closest eligible enemy unit.
- The closest eligible enemy **Aircraft** unit.

Fire Points: In your Shooting phase, up to 8 models embarked within each Tower Section or Gate Tower Section model can be selected to shoot with; measure distances and draw line of sight from any point on that section when doing so (these embarked models can still shoot while the building is within Engagement Range of enemy units).

Wrecked: Each time a model in this unit is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 9" suffers D6 mortal wounds. On any other result that model is wrecked; though the model counts as destroyed for all rules purposes do not remove it from the battlefield. Instead, for the remainder of the battle it is treated as an Obstacles terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Rules:

- Difficult Ground
- Exposed Position
- Unstable Position

TRANSPORT (GATE TOWER SECTION)

This building has a transport capacity of 12 **Infantry** models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models. It cannot transport non-**Character** models with a Wounds characteristic of 4 or more. No more than two units can be embarked within this building.

TRANSPORT (TOWER SECTION)

This building has a transport capacity of 20 **Infantry** models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models. It cannot transport non-**Character** models with a Wounds characteristic of 4 or more. No more than two units can be embarked within this building.

FACTION KEYWORDS: **Unaligned**
KEYWORDS (GATE SECTION): **Terrain, Obstacles, Building, Imperial Fortress Walls, Gate Section**
KEYWORDS (GATE TOWER SECTION): **Terrain, Building, Vehicle, Transport, Imperial Fortress Walls, Gate Tower Section**
KEYWORDS (TOWER SECTION): **Terrain, Building, Vehicle, Transport, Imperial Fortress Walls, Tower Section**
KEYWORDS (WALL SECTION): **Terrain, Obstacles, Building, Imperial Fortress Walls, Wall Section**

PRIMARIS REDOUBT

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Redoubt	-	-	4+	8	8	20	-	10	3+

A Primaris Redoubt is equipped with: Primaris redoubt turbo-laser destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Primaris air defence missiles	48"	Heavy D3	8	-2	D3	Each time an attack is made with this weapon against an Aircraft unit, add 2 to that attack's hit roll.
Primaris Icarus lascannon	96"	Heavy 1	9	-3	D6	Each time an attack is made with this weapon against an Aircraft unit, add 2 to that attack's hit roll.
Primaris Icarus quad lascannon	96"	Heavy 4	9	-3	D6	Each time an attack is made with this weapon against an Aircraft unit, add 2 to that attack's hit roll.
Primaris Redoubt turbo-laser destructor	96"	Heavy 2D3	16	-3	2D6	Blast. Each time an attack is made with this weapon, on an unmodified wound roll of 6, the target suffers D3 mortal wounds in addition to the normal damage.
Primaris quad gun	48"	Heavy 8	7	-1	1	Each time an attack is made with this weapon against an Aircraft unit, add 2 to that attack's hit roll.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Primaris castellan launcher	72"	Heavy 2D6	6	0	1	Blast. This weapon can target units that are not visible to the bearer.
Primaris vengeance launcher	72"	Heavy 2D3	7	-1	2	Blast. This weapon can target units that are not visible to the bearer.

WARGEAR OPTIONS

- This model can be equipped with up to 4 heavy bolters.
- This model can be equipped with one of the following: 1 Primaris air defence missiles; 1 battle cannon; 1 Primaris Icarus lascannon; 1 Primaris Icarus quad lascannon; 1 multi-melta; 1 Primaris quad gun; 1 twin heavy bolter; 1 twin heavy flamer; 1 twin lascannon; 1 Primaris castellan launcher; 1 Primaris vengeance launcher.

ABILITIES

Automated Weapons: In your Shooting phase, each time this model is selected to shoot, if no friendly units are embarked within it, you can only select one of the following targets for that weapon's attacks:

- The closest eligible enemy unit.
- The closest eligible enemy Aircraft unit.

Force Dome: This model has a 5+ invulnerable save.

Wrecked: When this building is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. On any other result this building is wrecked; though the model counts as destroyed for all rules purposes do not remove the model from the battlefield. Instead, for the remainder of the battle it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Rules:

- Difficult Ground
- Exposed Position
- Unstable Position

TRANSPORT

This model has a transport capacity of 15 Infantry models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models. It cannot transport non-Character models with a Wounds characteristic of 4 or more. No more than two units can be embarked within this model.

FACTION KEYWORDS: **Unaligned**
KEYWORDS: **Terrain, Building, Titanic, Vehicle, Transport, Primaris Redoubt**

ASTRA MILITARUM WARGEAR OPTIONS

The datasheets from *Codex: Astra Militarum* that are listed below are updated as follows:

LEMAN RUSS BATTLE TANKS

This datasheet gains the following wargear options, each of which is considered a turret weapon for the purpose of the Grinding Advance rule (see *Codex: Astra Militarum*):

- If this unit has the **Krieg** keyword, any number of models can each have their 2 heavy bolters replaced with 2 lascannons (+10 pts).
- Any number of models can each have their battle cannon replaced with one of the following:
  - 1 battle cannon and 1 storm bolter (+5 pts).
  - 1 battle cannon and 1 heavy stubber (+5 pts).
  - 1 twin lascannon (+25 pts).
  - 1 Stygies vanquisher battle cannon (+10 pts).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Stygies vanquisher battle cannon	72"	Heavy 1	8	-3	D3+3	-

HELLHOUNDS

This datasheet gains the following wargear options:

- Each Hellhound model can have its inferno cannon replaced with 1 Artemia inferno cannon (+20 pts).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artemia inferno cannon	16"	Heavy 2D3	6	-1	2	Each time an attack is made with this weapon, that attack automatically hits the target.

CHIMERA

This datasheet gains the following wargear option:

- This model can have its multi-laser replaced with 1 twin heavy bolter (+25 pts).
- This model can have its multi-laser replaced with 1 autocannon (+10 pts).

WEAPON LISTS

The following weapon options are added to the Special Weapons list in *Codex: Astra Militarum*:

- Breacher charge (**Elysian Drop Troops** only) (+25 pts)
- Lascutter (**Elysian Drop Troops** only) (+10 pts)

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Breacher charge	6"	Grenade D6	8	-3	D3	Blast. The bearer can only shoot with each breacher charge it is equipped with once per battle.
Lascutter	Melee	Melee	9	-3	D3	Each time the bearer fights, it can make no more than 1 attack with this weapon.

POINTS VALUES

☠ HQ

Salamander Command Vehicle
Unit size..1 model
Unit cost...100 pts
- Heavy stubber...................................+5 pts
- Hunter-killer missile ....+5 pts
- Storm bolter...+3 pts
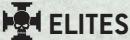
Death Korps Marshal Karis Venner
Unit size..1 model
Unit cost...50 pts

▶ TROOPS

Death Korps Grenadier Squad
Unit size..5-10 models
Unit cost..7 pts/model
- Bolt pistol...+2 pts
- Boltgun ....+2 pts
- Flamer...+5 pts
- Grenade launcher..................................+5 pts
- Heavy flamer.....................................+10pts'
- Heavy stubber.....................................+5 pts
- Meltagun...+10 pts
- Plasma gun...+10 pts
- Plasma pistol ....+5 pts
- Power sword ....+5 pts
- Power fist ....+10 pts
- Sniper rifle ....+2 pts
- Vox-caster ....+5 pts

✠ ELITES

Atlas Recovery Tank
Unit size..1 model
Unit cost...80 pts
- Heavy stubber.......................................+5 pts
- Hunter-killer missile ....+5 pts
- Storm bolter...+5 pts

Quartermaster Cadre
Unit size...3-5 models
Unit cost..5 pts/model
- Bolt pistol...+22 pts
- Boltgun ....+22 pts
- Hot-shot laspistol ....+20 pts
- Plasma gun...+10 pts
- Plasma pistol ....+25 pts
- Power sword ....+5 pts
- Power fist ....+10 pts

Death Rider Commissar
Unit size..1 model
Unit cost...25 pts
- Bolt pistol...+2 pts
- Boltgun ....+2 pts
- Plasma pistol ....+5 pts
- Power axe ....+5 pts
- Power fist ....+10 pts
- Power maul ....+5 pts
- Power sword ....+5 pts

Elysian Drop Sentinels
Unit size...1-3 models
Unit cost..50 pts/model
- Hunter-killer missile ....+5 pts
- Multi-melta ....+10 pts

Elysian Sniper Squad
Unit size....................................... 3 models
Unit cost...30 pts

Sentinel Power Lifters
Unit size...1-3 models
Unit cost..50 pts/model

⚑ FAST ATTACK

Mukaali Riders
Unit size....................................... 3-6 models
Unit cost..22 pts/model
- Flamer...+5 pts
- Grenade launcher..................................+5 pts
- Meltagun...+5 pts
- Plasma gun...+5 pts
- Plasma pistol ....+5 pts
- Power axe ....+5 pts
- Power lance ....+5 pts
- Power maul ....+5 pts
- Power sword ....+5 pts

Salamander Scout Tanks
Unit size...1-3 models
Unit cost..75 pts/model
- Heavy stubber.......................................+5 pts
- Hunter-killer missile ....+5 pts
- Storm bolter...+3 pts

Tauros Assault Vehicles
Unit size...1-3 models
Unit cost..50 pts/model
- Hunter-killer missile ....+5 pts

Tauros Venators
Unit size...1-3 models
Unit cost..50 pts/model
- Hunter-killer missile ....+5 pts
- Twin lascannon.....................................+30 pts

♛ HEAVY SUPPORT

Earthshaker Battery
Unit size...1-3 models
Unit cost..125 pts/model

Griffon Mortar Carrier
Unit size...1-3 models
Unit cost..85 pts/model
- Heavy stubber.......................................+5 pts
- Storm bolter...+5 pts

Hydra Battery
Unit size...1-3 models
Unit cost..80 pts/model

Manticore Battery
Unit size...1-3 models
Unit cost..120 pts/model

Sabre Weapons Battery
Unit size...1-3 models
Unit cost..30 pts/model
- Defence searchlight..............................+20 pts
- Twin autocannon...................................+20 pts
- Twin heavy bolter..................................+20 pts
- Twin lascannon.....................................+30 pts

Stygies Destroyer Tank Hunters
Unit size...1-3 models
Unit cost..155 pts/model
- Heavy stubber ....+5 pts
- Hunter-killer missile ....+5 pts
- Storm bolter...+5 pts

☠ DEDICATED TRANSPORTS

Centaur Light Carrier
Unit size..1 model
Unit cost...50 pts
- Hunter-killer missile ....+5 pts

Storm Chimera
Unit size..1 model
Unit cost...95 pts

❦ FLYERS

Aquila Lander
Unit size ....1 model
Unit cost ....95 pts
- Autocannon .... +10 pts
- Heavy bolter .... +10 pts

Valkyrie Sky Talon
Unit size ....1 model
Unit cost ....115 pts
- Hellstrike missiles .... +5 pts

✊ LORDS OF WAR

Arkurian Stormhammer
Unit size ....1 model
Unit cost ....440 pts
- Heavy bolter .... +10 pts
- Heavy flamer.. +10 pts
- Heavy stubber.. +5 pts
- Hunter-killer missile .... +5 pts
- Lascannon.. +15 pts
- Storm bolter... +3 pts

Dominus Armoured Siege Bombard
Unit size ....1 model
Unit cost ....500 pts
- Heavy stubber.. +5 pts
- Hunter-killer missile .... +5 pts
- Lascannon.. +5 pts
- Storm bolter.. +5 pts

Gorgon Heavy Transport
Unit size ....1 model
Unit cost ....320 pts
- Gorgon mortar.. +10 pts
- Heavy bolter.. +10 pts
- Heavy flamer.. +10 pts
- Hunter-killer missile .... +5pts

Macharius Omega
Unit size ....1 model
Unit cost ....340 pts
- Autocannon .... +15 pts
- Heavy bolter.. +15 pts
- Heavy flamer.. +15 pts
- Heavy stubber.. +5 pts
- Hunter-killer missile .... +5 pts
- Storm bolter.. +5 pts

🏰 FORTIFICATIONS

Imperial Fortress Walls
Unit size ....1 model
Unit cost ....880 pts
- Extra gate section.................................. +80 pts
- Extra gate tower section .... +160 pts
- Extra tower section............................+120 pts
- Extra wall section................................+120 pts
- Twin heavy bolter.................................. +30 pts
- Twin lascannon...................................... +40 pts

Primaris Redoubt
Unit size ....1 model
Unit cost ....750 pts
- Battle cannon .... +20 pts
- Heavy bolter.. +15 pts
- Multi-melta .... +25 pts
- Primaris air defence missiles............. +20 pts
- Primaris castellan launcher............... +30 pts
- Primaris Icarus lascannon.................. +25 pts
- Primaris Icarus quad lascannon.......+100 pts
- Primaris quad gun .... +30 pts
- Primaris vengeance launcher .... +40 pts
- Twin heavy bolter.................................. +30 pts
- Twin heavy flamer................................ +30 pts
- Twin lascannon...................................... +40 pts

ADEPTA SORORITAS DATASHEETS

This section contains datasheets that supplement those found in *Codex: Adepta Sororitas*. All of the rules found in the datasheets section of *Codex: Adepta Sororitas* apply to the datasheets found in this section. You can find out more about how to use datasheets in the Warhammer 40,000 Core Book.

THE <ORDER> KEYWORD

Every unit in this section is drawn from an Order. Sometimes a datasheet will tell you which Order that unit is drawn from; otherwise it will have the **<ORDER>** keyword. This is a keyword that you can select for yourself, following the guidance detailed in *Codex: Adepta Sororitas*.

WARGEAR

The weapon profiles found on a unit's datasheet will list any unique weapons that a unit can be equipped with. The profiles for any other weapons can be found in the weapon profiles section of *Codex: Adepta Sororitas*.

ABILITIES

A unit's datasheet will list all the abilities it has. Where an ability is unique to a unit, or units found within this book, it will be described on the appropriate datasheet(s). Where an ability is identical to one found in *Codex: Adepta Sororitas*, it will typically be referenced on the datasheet in this section rather than described in full; the rules for these abilities can instead be found in the datasheets section of *Codex: Adepta Sororitas*.

REPRESSOR

5 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Repressor (7+ wounds remaining)	12"	5+	3+	6	7	12	3	8	3+
	Repressor (4-6 wounds remaining)	6"	5+	4+	6	7	N/A	D3	8	3+
	Repressor (1-3 wounds remaining)	3"	5+	5+	6	7	N/A	1	8	3+

A Repressor is equipped with: Repressor heavy flamer; storm bolter; dozer ram.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Repressor heavy flamer	12"	Heavy D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Dozer ram	Melee	Melee	User	-1	1	Each time an attack is made with this weapon against an **Infantry** or **Swarm** unit, a successful hit roll scores 3 hits instead of 1.

WARGEAR OPTIONS

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

ABILITIES

Acts of Faith, **Sacred Rites**, **Shield of Faith** (see *Codex: Adepta Sororitas*), **Smoke Launchers** (see the Sororitas Rhino datasheet in *Codex: Adepta Sororitas*)

Firing Points: In your Shooting phase, up to 6 models embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. If this transport made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

- This model has a transport capacity of 10 **<Order> Infantry** models. It cannot transport **Jump Pack** models.

FACTION KEYWORDS: Imperium, Adepta Sororitas, <Order>
KEYWORDS: Vehicle, Transport, Repressor

POINTS VALUES

⚔ DEDICATED TRANSPORT

Repressor

Unit size	1 model
Unit cost	85 pts
• Hunter-killer missile	+5 pts
• Repressor heavy flamer	+15 pts
• Storm bolter	+5 pts

INQUISITION DATASHEETS

This section contains datasheets that supplement those found in *Index: Inquisition*. All of the rules found in the datasheets section of *Index: Inquisition* apply to the datasheets found in this section. You can find out more about how to use datasheets in the Warhammer 40,000 Core Book.

THE <ORDO> KEYWORD

Every unit in this section is drawn from an Ordo. Sometimes a datasheet will tell you which Ordo that unit is drawn from; otherwise it will have the **<Ordo>** keyword. This is a keyword that you can select for yourself, following the guidance detailed in *Index: Inquisition*.

WARGEAR

The weapon profiles found on a unit's datasheet will list any unique weapons that a unit can be equipped with. The profiles for any other weapons can be found in the weapon profiles section of *Index: Inquisition*.

ABILITIES

A unit's datasheet will list all the abilities it has. Where an ability is unique to a unit, or units found within this book, it will be described on the appropriate datasheet(s). Where an ability is identical to one found in *Index: Inquisition*, it will typically be referenced on the datasheet in this section rather than described in full; the rules for these abilities can instead be found in the datasheets section of *Index: Inquisition*.

INQUISITION LAND RAIDER PROMETHEUS 16 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Inquisition Land Raider Prometheus (9+ wounds remaining)	10"	6+	3+	8	8	16	6	9	2+
	Inquisition Land Raider Prometheus (5-8 wounds remaining)	5"	6+	4+	8	8	N/A	D6	9	2+
	Inquisition Land Raider Prometheus (1-4 wounds remaining)	3"	6+	5+	8	8	N/A	D3	9	2+

An Inquisition Land Raider Prometheus is equipped with: 2 quad heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Quad heavy bolter	36"	Heavy 12	5	-1	2	-

WARGEAR OPTIONS

- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 hunter-killer missile.

ABILITIES

Quarry (see *Index: Inquisition*)

Smoke Launchers: Once per battle, in your Shooting phase, instead of shooting any of the weapons this model is equipped with, it can use its smoke launchers. If it does, until the start of your next Shooting phase, each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 <Ordo> Infantry models.

FACTION KEYWORDS: **Imperium, Inquisition, <Ordo>**
KEYWORDS: **Vehicle, Land Raider, Transport, Assault Launchers, Machine Spirit, Inquisition Land Raider Prometheus**

POINTS VALUES

HEAVY SUPPORT

Inquisition Land Raider Prometheus

Unit size	1 model
Unit cost	295 pts
• Hunter-killer missile	+5 pts
• Multi-melta	+25 pts
• Storm bolter	+5 pts

CHAOS SPACE MARINES DATASHEETS

This section contains datasheets that supplement those found in *Codex: Chaos Space Marines*. All of the rules found in the datasheets section of *Codex: Chaos Space Marines* apply to the datasheets found in this section. You can find out more about how to use datasheets in the Warhammer 40,000 Core Book.

THE <MARK OF CHAOS> KEYWORD

Many units in this section owe their allegiance to one of the four Chaos Gods and so have a Mark of Chaos. Some datasheets will tell you which Mark of Chaos that unit has, while others have the <MARK OF CHAOS> keyword. This is a keyword that you can select for yourself, following the guidance and restrictions detailed in *Codex: Chaos Space Marines*.

THE <LEGION> KEYWORD

Every unit in this section is drawn from a Legion or Renegade Chapter. For simplicity, these are both referred to as Legions, even though in truth Renegade Chapters have a different genesis. Sometimes a datasheet will tell you which Legion that unit is drawn from; otherwise it will have the <LEGION> keyword. This is a keyword that you can select for yourself, following the guidance and restrictions detailed in *Codex: Chaos Space Marines*.

CHAOS SPACE MARINES UNITS IN DEATH GUARD AND THOUSAND SONS ARMIES

<LEGION> units (excluding CHAOS HELLWRIGHTS) in this document can be fielded in Death Guard and Thousand Sons armies even though you cannot normally replace the <LEGION> keyword with either DEATH GUARD or THOUSAND SONS.

- You can choose for any <LEGION> NURGLE unit from this document to be from the Death Guard Legion. Such units also gain the BUBONIC ASTARTES keyword and can be from one of the seven Plague Companies, and so also gain the <PLAGUE COMPANY> keyword.
- You can choose for any <LEGION> TZEENTCH unit from this document to be from the Thousand Sons Legion. Such units also gain the ARCANA ASTARTES keyword and can be from one of the nine Great Cults, and so also gain the <GREAT CULT> keyword.

WARGEAR

The weapon profiles found on a unit's datasheet will list any unique weapons that a unit can be equipped with. The profiles for any other weapons can be found in the weapon profiles section of *Codex: Chaos Space Marines*.

ABILITIES

A unit's datasheet will list all the abilities it has. Where an ability is unique to a unit, or units found within this book, it will be described on the appropriate datasheet(s). Where an ability is identical to one found in *Codex: Chaos Space Marines*, it will typically be referenced on the datasheet in this section rather than described in full; the rules for these abilities can instead be found in the datasheets section of *Codex: Chaos Space Marines*.

Many units in this section will also have the Martial Legacy ability, below:

MARTIAL LEGACY

If your army is Battle-forged, then when this unit is included in a Detachment, increase that Detachment's Command Cost by 1CP.

STRATAGEMS

If your army includes any HERETIC ASTARTES Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to the Smokescreen Stratagem, below.

SMOKESCREEN	1CP

Heretic Astartes – Wargear Stratagem

Deploying smoke launchers, Chaos Space Marines can screen themselves from the enemy.

Use this Stratagem in your opponent's Shooting phase, when a HERETIC ASTARTES SMOKESCREEN unit is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

NAMED CHARACTERS

Several datasheets in this section describe named characters. If such a unit has an ability that uses the <LEGION> keyword, you must replace it with the keyword of the Chapter that the unit is drawn from. For example, Lord Arkos has the Lord of Chaos ability, which can be found in *Codex: Chaos Space Marines*. This ability uses the <LEGION> keyword. As Lord Arkos is drawn from the Alpha Legion, the <LEGION> keyword is replaced in every instance in the ability with ALPHA LEGION.

If a named character from this section gains a Warlord Trait, it must be the Inspiring Leader Warlord Trait. This Warlord Trait can be found in the Warhammer 40,000 Core Book.

LORD ARKOS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lord Arkos	6"	2+	2+	4	4	5	6	9	3+

Lord Arkos is equipped with: combi-melta; Black Blade of Venom; frag grenades; krak grenades. Your army can only include one **Lord Arkos** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Black Blade of Venom	Melee	Melee	User	-2	3	Each time an attack is made with this weapon against a unit (excluding **Vehicle** units), add 1 to that attack's wound roll.

ABILITIES

Death to the False Emperor (see *Codex: Chaos Space Marines*), **Lord of Chaos** (see the Chaos Lord datasheet in *Codex: Chaos Space Marines*)

Lord of the Faithless (Aura): While a friendly **Alpha Legion** unit is within 6" of this model, add 1 to Advance and charge rolls made for that unit.

Aura of Dark Majesty: This model has a 5+ invulnerable save. Each time an attack is made against this model, subtract 1 from that attack's hit roll.

Arch-villain: If your army is Battle-forged, you receive 1 additional Command point if **Lord Arkos** is your **Warlord**.

Infiltrator: During deployment, when you set up this model, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Alpha Legion, The Faithless**
KEYWORDS: **Infantry, Character, Chaos Lord, Lord Arkos**

ZHUFOR THE IMPALER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Zhufor the Impaler	5"	2+	2+	5	4	6	6	9	2+

Zhufor the Impaler is equipped with: Demnos bolter; Claw of Demnos; Skulltaker Axe. Your army can only include one **Zhufor the Impaler** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demnos bolter	24"	Rapid Fire 2	4	-1	1	-
Claw of Demnos	Melee	Melee	x2	-3	3	-
Skulltaker Axe	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.

ABILITIES

Death to the False Emperor (see *Codex: Chaos Space Marines*), **Lord of Chaos**, **Sigil of Corruption**, **Teleport Strike** (see the Chaos Lord in Terminator Armour datasheet in *Codex: Chaos Space Marines*)

Icon of Slaughter (Aura): While an enemy unit is within 3" of this model, subtract 2 from the Leadership characteristic of models in that unit.

Favour of the Blood God: In your opponent's Psychic phase, this model can attempt to deny one psychic power as if it were a **Psyker**.

FACTION KEYWORDS: **Chaos, Khorne, Heretic Astartes, World Eaters, Skulltakers**
KEYWORDS: **Infantry, Character, Chaos Lord, Terminator, Zhufor the Impaler**

CHAOS HELLWRIGHT

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Hellwright	6"	3+	2+	5	5	4	3	9	2+

A Chaos Hellwright is equipped with: flamer; soulburner pistol; voidcutter; infernal axe; mechatendrils.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Soulburner pistol	12"	Pistol 2	*	*	*	Each time a successful hit roll is made for an attack with this weapon, the target suffers 1 mortal wound and the attack sequence ends. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Voidcutter	8"	Assault 1	8	-4	3	Each time an attack is made with this weapon against a **Vehicle** unit, add 1 to that attack's wound roll.
Infernal axe	Melee	Melee	+1	-3	2	-

ABILITIES

Death to the False Emperor (see *Codex: Chaos Space Marines*), **Master of Mechanisms** (see the Warpsmith datasheet in *Codex: Chaos Space Marines*)

Infernal Augmetics: At the start of your Command phase, this model regains 1 lost wound.

Aura of Dark Majesty: This model has a 5+ invulnerable save. Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Gift of the Hellforge (Aura): While a friendly **<Legion> Vehicle** unit is within 6" of this model, add 1 to the Attacks and Leadership characteristics of models in its unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Infantry, Character, Warpsmith, Chaos Hellwright

CHAOS HELLWRIGHT ON DARK ABEYANT

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Hellwright on Dark Abeyant	8"	3+	2+	5	6	6	3	9	2+

A Chaos Hellwright is equipped with: flamer; soulburner pistol; voidcutter; warpfire lance; infernal axe; mechatendrils.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Soulburner pistol	12"	Pistol 2	*	*	*	Each time a successful hit roll is made for an attack with this weapon, the target suffers 1 mortal wound and the attack sequence ends. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Voidcutter	8"	Assault 1	8	-4	3	Each time an attack is made with this weapon against a **Vehicle** unit, add 1 to that attack's wound roll.
Warpfire lance	16"	Heavy 2	6	-3	D6	-
Infernal axe	Melee	Melee	+1	-3	2	-

ABILITIES

Death to the False Emperor (see *Codex: Chaos Space Marines*), **Master of Mechanisms** (see the Warpsmith datasheet in *Codex: Chaos Space Marines*)

Infernal Augmetics: At the start of your Command phase, this model regains 1 lost wound.

Aura of Dark Majesty: This model has a 5+ invulnerable save. Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Gift of the Hellforge (Aura): While a friendly <Legion> Vehicle unit is within 6" of this model, add 1 to the Attacks and Leadership characteristics of models in its unit

FACTION KEYWORDS: **Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>**
KEYWORDS: **Infantry, Character, Warpsmith, Chaos Hellwright, Dark Abeyant**

CHAOS DEIMOS PREDATOR

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Deimos Predator (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Chaos Deimos Predator (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	2	8	3+
	Chaos Deimos Predator (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Chaos Deimos Predator is equipped with: plasma destroyer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernus cannon	18"	Heavy 2D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Plasma destroyer	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-4	1	Blast
- Supercharge	36"	Heavy D3	8	-4	2	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Magna-melta cannon	36"	Heavy 2D3	8	-4	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

WARGEAR OPTIONS

- This model's plasma destroyer can be replaced with one of the following: 1 conversion beam cannon (see Chaos Contemptor Dreadnought datasheet in *Imperial Armour Compendium*); 1 infernus cannon; 1 magna-melta cannon.
- This model can be equipped with one of the following: 2 heavy bolters; 2 heavy flamers; 2 lascannons.
- This model can be equipped with 1 combi-bolter.
- This model can be equipped with 1 hellforged hunter-killer missile (see Chaos Land Raider Proteus datasheet in *Imperial Armour Compendium*).

ABILITIES

Martial Legacy (see *Imperial Armour Compendium*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>**
KEYWORDS: **Vehicle, Predator, Smokescreen, Relic, Chaos Deimos Predator**

CHAOS SPACE MARINES WARGEAR OPTIONS

The datasheet from *Codex: Chaos Space Marines* that is listed below is updated as follows:

HELBRUTE
This datasheet gains the following wargear option:

- If this unit is from the Emperor's Children Legion, its multi-melta can be replaced with one of the following: 2 blastmasters (+0 pts); 2 blastmasters and 1 doom siren (+5 pts).

POINTS VALUES

☠ HQ

Chaos Hellwright
Unit size ....1 model
Unit cost...85 pts

Chaos Hellwright on Dark Abeyant
Unit size ....1 model
Unit cost..120 pts

Lord Arkos
Unit size ....1 model
Unit cost..120 pts

Zhufor the Impaler
Unit size ....1 model
Unit cost ....140 pts

❧ HEAVY SUPPORT

Chaos Deimos Predator
Unit size ....1 model
Unit cost..115 pts
- Combi-bolter..+5 pts
- Heavy bolter...+15 pts
- Heavy flamer..+15 pts
- Hellforged hunter-killer missile ....+5 pts
- Infernus cannon....................................+20 pts
- Lascannon..+20 pts
- Magna-melta cannon............................+25 pts
- Plasma destroyer ....+15 pts

DEATH GUARD DATASHEETS

This section contains datasheets that supplement those found in *Codex: Death Guard*. All of the rules found in the datasheets section of *Codex: Death Guard* apply to the datasheets found in this section. You can find out more about how to use datasheets in the Warhammer 40,000 Core Book.

WARGEAR

The weapon profiles found on a unit's datasheet will list any unique weapons that a unit can be equipped with. The profiles for any other weapons can be found in the weapon profiles section of *Codex: Death Guard*.

ABILITIES

A unit's datasheet will list all the abilities it has. Where an ability is unique to a unit, or units found within this book, it will be described on the appropriate datasheet(s). Where an ability is identical to one found in *Codex: Death Guard*, it will typically be referenced on the datasheet in this section rather than described in full; the rules for these abilities can instead be found in the datasheets section of *Codex: Death Guard*.

NAMED CHARACTERS

If a named character from this section gains a Warlord Trait, it must be the Inspiring Leader Warlord Trait. This Warlord Trait can be found in the Warhammer 40,000 Core Book.

POINTS VALUES

☠ HQ

Necrosius the Undying	
Unit size	1 model
Unit cost	120 pts

NECROSIUS THE UNDYING

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Necrosius the Undying	5"	3+	3+	4	5	5	5	8	3+

Necrosius the Undying is equipped with: pox pistol; tainted force blade; blight grenades; krak grenades. Your army can only include one **NECROSIUS THE UNDYING** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Pox pistol	12"	Pistol 2	4	-2	2	-
Tainted force blade	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, you can re-roll the wound roll.

ABILITIES

Death to the False Emperor (see *Codex: Death Guard*), **Disgustingly Resilient**, **Pestilential Fallout** (see the Malignant Plaguecaster datasheet in *Codex: Death Guard*), **Sigil of Corruption** (see the Chaos Lord in Terminator Armour datasheet in *Codex: Chaos Space Marines*)

Master of the Dead: Each time this model successfully manifests a psychic power, select one friendly **POXWALKERS** unit within 6". Return up to D3 destroyed models to that unit.

PSYKER

See the Malignant Plaguecaster datasheet in *Codex: Death Guard*.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD**
KEYWORDS: **INFANTRY, CHARACTER, PSYKER, SORCERER, NECROSIUS THE UNDYING**

CHAOS DAEMONS DATASHEETS

This section contains datasheets that supplement those found in *Codex: Chaos Daemons*. All of the rules found in the datasheets section of *Codex: Chaos Daemons* apply to the datasheets found in this section. You can find out more about how to use datasheets in the Warhammer 40,000 Core Book.

THE <ALLEGIANCE> KEYWORD

Some units in this section owe their allegiance to one of the four Chaos Gods. Most datasheets will tell you which Chaos God a unit owes allegiance to, while others have the <Allegiance> keyword. This is a keyword that you can select for yourself, following the guidance and restrictions detailed in *Codex: Chaos Daemons*.

WARGEAR

The weapon profiles found on a unit's datasheet will list any unique weapons that a unit can be equipped with. The profiles for any other weapons can be found in the weapon profiles section of *Codex: Chaos Daemons*.

ABILITIES

A unit's datasheet will list all the abilities it has. Where an ability is unique to a unit, or units found within this book, it will be described on the appropriate datasheet(s). Where an ability is identical to one found in *Codex: Chaos Daemons*, it will typically be referenced on the datasheet in this section rather than described in full; the rules for these abilities can instead be found in the datasheets section of *Codex: Chaos Daemons*.

NAMED CHARACTERS

If a named character from this section gains a Warlord Trait, it must be the Inspiring Leader Warlord Trait. This Warlord Trait can be found in the Warhammer 40,000 Core Book.

POINTS VALUES

☠ HQ

Samus

Unit size	1 model
Unit cost	200 pts

⚡ FAST ATTACK

Plague Toads

Unit size	3-6 models
Unit cost	38 pts/model

Pox Riders

Unit size	3-6 models
Unit cost	45 pts/model
• Daemonic Icon	+15 pts
• Instrument of Chaos	+10 pts

🌿 HEAVY SUPPORT

Giant Chaos Spawn

Unit size	1 model
Unit cost	140pts

Plague Hulk of Nurgle

Unit size	1 model
Unit cost	190 pts

Spined Chaos Beast

Unit size	1 model
Unit cost	150 pts

SAMUS

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Samus (7+ wounds remaining)	9"	2+	4+	7	7	12	6	9	4+
	Samus (4-6 wounds remaining)	7"	2+	5+	7	7	N/A	5	9	4+
	Samus (1-3 wounds remaining)	5"	2+	6+	7	7	N/A	4	9	4+

Samus is equipped with: slaughtering blade. Your army can only include one **Samus** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slaughtering blade	Melee	Melee	User	-4	3	Each time an attack is made with this weapon against a unit (excluding **Vehicle** units), add 1 to that attack's wound roll.

WARGEAR OPTIONS

- This model's iron claw can be replaced with 1 warpsword.

ABILITIES

Daemonic Ritual, Unstoppable Ferocity, Daemonic (see *Codex: Chaos Daemons*)

Daemon Prince of the Ruinstorm (Aura): While an enemy **Psyker** unit is within 12" of this model, subtract 1 from Psychic tests made for that unit.

Whispers of Madness (Aura): While an enemy unit is within 6" of this model, subtract 1 from Combat Attrition tests taken for models in that unit.

FACTION KEYWORDS: **Chaos, Khorne, Daemon**
KEYWORDS: **Monster, Character, Samus**

PLAGUE HULK OF NURGLE

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Plague Hulk of Nurgle (8+ wounds remaining)	7"	4+	4+	8	8	14	5	7	3+
	Plague Hulk of Nurgle (4-7 wounds remaining)	5"	4+	5+	8	8	N/A	3	7	3+
	Plague Hulk of Nurgle (1-3 wounds remaining)	3"	4+	6+	8	8	N/A	D3	7	3+

A Plague Hulk of Nurgle is equipped with: rancid vomit; rot cannon; iron claw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rancid vomit	12"	Pistol D6	5	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Rot cannon	36"	Heavy D6	7	-3	2	Blast. Each time an attack is made with this weapon against a unit (excluding Vehicle units), you can re-roll the wound roll.

WARGEAR OPTIONS

• This model's iron claw can be replaced with 1 warpsword.

ABILITIES

Daemonic Ritual, Daemonic, Disgustingly Resilient (see the Plaguebearers datasheet in *Codex: Chaos Daemons*)

Rusting Curse (Aura): While an enemy **Vehicle** unit (excluding **Nurgle** units) is within Engagement Range of this model, each time an attack is made against that unit, improve the Armour Penetration characteristic of that attack by 1. This ability is not affected by rules that change the range of an aura ability.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Nurgle, Daemon**
KEYWORDS: **Vehicle, Plague Hulk of Nurgle**

PLAGUE TOADS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Plague Toad	8"	4+	4+	5	5	4	3	7	6+

If this unit has 4 or more models, it has **Power Rating 10**. Every model is equipped with: grasping tongue; yawning maw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grasping tongue	8"	Assault D3	5	0	1	Each time an attack is made with this weapon, you can re-roll the wound roll.
Yawning maw	Melee	Melee	5	-1	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.

ABILITIES
Daemonic Ritual, Daemonic, Disgustingly Resilient (see *Codex: Chaos Daemons*)

FACTION KEYWORDS: **Chaos, Nurgle, Daemon**
KEYWORDS: **Beast, Plague Toads**

POX RIDERS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Pox Rider	8"	4+	4+	5	5	5	3	7	6+

If this unit has 4 or more models, it has **Power Rating 14**. Every model is equipped with: grasping tongue; Pox Rider plaguesword; yawning maw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grasping tongue	8"	Assault D3	5	0	1	Each time an attack is made with this weapon, you can re-roll the wound roll.
Pox Rider plaguesword	Melee	Melee	4	0	1	Each time the bearer fights, it can make 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Yawning maw	Melee	Melee	5	-1	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.

WARGEAR OPTIONS

- One Pox Rider can be equipped with 1 Instrument of Chaos (see *Codex: Chaos Daemons*).
- One other Pox Rider can be equipped with 1 Daemonic Icon (see *Codex: Chaos Daemons*).

ABILITIES

Daemonic Ritual, Daemonic, Disgustingly Resilient (see the Plaguebearers datasheet *Codex: Chaos Daemons*)

FACTION KEYWORDS: **Chaos, Nurgle, Daemon**
KEYWORDS: **Beast, Plagueberers, Pox Riders**

SPINED CHAOS BEAST

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Spined Chaos Beast (7+ wounds remaining)	10"	3+	4+	7	7	12	5	9	4+
	Spined Chaos Beast (4-6 wounds remaining)	8"	3+	5+	7	7	N/A	4	9	4+
	Spined Chaos Beast (1-3 wounds remaining)	6"	3+	6+	7	7	N/A	3	9	4+

A Spined Chaos Beast is equipped with: jagged claws; tusked maw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Jagged claws	Melee	Melee	User	-2	2	Each time the bearer fights, it can make 2 additional attacks with this weapon.
Tusked maw	Melee	Melee	x2	-3	3	-

ABILITIES

Daemonic Ritual, Daemonic (see *Codex: Chaos Daemons*)

Daemonic Rewards: Khorne Spined Chaos Beast models have the Unstoppable Ferocity ability, Tzeentch Spined Chaos Beast models have the Ephemeral Form ability, Nurgle Spined Chaos Beast models have the Disgustingly Resilient ability and Slaanesh Spined Chaos Beast models have the Quicksilver Swiftness ability. These abilities can be found in *Codex: Chaos Daemons*.

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

FACTION KEYWORDS: Chaos, Daemon, <Allegiance>
KEYWORDS: Monster, Spined Chaos Beast

GIANT CHAOS SPAWN

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Giant Chaos Spawn (6+ wounds remaining)	8+D6"	4+	4+	6	6	10	6+D6	9	4+
	Giant Chaos Spawn (3-5 wounds remaining)	6+D6"	4+	5+	6	6	N/A	4+D6	9	4+
	Giant Chaos Spawn (1-2 wounds remaining)	4+D6"	4+	6+	6	6	N/A	2+D6	9	4+

A Spined Chaos Beast is equipped with: jagged claws; tusked maw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Churning fangs and claws	Melee	Melee	User	-2	2	-

ABILITIES

Fearsome (Aura): While an enemy unit is within Engagement Range of this model, subtract 1 from the Leadership characteristic of models in that unit.

Mutated Beyond Reason: Each time this model is selected to fight, roll one D3 and apply the following result for that fight:

D3	Result
1	The churning fangs and claws this model is equipped with has an Armour Penetration characteristic of -4.
2	When determining the number of attacks this model makes, do not roll the dice. Instead, add 6 to the number of attacks being made.
3	Each time an attack is made by this model, you can re-roll the wound roll.

FACTION KEYWORDS: **Chaos, <Allegiance>**
KEYWORDS: **Monster, Giant Chaos Spawn**

RENEGADES AND HERETICS

In addition to the datasheets presented in this section, a number of other **Astra Militarum** datasheets can be included in a Renegades and Heretics army, as outlined below. When doing so, that datasheet's **<Regiment>** keyword is replaced with **Renegades and Heretics** and its **Imperium** keyword is replaced with **Chaos**.

The following datasheets from *Codex: Astra Militarum* can be included in a Renegades and Heretics army:

- Chimera
- Hellhounds
- Scout Sentinels
- Armoured Sentinels
- Leman Russ Battle Tanks
- Basilisks
- Wyverns
- Hydras
- Valkyries
- Baneblade

The following datasheets from *Imperial Armour Compendium* can be included in a Renegades and Heretics army:

- Armageddon-pattern Medusas
- Medusa Carriage Battery
- Colossus Bombards
- Arvus Lighter
- Earthshaker Carriage Battery
- Heavy Quad Launcher Battery
- Rapier Laser Destroyer Battery
- Heavy Mortar Battery
- Malcador
- Malcador Defender
- Minotaur
- Macharius
- Macharius Vanquisher
- Macharius Vulcan
- Valdor Tank Hunter

The following datasheets from *Legends* can be included in a Renegades and Heretics army:

- Griffon Mortar Carrier
- Salamander Scout Tank
- Macharius Omega

WEAPON LISTS

Many of the units you will find on the following pages reference one or more of the weapons lists below. When this is the case, the unit may take any item from the appropriate list.

RANGED WEAPONS
- Bolt pistol
- Laspistol
- Plasma pistol

SPECIAL WEAPONS
- Flamer
- Grenade launcher
- Meltagun
- Plasma gun
- Sniper rifle (**Renegade Marauder Squad** only)

HEAVY WEAPONS
- Autocannon
- Heavy bolter
- Heavy stubber
- Lascannon
- Missile launcher
- Mortar

MELEE WEAPONS
- Brutal assault weapon
- Chainsword
- Power axe (see *Codex: Chaos Space Marines*)
- Power maul
- Power sword
- Power fist

RENEGADE COMMANDER

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Renegade Commander	6"	3+	3+	3	3	4	3	8	5+

A Renegade Commander is equipped with: laspistol; brutal assault weapon (see *Codex: Chaos Space Marines*).

WARGEAR OPTIONS

- This model's laspistol can be replaced with one of the following: 1 autopistol (see *Codex: Chaos Space Marines*); 1 autogun; 1 lasgun; 1 weapon from the *Renegades Ranged Weapons* list.
- This model's brutal assault weapon can be replaced with 1 weapon from the *Renegades Melee Weapons* list.

ABILITIES

Fanatic (Aura): While a friendly Renegades and Heretics Core unit is within 6" of this model, each time a Combat Attrition test is taken for that unit, ignore any or all modifiers.

Covenant of Chaos: Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in this unit.

Refractor Field: This model has a 5+ invulnerable save.

FACTION KEYWORDS: Chaos, Renegades and Heretics
KEYWORDS: Infantry, Character, Renegade Commander

MALEFIC LORD

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Malefic Lord	6"	4+	4+	3	3	4	3	8	7+

A Malefic Lord is equipped with: bare hands.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bare hands	Melee	Melee	User	0	1	-

ABILITIES

Master Witch: This model has a 4+ invulnerable save.

Covenant of Chaos: Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in this unit.

Warp Possession: If this model suffers Perils of the Warp and is not destroyed:
• Its Weapon Skill characteristic is changed to 2+.
• Its Strength characteristic is changed to 8.
• Its Attacks characteristic is changed to 5.
• The Armour Penetration characteristic of bare hands it is equipped with is changed to -2.
• The Damage characteristic of bare hands it is equipped with is changed to 2.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite*.

FACTION KEYWORDS: Chaos, Renegades and Heretics
KEYWORDS: Infantry, Character, Psyker, Malefic Lord

ROGUE PSYKER COVEN

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5	Rogue Psyker	6"	5+	5+	3	3	3	1	8	7+

Every model is equipped with nothing.

ABILITIES

Witches: Models in this unit have a 5+ invulnerable save.

Choir of Chaos: Each time a Psychic test is taken for this unit, before rolling the dice, you can choose to add D3 to the result. If you do, after attempting to manifest the psychic power, this unit suffers D3 mortal wounds.

Covenant of Chaos: Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in this unit.

PSYKER

This unit can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite*.

FACTION KEYWORDS: **Chaos, Renegades and Heretics**
KEYWORDS: **Infantry, Core, Psyker, Rogue Psyker Coven**

RENEGADE CULTISTS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-29	Renegade Cultist	6"	4+	4+	3	3	1	1	5	6+
1	Renegade Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

If this unit contains between 11 and 20 or more models, it has **Power Rating 5**. If this unit contains 21 or more models, it has **Power Rating 7**. Every model is equipped with: autogun.

WARGEAR OPTIONS

- Any number of models can each have their autogun replaced with 1 autopistol and 1 brutal assault weapon (see *Codex: Chaos Space Marines*).
- For every 10 models in the unit, 1 Renegade Cultist's autogun can be replaced with one of the following: 1 flamer; 1 heavy stubber.
- The Renegade Cultist Champion's autogun can be replaced with one of the following:
  - 1 autopistol and 1 brutal assault weapon.
  - 1 shotgun and 1 brutal assault weapon.

ABILITIES

Covenant of Chaos: Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in this unit.

Minions of Chaos: If your army is Battle-forged and every model in this unit's Detachment has either the **Renegades and Heretics** or **Unaligned** keywords, this unit gains the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

FACTION KEYWORDS: **Chaos, Renegades and Heretics**
KEYWORDS: **Infantry, Core, Renegade Cultists**

RENEGADE MILITIA SQUAD

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-19	Renegade Militia	6"	4+	4+	3	3	1	1	6	6+
1	Renegade Militia Champion	6"	4+	4+	3	3	1	2	7	6+
-	Renegade Militia Weapons Team	6"	4+	4+	3	3	2	2	6	6+

If this unit contains between 11 and 20 or more models, it has **Power Rating 6.** Every model is equipped with: autogun.

OTHER WARGEAR	ABILITIES
Chaos sigil	Each time a model in the bearer's unit makes a melee attack, if the bearer's unit made a charge move this turn or was charged, re-roll a hit roll of 1.
Renegade vox-caster	Add 1 to the Leadership characteristic of models in the bearer's unit.

WARGEAR OPTIONS

- Any number of models can each have their autogun replaced with one of the following:
  - 1 lasgun.
  - 1 autopistol and 1 brutal assault weapon (see *Codex: Chaos Space Marines*).
- For every 10 models in this unit, 2 Renegade Militia models equipped with autoguns can form a Renegade Militia Weapons Team equipped with 1 weapon from the *Renegades and Heretics Heavy Weapons* list.
- For every 5 models in this unit, 1 Renegade Militia model's autogun can be replaced with 1 weapon from the *Renegades and Heretics Special Weapons* list.
- 1 Renegade Militia model equipped with an autogun or lasgun can be equipped with a Chaos sigil. That model's autogun or lasgun cannot be replaced and it cannot be equipped with a Renegade vox-caster.
- 1 Renegade Militia model equipped with an autogun or lasgun can be equipped with a Renegade vox-caster. That model's autogun or lasgun cannot be replaced and it cannot be equipped with a Chaos sigil.
- The Renegade Militia Champion's autogun can be replaced with one of the following:
  - 1 lasgun.
  - 1 shotgun.
  - 1 weapon from the *Renegades and Heretics Ranged Weapons* list.
  - 1 weapon from the *Renegades and Heretics Melee Weapons* list.
  - 1 weapon from the *Renegades and Heretics Ranged Weapons* list and 1 weapon from the *Renegades and Heretics Melee Weapons* list.
- The Renegade Militia Champion can be equipped with krak grenades.

ABILITIES

Covenant of Chaos: Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in this unit.

Minions of Chaos: If your army is Battle-forged and every model in this unit's Detachment has either the **Renegades and Heretics** or **Unaligned** keywords, this unit gains the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

FACTION KEYWORDS: **Chaos, Renegades and Heretics**
KEYWORDS: **Infantry, Core, Renegade Militia Squad**

RENEGADE MUTANT RABBLE

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-29	Renegade Mutant	6"	4+	4+	3	3	1	1	5	6+
1	Renegade Mutant Champion	6"	4+	4+	3	3	1	2	6	6+

If this unit contains between 11 and 20 or more models, it has **Power Rating 7**. If this unit contains 21 or more models, it has **Power Rating 10**. Every model is equipped with: laspistol; frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Stub gun	9"	Pistol 2	3	0	1	-

WARGEAR OPTIONS

- Any number of models can each have their laspistol replaced with one of the following: 1 autogun; 1 autopistol (see *Codex: Chaos Space Marines*); 1 lasgun; 1 shotgun; 1 stub gun.
- The Renegade Mutant Champion can be equipped with one weapon from the *Renegades and Heretics Melee Weapons* list.

ABILITIES

Curse of Mutation: At the start of the battle, roll one D3 and consult the table below:

D3	Result
1	Models in this unit have a Move characteristic of 8".
2	Models in this unit have an Attacks characteristic of 2.
3	Models in this unit have a Toughness characteristic of 4.

Covenant of Chaos: Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in this unit.

Minions of Chaos: If your army is Battle-forged and every model in this unit's Detachment has either the **Renegades and Heretics** or **Unaligned** keywords, this unit gains the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

FACTION KEYWORDS: Chaos, Renegades and Heretics
KEYWORDS: Infantry, Core, Mutants, Renegade Mutant Rabble

RENEGADE COMMAND SQUAD

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-14	Renegade Disciple	6"	3+	3+	3	3	1	1	6	6+
-	Renegade Disciple Weapons Team	6"	3+	3+	3	3	2	2	6	6+

If this unit contains between 5 and 9 models, it has **Power Rating 5.** If this unit contains 10 or more models, it has **Power Rating 7**. Every model is equipped with: autogun; frag grenades.

OTHER WARGEAR	ABILITIES
Banner of the Apostate	The bearer gains the following ability: '**Banner of the Apostate (Aura):** While a friendly <Chaos Covenant> Renegades and Heretics unit is within 6" of this model, that unit is eligible to perform Heroic Interventions as if it were a **Character**.'
Banner of Hate	The bearer gains the following ability: '**Banner of Hate (Aura):** While a friendly <Chaos Covenant> **Renegades and Heretics** unit is within 6" of this model, you can re-roll charge rolls made for that unit.'
Renegade vox-caster	Add 1 to the Leadership characteristic of models in the bearer's unit.

WARGEAR OPTIONS

- Any number of models can each have their autogun replaced with 1 lasgun.
- 2 Renegade Disciple models equipped with autoguns can form a Renegade Disciple Weapons Team equipped with 1 weapon from the *Renegades and Heretics Heavy Weapons* list.
- 1 Renegade Disciple model's autogun can be replaced with 1 weapon from the *Renegades and Heretics Special Weapons* list.
- 1 Renegade Disciple model equipped with one of the following: 1 Banner of the Apostate; 1 Banner of Hate. That model's autogun or lasgun cannot be replaced and it cannot be equipped with a Renegade vox-caster.
- 1 Renegade Disciple model equipped with an autogun or lasgun can be equipped with a Renegade vox-caster. That model's autogun or lasgun cannot be replaced and it cannot be equipped with a Banner of the Apostate or a Banner of Hate.

ABILITIES

True Believers: Each time a Combat Attrition test is taken for this unit, it is automatically passed.

Covenant of Chaos: Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in this unit.

FACTION KEYWORDS: **Chaos, Renegades and Heretics**
KEYWORDS: **Infantry, Core, Renegade Command Squad**

RENEGADE DISCIPLE SQUAD

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-14	Renegade Disciple	6"	3+	3+	3	3	1	1	6	6+
1	Renegade Disciple Champion	6"	3+	3+	3	3	1	2	7	6+
-	Renegade Disciple Weapons Team	6"	3+	3+	3	3	2	2	6	6+

If this unit contains between 6 and 10 models, it has **Power Rating 4**. If this unit contains 11 or more models, it has **Power Rating 6**. Every model is equipped with: autogun; frag grenades.

OTHER WARGEAR	ABILITIES
Chaos sigil	Each time a model in the bearer's unit makes a melee attack, if the bearer's unit made a charge move this turn or was charged, re-roll a hit roll of 1.
Renegade vox-caster	Add 1 to the Leadership characteristic of models in the bearer's unit.

WARGEAR OPTIONS

- Any number of models can each have their autogun replaced with 1 lasgun.
- 2 Renegade Disciple models equipped with autoguns can form a Renegade Disciple Weapons Team equipped with 1 weapon from the *Renegades and Heretics Heavy Weapons* list.
- 1 Renegade Disciple model's autogun can be replaced with 1 weapon from the *Renegades and Heretics Special Weapons* list.
- 1 Renegade Disciple model equipped with an autogun or lasgun can be equipped with a Chaos sigil. That model's autogun or lasgun cannot be replaced and it cannot be equipped with a Renegade vox-caster.
- 1 Renegade Disciple model equipped with an autogun or lasgun can be equipped with a Renegade vox-caster. That model's autogun or lasgun cannot be replaced and it cannot be equipped with a Chaos sigil.
- The Renegade Disciple Champion's autogun can be replaced with one of the following:
  - 1 lasgun.
  - 1 weapon from the Renegades and Heretics Ranged Weapons list and 1 weapon from the *Renegades and Heretics Melee Weapons* list.

ABILITIES

True Believers: Each time a Combat Attrition test is taken for this unit, it is automatically passed.

Covenant of Chaos: Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in this unit.

FACTION KEYWORDS: **Chaos, Renegades and Heretics**
KEYWORDS: **Infantry, Core, Renegade Disciple Squad**

RENEGADE ENFORCER

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Renegade Enforcer	6"	3+	3+	3	3	4	3	8	5+

A Renegade Enforcer is equipped with: laspistol; brutal assault weapon (see *Codex: Chaos Space Marines*); frag grenades.

WARGEAR OPTIONS

- This model's laspistol can be replaced with one of the following: 1 autogun; 1 autopistol (see *Codex: Chaos Space Marines*); 1 lasgun; 1 shotgun; 1 weapon from the *Renegades and Heretics Ranged Weapons* list.
- This model's brutal assault weapon can be replaced with one weapon from the *Renegades and Heretics Melee Weapons* list.

ABILITIES

Baleful Judge (Aura): While a friendly RENEGADES AND HERETICS CORE unit is within 6" of this model, add 2 to the Leadership characteristic of models in that unit.

Refractor Field: This model has a 5+ invulnerable save.

Covenant of Chaos: Each time this model fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of this model.

FACTION KEYWORDS: CHAOS, RENEGADES AND HERETICS
KEYWORDS: INFANTRY, CHARACTER, RENEGADE ENFORCER

RENEGADE MARAUDER SQUAD

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Marauder	6"	3+	3+	3	3	1	2	7	4+
0-2	Brute	6"	3+	5+	5	3	3	3	7	4+
1	Marauder Chief	6"	3+	3+	3	3	2	2	8	4+

If this unit contains 5 or more Marauder models, it has **Power Rating 4**. Increase this unit's Power Rating by **+1** for each Brute model it includes. Every Marauder and Marauder Chief model is equipped with: autogun; frag grenades; krak grenades. Every Brute model is equipped with: Brute combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brute combat weapon	Melee	Melee	User	-2	1	-

WARGEAR OPTIONS

- Any number of models can each have their autogun replaced with one of the following:
  - 1 lasgun
  - 1 shotgun
  - 1 brutal assault weapon and 1 autopistol (see *Codex: Chaos Space Marines*)
  - 1 brutal assault weapon and 1 laspistol
- Up to 2 models can each have their autogun replaced with 1 weapon from the *Renegades and Heretics Special Weapons* list.
- The Marauder Chief's autogun can be replaced with one of the following:
  - 1 boltgun
  - 1 weapon from the *Renegades and Heretics Ranged Weapons* list and 1 weapon from the *Renegades and Heretics Melee Weapons* list

ABILITIES

Stalkers: Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

Murder Cultists: Each time a model in this unit makes a melee attack, re-roll a hit roll of 1.

Covenant of Chaos: Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in this unit.

FACTION KEYWORDS: **Chaos, Renegades and Heretics**
KEYWORDS: **Infantry, Core, Renegade Marauder Squad**

RENEGADE OGRYN BEAST HANDLERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ogryn Pack Master	6"	3+	4+	5	5	3	3	7	5+
3-6	Chaos Mauler Hound	6"	3+	-	5	5	2	2	6	5+

If this unit contains 5 or more models, it has **Power Rating 6**. Every Chaos Mauler Hound model is equipped with: befouled fangs and claws. The Ogryn Pack Master is equipped with: mauler goad; ripper claw; frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mauler goad	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Ripper claw	Melee	Melee	+1	-2	2	-
Befouled fangs and claws	Melee	Melee	User	-1	1	-

ABILITIES

Avalanche of Rage: Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 1 to the Strength and Attacks characteristics of models in this unit.

FACTION KEYWORDS: **Chaos, Renegades and Heretics**
KEYWORDS (OGRYN PACK MASTER): **Infantry, Ogryn, Renegade Ogryn Beast Handler**
KEYWORDS (CHAOS MAULER HOUNDS): **Beast, Chaos Mauler Hounds**

RENEGADE OGRYN BRUTES

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-12	Ogryn Brute	6"	3+	4+	5	5	3	3	7	5+

If this unit contains between 4 and 6 models, it has **Power Rating 11**. If this unit contains between 7 and 9 models, it has **Power Rating 16**. If this unit contains 10 or more models, it has **Power Rating 22**. Every model is equipped with: Ogryn weapon; frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ogryn power drill	Melee	Melee	x2	-2	2	-
Ogryn weapon	Melee	Melee	+1	-1	2	-

WARGEAR OPTIONS

• 1 model's Ogryn weapon can be replaced with 1 Ogryn power drill.

ABILITIES

Avalanche of Rage: Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 1 to the Strength and Attacks characteristics of models in this unit.

Combat Stimms: Once per turn, when this unit is selected to fight, it can use its combat stimms. If it does, roll one D6: on a 1, one model in this unit is destroyed. Regardless of the result, until the end of the turn, add 1 to the Attacks characteristics of models in this unit.

FACTION KEYWORDS: **Chaos, Renegades and Heretics**
KEYWORDS: **Infantry, Core, Ogryn, Renegade Ogryn Brutes**

RENEGADE PLAGUE OGRYNS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-9	Plague Ogryn	6"	3+	4+	5	5	3	3	7	5+

If this unit contains between 4 and 6 models, it has **Power Rating 10**. If this unit contains between 7 or more models, it has **Power Rating 15**. Every model is equipped with: Ogryn plague claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ogryn plague claws	Melee	Melee	+1	-1	2	Each time an attack is made with this weapon, re-roll a wound roll of 1.

ABILITIES

Avalanche of Muscle: Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.

Combat Stimms: Once per turn, when this unit is selected to fight, it can use its combat stimms. If it does, roll one D6: on a 1, one model in this unit is destroyed. Regardless of the result, until the end of the turn, add 1 to the Attacks characteristics of models in this unit.

Covenant of Nurgle: Each time a model in this unit would lose a wound, roll one D6: on a 6, that wound is not lost.

FACTION KEYWORDS: **Chaos, Renegades and Heretics**
KEYWORDS: **Infantry, Nurgle, Ogryn, Core, Renegade Plague Ogryns**

RENEGADE CHAOS SPAWN

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-5	Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+

If this unit contains 2 models, it has **Power Rating 2**. If this unit contains 3 models, it has **Power Rating 3**. If this unit contains 4 models, it has **Power Rating 4**. If this unit contains 5 models, it has **Power Rating 5**. Every model is equipped with: hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-

ABILITIES

Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that enemy unit.

Mutated Beyond Reason: The first time this unit is selected to fight in each Fight phase, roll one D3 and consult the table below:

D3	Result
1	**Razor Claws:** Until the end of the phase, hideous mutations models in this unit are equipped with have an Armour Penetration characteristic of -4.
2	**Grasping Pseudopods:** Until the end of the phase, models in this unit have an Attacks characteristic of D6+2.
3	**Toxic Haemorrhage:** Until the end of the phase, each time a model in this unit makes an attack, you can re-roll the wound roll.

Covenant of Chaos: Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength characteristic of models in this unit.

FACTION KEYWORDS: Chaos, Renegades and Heretics
KEYWORDS: Beast, Chaos Spawn

RENEGADE HEAVY WEAPONS SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Renegade Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	6+

If this unit contains 4 or more models, it has **Power Rating 8.** Every model is equipped with: autogun; heavy stubber; frag grenades.

WARGEAR OPTIONS

- Any number of models can each have their autogun replaced with 1 lasgun.
- Any number of models can each have their heavy stubber replaced with 1 weapon from the *Renegades and Heretics Heavy Weapons* list.

FACTION KEYWORDS: Chaos, Renegades and Heretics
KEYWORDS: Infantry, Core, Renegade Heavy Weapons Squad

POINTS VALUES

💀 HQ

Renegade Commander
Unit size ....1 model
Unit cost ....35 pts
- Bolt pistol ....+2 pts
- Plasma pistol ....+5 pts
- Power axe ....+5 pts
- Power fist ....+10 pts
- Power maul ....+5 pts
- Power sword ....+5 pts

Malefic Lord
Unit size ....1 model
Unit cost ....50 pts

Rogue Psyker Coven
Unit size ....5 models
Unit cost ....35 pts

▶ TROOPS
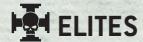
Renegade Cultists
Unit size ....10-30 models
Unit cost ....5 pts/model
- Flamer ....+5 pts
- Heavy stubber ....+5 pts

Renegade Militia Squad
Unit size ....10-20 models
Unit cost ....6 pts/model
- Autocannon ....+10 pts
- Bolt pistol ....+2 pts
- Chaos sigil ....+10 pts
- Flamer ....+5 pts
- Grenade launcher ....+5 pts
- Heavy bolter ....+10 pts
- Heavy stubber ....+5 pts
- Krak grenades ....+2 pts
- Lascannon ....+15 pts
- Meltagun ....+10 pts
- Missile launcher ....+15 pts
- Mortar ....+10 pts
- Plasma gun ....+10 pts
- Plasma pistol ....+5 pts
- Power axe ....+5 pts
- Power fist ....+10 pts
- Power maul ....+5 pts
- Power sword ....+5 pts
- Renegade vox-caster ....+5 pts

Renegade Mutant Rabble
Unit size ....10-30 models
Unit cost ....7 pts/model
- Power axe ....+5 pts
- Power fist ....+10 pts
- Power maul ....+5 pts
- Power sword ....+5 pts

✠ ELITES

Renegade Command Squad
Unit size ....5-15 models
Unit cost ....6 pts/model
- Autocannon ....+10 pts
- Banner of Apostate ....+10 pts
- Banner of Hate ....+10 pts
- Flamer ....+5 pts
- Grenade launcher ....+5 pts
- Heavy bolter ....+10 pts
- Heavy stubber ....+5 pts
- Lascannon ....+15 pts
- Meltagun ....+10 pts
- Missile launcher ....+15 pts
- Mortar ....+10 pts
- Plasma gun ....+10 pts
- Renegade vox-caster ....+5 pts

Renegade Disciple Squad
Unit size ....5-15 models
Unit cost ....7 pts/model
- Autocannon ....+10 pts
- Bolt pistol ....+2 pts
- Chaos sigil ....+10 pts
- Flamer ....+5 pts
- Grenade launcher ....+5 pts
- Heavy bolter ....+10 pts
- Heavy stubber ....+5 pts
- Lascannon ....+15 pts
- Meltagun ....+10 pts
- Missile launcher ....+15 pts
- Mortar ....+10 pts
- Plasma gun ....+10 pts
- Plasma pistol ....+5 pts
- Power axe ....+5 pts
- Power fist ....+10 pts
- Power maul ....+5 pts
- Power sword ....+5 pts
- Renegade vox-caster ....+5 pts

Renegade Enforcer

Unit size ....1 model
Unit cost.. 23 pts
- Bolt pistol .... +2 pts
- Plasma pistol .... +5 pts
- Power axe..................................... +5 pts
- Power fist .... +10 pts
- Power maul................................... +5 pts
- Power sword................................. +5 pts

Renegade Marauder Squad

Unit size ....5-12 models
Unit cost.......................................9 pts/model
- Boltgun ....+2 pts
- Bolt pistol.....................................+2 pts
- Brute combat weapon ....+5 pts
- Flamer...+5 pts
- Grenade launcher....................................+5 pts
- Meltagun .... +10 pts
- Plasma gun.. +10 pts
- Plasma pistol ....+5 pts
- Power axe.......................................+5 pts
- Power fist .... +10 pts
- Power maul.......................................+5 pts
- Power sword...+5 pts
- Sniper rifle ....+2 pts

Renegade Ogryn Beast Handlers (pg xx)

Unit size .... 4-7 models
Unit cost...............................15 pts/model

Renegade Ogryn Brutes

Unit size ....3-12 models
Unit cost................................32 pts/model
- Ogryn power drill.................................... +10 pts

Renegade Plague Ogryns

Unit size .... 3-9 models
Unit cost................................35 pts/model

⚡ FAST ATTACK

Renegade Chaos Spawn

Unit size ....1-5 models
Unit cost................................23 pts/model

⬥ HEAVY SUPPORT

Renegade Heavy Weapons Squad

Unit size .... 3-6 models
Unit cost........................12 pts/model
- Autocannon ....+5 pts
- Heavy bolter..+5 pts
- Lascannon...+10 pts
- Missile launcher...................................+10 pts
- Mortar..+5 pts
- Quad launcher .... +35 pts

NECRONS DATASHEETS

This section contains datasheets that supplement those found in *Codex: Necrons*. All of the rules found in the datasheets section of *Codex: Necrons* apply to the datasheets found in this section. You can find out more about how to use datasheets in the Warhammer 40,000 Core Book.

THE <DYNASTY> KEYWORD

Every unit in this section is from a dynasty and has the **<DYNASTY>** keyword. This is a keyword that you can select for yourself, following the guidance detailed in *Codex: Necrons*.

WARGEAR

The weapon profiles found on a unit's datasheet will list any unique weapons that a unit can be equipped with. The profiles for any other weapons can be found in the weapon profiles section of *Codex: Necrons*.

ABILITIES

A unit's datasheet will list all the abilities it has. Where an ability is unique to a unit, or units found within this book, it will be described on the appropriate datasheet(s). Where an ability is identical to one found in *Codex: Necrons*, it will typically be referenced on the datasheet in this section rather than described in full; the rules for these abilities can instead be found in the datasheets section of *Codex: Necrons*.

NAMED CHARACTERS

Two datasheets in this section describe named characters. If such a unit has an ability that uses the **<DYNASTY>** keyword, you must replace it with the keyword of the Dynasty that the unit is drawn from. For example, Kutlakh the World Killer has the Relentless March ability, which can be found in *Codex: Necrons*. This ability uses the **<DYNASTY>** keyword. As Kutlakh the World Killer is drawn from the Maynarkh, the **<DYNASTY>** keyword is replaced in every instance in the ability with **MAYNARKH**.

If a named character from this section gains a Warlord Trait, it must be the Inspiring Leader Warlord Trait. This Warlord Trait can be found in the Warhammer 40,000 Core Book.

KUTLAKH THE WORLD KILLER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Kutlakh the World Killer	6"	2+	2+	5	5	6	4	10	3+

Kutlakh the World Killer is equipped with: staff of light; Obsidax. Your army can only include one **KUTLAKH THE WORLD KILLER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Obsidax	Melee	Melee	+1	-3	3	-

ABILITIES

Living Metal, **Command Protocols** (see *Codex: Necrons*), **My will be Done**, **Relentless March**, **Phase Shifter** (see the Overlord datasheet in *Codex: Necrons*), **Phylactery** (see the Lokhust Lord datasheet in *Codex: Necrons*)

Spirit of Madness: Each time this model makes a melee attack against a unit, if this model's Leadership characteristic is higher than the Leadership characteristic of that unit, you can re-roll the hit roll.

FACTION KEYWORDS: NECRONS, MAYNARKH
KEYWORDS: INFANTRY, CHARACTER, NOBLE, OVERLORD, KUTLAKH THE WORLD KILLER

TOHOLK THE BLINDED

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Toholk the Blinded	5"	3+	5+	4	4	4	1	10	4+

Toholk the Blinded is equipped with: transdimensional beamer; aeonstave.

ABILITIES

Living Metal, **Command Protocols** (see *Codex: Necrons*), **Dynastic Advisors**, **Timesplinter Mantle**, **Chronometron** (see the Technomancer datasheet in *Codex: Necrons*)

Eternal Engines: In your Command phase, you can select one friendly **Maynarkh Vehicle** unit within 6" of this model. When that unit uses its Living Metal ability this phase, it regains up to D3 lost wounds instead of 1.

Predictive Strategist: If your army is Battle-forged and this model is on the battlefield, once per battle, when you use a Stratagem, this model can use its Predictive Strategy. If it does, reduce the CP cost of that Stratagem by 1CP (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.

FACTION KEYWORDS: **Necrons, Maynarkh**
KEYWORDS: **Infantry, Character, Cryptek, Technomancer, Toholk the Blinded**

TOMB CITADEL WALLS

38 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tomb Ziggurat	-	-	3+	9	9	20	-	10-	3+
1	Power Crucible	-	-	3+	9	9	20	-	10	3+
2	Gun Emplacement Mount	-	-	3+	9	9	14	-	10	3+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss exterminator	48"	Heavy 2	9	-3	2D3	-
Tesla destructor	36"	Heavy 5	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

WARGEAR OPTIONS

• This model's Gun Emplacement Mounts can each be equipped with one of the following: 1 gauss exterminator; 1 tesla destructor.

ABILITIES

Living Metal (see *Codex: Necrons*), **Eternity Gate** (see the Monolith datasheet in *Codex: Necrons*)

Tomb Citadel: After this unit is set up:

• The Tomb Ziggurat is treated as a terrain feature with the following Terrain Traits, as described in the Warhammer 40,000 Core Rules:
  ○ Scalable
  ○ Defensible
  ○ Light Cover
  ○ Obscuring

• The Power Crucible is treated as a terrain feature with the following Terrain Traits, as described in the Warhammer 40,000 Core Rules:
  ○ Unstable Position
  ○ Dense Cover
  ○ Obscuring

• The Gun Emplacement Mounts are treated as terrain features with the following Terrain Traits, as described in the Warhammer 40,000 Core Rules:
  ○ Unstable Position
  ○ Dense Cover
  ○ Obscuring

Ziggurat Dock: During deployment, you can set up one <DYNASTY> MONOLITH or <DYNASTY> SENTRY PYLON model from your army on top of this unit's Tomb Ziggurat model. If you do, until that Monolith or Sentry Pylon unit moves, add 1 to the Strength characteristic of weapons that model is equipped with.

Defence Field (Aura): While a friendly <DYNASTY> unit is within 6" of this unit's Power Crucible model, models in that unit have a 5+ invulnerable save.

Resurrection Amplifier (Aura): While a friendly <DYNASTY> CORE unit is within 6" of this unit's Power Crucible model, add 1 to Reanimation Protocol rolls made for that unit.

Wrecked: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 9" suffers D6 mortal wounds. On any other result that model is wrecked; though the model counts as destroyed for all rules purposes do not remove it from the battlefield. Instead, for the remainder of the battle it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Rules:

• Difficult Ground

• Exposed Position

• Unstable Position

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS (TOMB ZIGGURAT): **TERRAIN, OBSTACLES, BUILDING, TOMB CITADEL, TOMB ZIGGURAT**
KEYWORDS (POWER CRUCIBLE): **TERRAIN, BUILDING, TOMB CITADEL, POWER CRUCIBLE**
KEYWORDS (GUN EMPLACEMENT MOUNT): **TERRAIN, BUILDING, TOMB CITADEL, GUN EMPLACEMENT MOUNT**

POINTS VALUES

HQ

Kutlakh the World Killer

Unit size...1 model

Unit cost..110 pts

Toholk the Blinded

Unit size...1 model

Unit cost..80 pts

FORTIFICATIONS

Tomb Citadel Walls

Unit size...1 model

Unit cost..760 pts

- Gauss exterminator ....+25 pts
- Tesla destructor.....................................+10 pts

ORKS DATASHEETS

This section contains numerous datasheets that supplement those found in *Codex: Orks*. All of the rules found in the datasheets section of *Codex: Orks* apply to the datasheets found in this section. You can find out more about how to use datasheets in the Warhammer 40,000 Core Book.

THE <CLAN> KEYWORD

Every unit in this section is from an Ork clan and so has the <Clan> keyword. This is a keyword that you can select for yourself, following the guidance detailed in *Codex: Orks*.

WARGEAR

The weapon profiles found on a unit's datasheet will list any unique weapons that a unit can be equipped with. The profiles for any other weapons can be found in the weapon profiles section of *Codex: Orks*.

ABILITIES

A unit's datasheet will list all the abilities it has. Where an ability is unique to a unit, or units found within this book, it will be described on the appropriate datasheet(s). Where an ability is identical to one found in *Codex: Orks*, it will typically be referenced on the datasheet in this section rather than described in full; the rules for these abilities can instead be found in the datasheets section of *Codex: Orks*.

NAMED CHARACTERS

One datasheet in this section describe named characters. If such a unit has an ability that uses the <Clan> keyword, you must replace it with the keyword of the Clan that the unit is drawn from. For example, Zhadsnark da Ripper has the Breakin' Heads ability, which can be found in *Codex: Orks*. This ability uses the <Clan> keyword. As Zhadsnark da Ripper is from the Evil Sunz, the <Clan> keyword is replaced in every instance in the ability with Evil Sunz.

If a named character from this section gains a Warlord Trait, it must be the Inspiring Leader Warlord Trait. This Warlord Trait can be found in the Warhammer 40,000 Core Book.

ZHADSNARK DA RIPPER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Zhadsnark da Ripper	14"	2+	5+	6	6	7	5	8	4+

Zhadsnark da Ripper is equipped with: 2 big shootas; slugga; Da Pain Klaw; stikkbombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Da Pain Klaw	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon against an **Infantry** or **Monster** unit, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to the normal damage.

ABILITIES

'Ere We Go, **Mob Rule**, **Dakka! Dakka! Dakka!** (see *Codex: Orks*), **Breakin' Heads** (see the Warboss datasheet in *Codex: Orks*), **Speedwaaagh!** (see the Deffkilla Wartrike datasheet in *Codex: Orks*)

Da Beast: When this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

FACTION KEYWORDS: **Ork, Evil Sunz**
KEYWORDS: **Biker, Character, Warboss, Speed Freek, Zhadsnark da Ripper**

GROT BOMM LAUNCHA

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Grot Bomm Launcha	12"	3+	5+	4	5	6	4	6	4+

A Grot Bomm Launcha is equipped with: Grot-guided bomm.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grot-guided bomm	72"	Heavy 2D6	8	-3	2	Blast. This weapon can target units that are not visible to the bearer. The bearer can only shoot with this weapon once per battle. Each time an attack is made with this weapon, the bearer has a Ballistic Skill characteristic of 2+ for that attack.

ABILITIES

Dakka! Dakka! Dakka! (see *Codex: Orks*)

FACTION KEYWORDS: **Ork, <Clan>**
KEYWORDS: **Vehicle, Grot Bomm Launcha**

LIFTA WAGON

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lifta Wagon (9+ wounds remaining)	12"	5+	5+	8	7	16	6	7	4+
	Lifta Wagon (5-8 wounds remaining)	9"	5+	5+	6	7	N/A	D6	7	4+
	Lifta Wagon (1-4 wounds remaining)	6"	5+	5+	4	7	N/A	D3	7	4+

A Lifta Wagon is equipped with: lifta-droppa.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lifta-droppa	48"	Heavy D6	-	-	-	Blast. Each time an attack is made with this weapon, that attack automatically hits the target. Each time this weapon hits, roll 2D6 instead of rolling to wound: if the result is equal to or greater than the target's highest Strength characteristic, the target suffers 1 mortal wound.

WARGEAR OPTIONS

- This model can be equipped with one each of any of the following: 1 deff rolla; 1 grabbin' klaw; 1 wreckin' ball.
- This model can be equipped with one of the following: 1 big shoota; 2 big shootas; 1 big shoota and 1 rokkit launcher; 1 rokkit launcha; 2 rokkit launchas.

ABILITIES

'Ere We Go, Dakka! Dakka! Dakka! (see *Codex: Orks*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS: **Ork, <Clan>**
KEYWORDS: **Vehicle, Battlewagon, Lifta Wagon**

ATTACK FIGHTA

6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Attack Fighta (7+ wounds remaining)	20-50"	5+	5+	6	6	12	3	6	4+
	Attack Fighta (4-6 wounds remaining)	20-40"	5+	6+	6	6	N/A	D3	6	4+
	Attack Fighta (1-3 wounds remaining)	20-25"	5+	6+	6	6	N/A	1	6	4+

An Attack Fighta is equipped with: 2 twin big shootas.

WARGEAR OPTIONS

• This model can be equipped with 1 wing missiles.

ABILITIES

Dakka! Dakka! Dakka! (see *Codex: Orks*), **Airborne**, **Hard to Hit**, **Supersonic** (see the Dakkajet datasheet in *Codex: Orks*)

Small Bomms: Twice per battle, in your Movement phase, after this model makes a Normal Move or Advances, you can select one enemy unit this model moved across as part of that move. If you do, roll one D6 for each model in that unit (to a maximum of 10 dice): for each 5+, that unit suffers 1 mortal wound.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Ork, <Clan>**
KEYWORDS: **Vehicle, Aircraft, Fly, Attack Fighta**

FIGHTA-BOMMER

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Fighta-bommer (7+ wounds remaining)	20-50"	5+	5+	6	6	14	3	6	4+
	Fighta-bommer (4-7 wounds remaining)	20-40"	5+	6+	6	6	N/A	D3	6	4+
	Fighta-bommer (1-3 wounds remaining)	20-25"	5+	6+	6	6	N/A	1	6	4+

A Fighta-bommer is equipped with: 3 twin big shootas.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grot-guided bomm	72"	Heavy 2D6	8	-3	2	Blast. This weapon can target units that are not visible to the bearer. The bearer can only shoot with this weapon once per battle. Each time an attack is made with this weapon, the bearer has a Ballistic Skill characteristic of 2+ for that attack.

WARGEAR OPTIONS

• This model can be equipped with one of the following: 2 Grot-guided bomms; 2 wing missiles. If it is, it loses the Small Bomms ability.

ABILITIES

Dakka! Dakka! Dakka! (see *Codex: Orks*), **Airborne**, **Hard to Hit**, **Supersonic** (see the Dakkajet datasheet in *Codex: Orks*)

Small Bomms: Twice per battle, in your Movement phase, after this model makes a Normal Move or Advances, you can select one enemy unit this model moved across as part of that move. If you do, roll one D6 for each model in that unit (to a maximum of 10 dice): for each 5+, that unit suffers 1 mortal wound.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Ork, <Clan>**
KEYWORDS: **Vehicle, Aircraft, Fly, Fighta-Bommer**

CHINORK WARKOPTA

6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chinork Warkopta (6+ wounds remaining)	16"	3+	5+	6	6	10	3	6	4+
	Chinork Warkopta (3-5 wounds remaining)	14"	4+	6+	6	6	N/A	D3	6	4+
	Chinork Warkopta (1-2 wounds remaining)	12"	5+	6+	6	6	N/A	1	6	4+

A Chinork Warkopta is equipped with: big shoota; 2 deffguns.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rattler kannon	24"	Heavy D6	6	-2	1	-

WARGEAR OPTIONS

- This model's big shoota can be replaced with one of the following: 1 kustom mega-blasta; 1 rokkit launcha; 1 skorcha.
- This model's 2 deffguns can be replaced with 2 rattler kannons.
- This model can be equipped with up to 2 bigbomms.

ABILITIES

Dakka! Dakka! Dakka!, **'Ere We Go** (see *Codex: Orks*), **Turbo-boost**, **Scoutin' Ahead** (see the Deffkoptas datasheet in *Codex: Orks*), **Ramshackle** (see the Trukk datasheet in *Codex: Orks*), **Open-topped** (see the Battlewagon datasheet in *Codex: Orks*)

Bigbomm: Once per battle for each bigbomm that this model is equipped with it can drop a bomm. If it does, in your Movement phase, after this model has made a Normal Move or Advanced, you can select one enemy unit this model moved across as part of that move. If you do, roll one D6 for each model in that enemy unit (up to a maximum of five D6). That enemy unit suffers 1 mortal wound for each result of 5+.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 **Flash Gitz** or **<Clan> Infantry** models. It cannot transport **Mega Armour** or **Jump Pack** models.

FACTION KEYWORDS: Ork, <Clan>
KEYWORDS: Vehicle, Aircraft, Fly, Transport, Chinork Warkopta

DETHROLLA BATTLE FORTRESS

17 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Dethrolla Battle Fortress (7+ wounds remaining)	12"	5+	5+	8	8	24	9	7	4+
	Dethrolla Battle Fortress (4-7 wounds remaining)	9"	5+	5+	6	8	N/A	7	7	4+
	Dethrolla Battle Fortress (1-3 wounds remaining)	6"	5+	5+	4	8	N/A	5	7	4+

A Dethrolla Battle Fortress is equipped with: kannon; 2 twin big shootas; 2 zzap guns; deff rolla.

WARGEAR OPTIONS

- This model's zzap guns can each be replaced with one of the following: 1 lobba; 1 kannon.
- This model's kannon can be replaced with one of the following: 1 lobba; 1 zzap gun.
- This model's twin big shootas can each be replaced with one of the following: 1 skorcha; 1 rokkit launcha.
- This model can be equipped with up to 5 big shootas.

ABILITIES

Dakka! Dakka! Dakka! (see *Codex: Orks*), Open-topped (see the Battlewagon datasheet in *Codex: Orks*)

Grot Riggers: In your Command phase, this model regains up to 1 lost wound.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 20 **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes the space of 2 models.

FACTION KEYWORDS: **Ork, <Clan>**
KEYWORDS: **Vehicle, Titanic, Transport, Dethrolla Battle Fortress**

KILL KRUSHA

<div align="right">

16 POWER
</div>

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Kill Krusha (13+ wounds remaining)	12"	5+	5+	8	8	24	8	8	4+
	Kill Krusha (7-12 wounds remaining)	9"	5+	5+	7	8	N/A	6	8	4+
	Kill Krusha (1-6 wounds remaining)	6"	5+	5+	6	8	N/A	4	8	4+

A Kill Krusha is equipped with: Krusha kannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Krusha kannon	Before selecting targets, select one of the profiles below to make attacks with					
- Blast burna	48"	Heavy 3D6	5	-1	1	Blast
- Boom shell	60"	Heavy 2D6	8	-2	2	Blast
- Scrap kanister	18"	Heavy 3D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
- Tankhamma shell	60"	Heavy 1	10	-3	6	Each time an attack is made with this weapon against a VEHICLE unit, you can re-roll the hit roll.

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 twin big shoota; 2 rokkit launchas; 1 skorcha.
- This model can be equipped with one of the following: 1 twin big shoota; 2 rokkit launchas; 1 skorcha.

ABILITIES

Dakka! Dakka! Dakka! (see *Codex: Orks*)

Grot Riggers: In your Command phase, this model regains up to 1 lost wound.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Ram: Each time this model finishes a charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 4+, that unit suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 12 FLASH GITZ or <CLAN> INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes the space of 2 models.

FACTION KEYWORDS: **ORK, <CLAN>**
KEYWORDS: **VEHICLE, TRANSPORT, TITANIC, KILL KRUSHA**

POINTS VALUES

☠ HQ

Zhadsnark da Ripper
Unit size ....1 model
Unit cost...................................... 120 pts

⚡ FAST ATTACK

Grot Bomm Launcha
Unit size ....1 model
Unit cost.. 50 pts

❀ HEAVY SUPPORT

Lifta Wagon
Unit size ....1 model
Unit cost...................................... 155 pts
- Big shoota ....+5 pts
- Deff rolla .... +20 pts
- Grabbin' klaw.. +5 pts
- Rokkit launcha...................................... +10 pts
- Wreckin' ball .... +5 pts

⚜ FLYERS
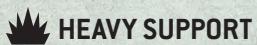
Attack Fighta
Unit size ....1 model
Unit cost...................................... 120 pts

Chinork Warkopta
Unit size ....1 model
Unit cost...................................... 100 pts
- Bigbomm ....+10 pts
- Kustom mega-blasta .... +5 pts
- Rokkit launcha.. +5 pts
- Skorcha... +10 pts

Fighta-bommer
Unit size ....1 model
Unit cost...................................... 140 pts
- Grot-guided bomm .... +10 pts

✊ LORDS OF WAR

Dethrolla Battle Fortress
Unit size ....1 model
Unit cost....................................... 310 pts
- Big shoota ....+5 pts
- Lobba .... +5 pts
- Skorcha... +5 pts

Kill Krusha
Unit size ....1 model
Unit cost....................................... 290 pts
- Rokkit launcha ....+10 pts
- Skorcha... +15 pts
- Twin big shoota...................................... +10 pts

AELDARI DATASHEETS

This section contains datasheets that supplement those found in *Codex: Craftworlds* and *Codex: Drukhari*. All of the rules found in the datasheets section of *Codex: Craftworlds and Codex Drukhari* apply to their respective datasheets found in this section. You can find out more about how to use datasheets in the Warhammer 40,000 Core Book.

THE <CRAFTWORLD>, <KABAL>, <WYCH CULT>, AND <HAEMONCULUS COVEN> KEYWORDS

Every Asuryani unit in this section is from a craftworld, and has the **<CRAFTWORLD>** keyword. These are keywords that you can select for yourself, following the guidance detailed in *Codex: Craftworlds*.

Every Drukhari unit in this section is from a Kabal, Wych Cult or Haemonculus Coven, and has the **<KABAL>, <WYCH CULT>** or **<HAEMONCULUS COVEN>** keyword. These are keywords that you can select for yourself, following the guidance detailed in *Codex: Drukhari*.

WARGEAR

The weapon profiles found on a unit's datasheet will list any unique weapons that a unit can be equipped with. The profiles for any other weapons can be found in the weapon profiles section of *Codex: Craftworlds* and *Codex: Drukhari*.

The rules for the following wargear options can also be found in *Codex: Craftworlds*: crystal targeting matrix; spirit stones; star engines; vectored engines.

ABILITIES

A unit's datasheet will list all the abilities it has. Where an ability is unique to a unit, or units found within this book, it will be described on the appropriate datasheet(s). Where an ability is identical to one found in *Codex: Craftworlds*, or *Codex: Drukhari*, it will typically be referenced on the datasheet in this section rather than described in full; the rules for these abilities can instead be found in the datasheets section of *Codex: Craftworlds* and *Codex: Drukhari*.

CORSAIR REAVER BAND

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-15	Corsair Reaver	8"	3+	3+	3	3	1	1	6	5+
0-1	Corsair Reaver Felarch	8"	3+	3+	3	3	1	2	7	5+

If this unit contains between 6 and 10 models, it has **Power Rating 4**. If this unit contains 11 or more models, it has **Power Rating 6**. One Corsair Reaver model in this unit can be replaced with 1 Corsair Reaver Felarch model. Each model is equipped with: brace of pistols; lasblaster; plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brace of pistols	12"	Pistol 2	4	0	1	-
Dissonance pistol	12"	Pistol 1	5	-2	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Spar-glaive	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Void sabre	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- Any number of models can each have their lasblaster replaced with one of the following: 1 shardcarbine (see *Codex: Drukhari*); 1 shuriken catapult; 1 spar-glaive.
- For every 5 models in this unit, 1 model can replace its lasblaster with one of the following: 1 Aeldari missile launcher; 1 blaster (see *Codex: Drukhari*); 1 dark lance; 1 flamer; 1 fusion gun; 1 shredder; 1 shuriken cannon; 1 splinter cannon.
- The Corsair Reaver Felarch can be equipped with one of the following: 1 dissonance pistol; 1 void sabre.

ABILITIES

Reckless Abandon: This unit is eligible to perform Heroic Interventions as if it were a **Character**.

Ally of Convenience: If your army is Battle-forged:
- This unit can be included in a **<Craftworld>** or **<Kabal>** Detachment and models in that Detachment can still gain their Detachment abilities.
- The inclusion of this unit in your army does not prevent **Asuryani** or **Drukhari** units in your army from using any rules that require every model in your army to have the **Asuryani** or **Drukhari** keywords.

FACTION KEYWORDS: **Aeldari, Anhrathe, <Coterie>**
KEYWORDS: **Infantry, Corsair Reaver Band**

CORSAIR SKYREAVER BAND

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-15	Corsair Skyreaver	16"	3+	3+	3	3	1	1	6	5+
0-1	Corsair Skyreaver Felarch	16"	3+	3+	3	3	1	2	7	5+

If this unit contains between 6 and 10 models, it has **Power Rating 6**. If this unit contains 11 or more models, it has **Power Rating 9**. One Corsair Skyreaver model in this unit can be replaced with 1 Corsair Skyreaver Felarch model. Each model is equipped with: brace of pistols; lasblaster; plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brace of pistols	12"	Pistol 2	4	0	1	-
Dissonance pistol	12"	Pistol 1	5	-2	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Spar-glaive	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Void sabre	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- Any number of models can each have their lasblaster replaced with one of the following: 1 shardcarbine (see *Codex: Drukhari*); 1 shuriken catapult; 1 spar-glaive.
- For every 5 models in this unit, 1 model can replace its lasblaster with one of the following: 1 Aeldari missile launcher; 1 blaster (see *Codex: Drukhari*); 1 dark lance; 1 flamer; 1 fusion gun; 1 shredder; 1 shuriken cannon; 1 splinter cannon.
- The Corsair Reaver Felarch can be equipped with one of the following: 1 dissonance pistol; 1 void sabre.

ABILITIES

Reckless Abandon: This unit is eligible to perform Heroic Interventions as if it were a **Character**.

Ally of Convenience: If your army is Battle-forged:
- This unit can be included in a **<Craftworld>** or **<Kabal>** Detachment and models in that Detachment can still gain their Detachment abilities.
- The inclusion of this unit in your army does not prevent **Asuryani** or **Drukhari** units in your army from using any rules that require every model in your army to have the **Asuryani** or **Drukhari** keywords.

FACTION KEYWORDS: **Aeldari, Anhrathe, <Coterie>**
KEYWORDS: **Infantry, Fly, Jet Pack, Corsair Skyreaver Band**

WASP ASSAULT WALKERS

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Wasp Assault Walker	10"	3+	3+	5	6	6	2	8	4+

If this unit contains 2 models, it has **Power Rating 6**. If this unit contains 3 models, it has **Power Rating 9**. Each model is equipped with: 2 shuriken cannons.

WARGEAR OPTIONS

• Any number of models can each have each of their shuriken cannons replaced with one of the following: 1 Aeldari missile launcher; 1 bright lance; 1 scatter laser; 1 starcannon.

ABILITIES

Ancient Doom, Battle Focus (see *Codex: Craftworlds*)

Cloudbreaker: During deployment you can set up this unit in an orbital transport instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Power Field: Models in this unit have a 5+ invulnerable save.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Aeldari, Asuryani, Warhost, <Craftworld>**
KEYWORDS: **Vehicle, Fly, Wasp Assault Walkers**

CORSAIR CLOUD DANCER BAND

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-9	Corsair Cloud Dancer	16"	3+	3+	3	4	2	1	6	4+
0-1	Corsair Cloud Dancer Felarch	16"	3+	3+	3	4	2	2	7	4+

If this unit contains between 4 and 6 models, it has **Power Rating 10**. If this unit contains 7 or more models, it has **Power Rating 15**. One Corsair Cloud Dancer model in this unit can be replaced with 1 Corsair Cloud Dancer Felarch model. Each model is equipped with: brace of pistols; twin shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Brace of pistols	12"	Pistol 2	4	0	1	-
Dissonance cannon	24"	Assault 2	5	-2	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Dissonance pistol	12"	Pistol 1	5	-2	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Void sabre	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- Any number of models can each have their twin shuriken catapult replaced with one of the following: 1 dark lance (see *Codex: Drukhari*); 1 dissonance cannon; 1 scatter laser; 1 shuriken cannon; 1 splinter cannon.
- The Corsair Cloud Dancer Felarch's brace of pistols can be replaced with one of the following: 1 dissonance pistol; 1 void sabre.

ABILITIES

Ride the Wind (see the Windriders datasheet in *Codex: Craftworlds*)

Reckless Abandon: This unit is eligible to perform Heroic Interventions as if it were a **Character**.

Ally of Convenience: If your army is Battle-forged:
- This unit can be included in a **<Craftworld>** or **<Kabal>** Detachment and models in that Detachment can still gain their Detachment abilities.
- The inclusion of this unit in your army does not prevent **Asuryani** or **Drukhari** units in your army from using any rules that require every model in your army to have the **Asuryani** or **Drukhari** keywords.

FACTION KEYWORDS: Aeldari, Anhrathe, <Coterie>
KEYWORDS: Biker, Fly, Corsair Cloud Dancer Band

FIRESTORM

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Firestorm (7+ wounds remaining)	16"	6+	3+	6	7	12	3	8	3+
	Firestorm (4-6 wounds remaining)	12"	6+	4+	6	7	N/A	D3	8	3+
	Firestorm (1-3 wounds remaining)	8"	6+	5+	6	7	N/A	1	8	3+

A Firestorm is equipped with: Firestorm scatter laser; twin shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Firestorm scatter laser	60"	Heavy 12	6	0	1	Each time an attack is made with this weapon against an **Aircraft** unit, add 2 to that attack's hit roll.

WARGEAR OPTIONS

- This model's twin shuriken catapult can be replaced with 1 shuriken cannon.
- This model can be equipped with items from the Vehicle Equipment list (see *Codex: Craftworlds*).

ABILITIES

Hover Tank (see the Falcon datasheet in *Codex: Craftworlds*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 **<Craftworld> Infantry** or **Phoenix Lord Infantry** models. Each **Wraithguard** or **Wraithblade** model takes the space of 2 models. It cannot transport **Jump Pack** models.

FACTION KEYWORDS: Aeldari, Asuryani, Warhost, <Craftworld>
KEYWORDS: Vehicle, Fly, Transport, Firestorm

PHOENIX

11 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Phoenix (9+ wounds remaining)	20-60"	6+	3+	6	6	16	3	8	3+
	Phoenix (5-8 wounds remaining)	20-40"	6+	4+	6	6	N/A	D3	8	3+
	Phoenix (1-4 wounds remaining)	20-25"	6+	5+	6	6	N/A	1	8	3+

A Phoenix is equipped with: Phoenix missile array; Phoenix pulse laser; twin shuriken cannon; crystal targeting matrix.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Phoenix missile array	48"	Heavy D6	6	-3	2	Blast
Phoenix pulse laser	48"	Heavy 2	9	-3	3	-

ABILITIES

Airborne, **Hard to Hit**, **Wings of Khaine** (see the Crimson Hunter datasheet in *Codex: Craftworlds*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Aeldari, Asuryani, Warhost, <Craftworld>**
KEYWORDS: **Vehicle, Aircraft, Fly, Phoenix**

VAMPIRE RAIDER

20 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vampire Raider (17+ wounds remaining)	20-50"	6+	3+	8	8	32	6	9	3+
	Vampire Raider (9-16 wounds remaining)	20-40"	6+	4+	8	8	N/A	D6	9	3+
	Vampire Raider (1-8 wounds remaining)	20-25"	6+	5+	8	8	N/A	D3	9	3+

A Vampire Raider is equipped with: scatter laser; 2 twin pulse lasers; spirit stones; crystal targeting matrix.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin pulse laser	48"	Heavy 4	8	-3	3	-

ABILITIES

Airborne, **Hard to Hit**, **Wings of Khaine** (see the Crimson Hunter datasheet in *Codex: Craftworlds*)

Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Wings of Khaine abilities.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Distortion field: This model has a 4+ invulnerable save against ranged attacks.

Designer's note: *Before the battle, if you don't have a base for this model, both players must agree the footprint of this model as if it had a base.*

TRANSPORT

This model has a transport capacity of 30 <Craftworld> Infantry or Phoenix Lord Infantry models. Each Wraithguard or Wraithblade model takes the space of 2 models. It cannot transport Jump Pack models.

FACTION KEYWORDS: **Aeldari, Asuryani, Warhost, <Craftworld>**
KEYWORDS: **Vehicle, Aircraft, Fly, Transport, Titanic, Vampire, Vampire Raider**

VAMPIRE HUNTER

30 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vampire Hunter (17+ wounds remaining)	20-50"	6+	3+	8	8	32	6	9	3+
	Vampire Hunter (9-16 wounds remaining)	20-40"	6+	4+	8	8	N/A	D6	9	3+
	Vampire Hunter (1-8 wounds remaining)	20-25"	6+	5+	8	8	N/A	D3	9	3+

A Vampire Hunter is equipped with: scatter laser; 2 twin pulse lasers; twin Vampire pulsar; spirit stones; crystal targeting matrix.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin pulse laser	48"	Heavy 4	8	-3	3	-
Twin vampire pulsar	60"	Heavy 9	12	-4	D3+3	-

ABILITIES

Airborne, **Hard to Hit**, **Wings of Khaine** (see the Crimson Hunter datasheet in *Codex: Craftworlds*)

Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Wings of Khaine abilities.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Distortion field: This model has a 4+ invulnerable save against ranged attacks.

Designer's Note: *Before the battle, if you don't have a base for this model, both players must agree the footprint of this model as if it had a base.*

FACTION KEYWORDS: **Aeldari, Asuryani, Warhost, <Craftworld>**
KEYWORDS: **Vehicle, Aircraft, Fly, Transport, Titanic, Vampire, Vampire Hunter**

RAVEN STRIKE FIGHTER

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Raven Strike Fighter (6+ wounds remaining)	20-70"	6+	3+	6	6	10	3	7	4+
	Raven Strike Fighter (3-5 wounds remaining)	20-50"	6+	4+	6	6	N/A	D3	7	4+
	Raven Strike Fighter (1-2 wounds remaining)	20-30"	6+	5+	6	6	N/A	1	7	4+

A Raven Strike Fighter is equipped with: 2 dark lances; splinterstorm cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Splinterstorm cannon	36"	Rapid Fire 6	*	-1	1	Poisoned Weapon (see *Codex: Drukhari*)

ABILITIES

Airborne, **Supersonic**, **Hard to Hit**, **Night Shield** (see the Voidraven Bomber datasheet in *Codex: Drukhari*)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: Aeldari, Drukhari, <Kabal> or <Wych Cult>
KEYWORDS: Vehicle, Aircraft, Fly, Raven Strike Fighter

POINTS VALUES

▶ TROOPS

Corsair Reaver Band

Unit size .... 5-15 models
Unit cost .... 9 pts/model
- Aeldari missile launcher .... +20 pts
- Blaster .... +15 pts
- Dark lance .... +15 pts
- Dissonance pistol .... +5 pts
- Flamer .... +5 pts
- Fusion gun .... +10 pts
- Shredder .... +10 pts
- Shuriken cannon .... +10 pts
- Splinter cannon .... +10 pts

◣ FAST ATTACK

Corsair Cloud Dancer Band

Unit size .... 3-9 models
Unit cost ....22 pts/model
- Dark lance .... +20 pts
- Dissonance cannon .... +15 pts
- Dissonance pistol .... +5 pts
- Scatter laser .... +10 pts
- Shuriken cannon .... +10 pts
- Splinter cannon .... +15 pts

Corsair Skyreaver Band

Unit size .... 5-15 models
Unit cost ....12 pts/model
- Aeldari missile launcher .... +20 pts
- Blaster .... +15 pts
- Dark lance .... +15 pts
- Dissonance pistol .... +5 pts
- Flamer .... +5 pts
- Fusion gun .... +10 pts
- Shredder .... +10 pts
- Shuriken cannon .... +10 pts
- Splinter cannon .... +10 pts

Wasp Assault Walkers

Unit size .... 1-3 models
Unit cost ....50 pts/model
- Aeldari missile launcher .... +10 pts
- Bright lance .... +10 pts
- Scatter laser .... +0 pts
- Starcannon .... +5 pts

🔥 HEAVY SUPPORT

Firestorm

Unit size .... 1 model
Unit cost .... 130 pts
- Crystal targeting matrix .... +5 pts
- Shuriken cannon .... +10 pts
- Spirit stones .... +10 pts
- Star engines .... +10 pts
- Vectored engines .... +10 pts

🌿 FLYERS

Phoenix

Unit size .... 1 model
Unit cost .... 210 pts

Vampire Hunter

Unit size .... 1 model
Unit cost .... 600 pts

Vampire Raider

Unit size .... 1 model
Unit cost .... 400 pts

🌿 DRUKHARI FLYERS

Raven Strike Fighter

Unit size .... 1 model
Unit cost .... 150 pts

T'AU EMPIRE DATASHEETS

This section contains numerous datasheets that supplement those found in *Codex: T'au Empire*. All of the rules found in the datasheets section of *Codex: T'au Empire* apply to the datasheets found in this section. You can find out more about how to use datasheets in the Warhammer 40,000 Core Book.

THE <SEPT> KEYWORD

Every unit in this section is from a Sept and has the **<Sept>** keyword. This is a keyword that you can select for yourself, following the guidance and restrictions detailed in *Codex: T'au Empire*.

WARGEAR

The weapon profiles found on a unit's datasheet will list any unique weapons that a unit can be equipped with. The profiles for any other weapons can be found in the weapon profiles section of *Codex: T'au Empire*.

ABILITIES

A unit's datasheet will list all the abilities it has. Where an ability is unique to a unit, or units found within this book, it will be described on the appropriate datasheet(s). Where an ability is identical to one found in *Codex: T'au Empire*, it will typically be referenced on the datasheet in this section rather than described in full; the rules for these abilities can instead be found in the datasheets section of *Codex: T'au Empire*.

NAMED CHARACTERS

Shas'o R'alai's datasheet in this section describes a named character. If this named character gains a Warlord Trait, it must be the Inspiring Leader Warlord Trait. This Warlord Trait can be found in the Warhammer 40,000 Core Book.

SHAS'O R'MYR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Shas'o R'myr	8"	3+	2+	5	5	5	4	9	3+

Shas'o R'myr is equipped with: miniaturised flechette pod; twin plasma rifle. You can only include one **SHAS'O R'MYR** model in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Miniaturised flechette pod	12"	Pistol 4	3	0	1	-
Twin plasma rifle	24"	Rapid Fire 2	6	-3	1	-

ABILITIES

For the Greater Good, Master of War (see *Codex: T'au Empire*), **Manta Strike** (see the Commander in XV8 Crisis Battlesuit datasheet in *Codex: T'au Empire*)

Shield Generator: This model has a 4+ invulnerable save.

Vengeance: Each time this model makes an attack against an **ASTRA MILITARUM** unit, re-roll a hit roll of 1.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CHARACTER, JET PACK, FLY, COMMANDER, SHAS'O R'MYR**

COMMANDER IN XV81 CRISIS BATTLESUIT *7* POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Commander in XV81 Crisis Battlesuit	8"	3+	2+	5	5	5	4	9	3+

This unit can contain up to two Tactical Drones for **Power Rating +1**. A Commander in XV81 Crisis Battlesuit is equipped with: plasma rifle; smart missile system. You can only include one **XV81 Crisis Commander** model in your army.

WARGEAR OPTIONS

- This model's plasma rifle can be replaced with one of the following: 1 weapon from the *Ranged Weapons* list; 1 item from the *Support Systems* list.
- This model can be equipped with one of the following: 1 weapon from the *Ranged Weapons* list; 1 item from the *Support Systems* list.

ABILITIES

For the Greater Good, **Master of War** (see *Codex: T'au Empire*), **Manta Strike** (see the Commander in XV8 Crisis Battlesuit datasheet in *Codex: T'au Empire*)

FACTION KEYWORDS: **T'au Empire, <Sept>**
KEYWORDS: **Infantry, Character, XV81 Crisis, Jet Pack, Fly, Commander**

COMMANDER IN XV84 CRISIS BATTLESUIT   6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Commander in XV84 Crisis Battlesuit	8"	3+	2+	5	5	5	4	9	3+

This unit can contain up to two Tactical Drones for **Power Rating +1**. A Commander in VX84 Crisis Battlesuit is equipped with: plasma rifle; markerlight; target lock. You can only include one **XV84 Crisis Commander** model in your army.

WARGEAR OPTIONS

- This model's plasma rifle can be replaced with one of the following: 1 weapon from the *Ranged Weapons* list; 1 item from the *Support Systems* list.
- This model can be equipped with one of the following: 1 weapon from the *Ranged Weapons* list; 1 item from the *Support Systems* list.

ABILITIES

For the Greater Good, **Master of War** (see *Codex: T'au Empire*), **Manta Strike** (see the Commander in XV8 Crisis Battlesuit datasheet in *Codex: T'au Empire*)

FACTION KEYWORDS: **T'au Empire, <Sept>**
KEYWORDS: **Infantry, Character, XV84 Crisis, Jet Pack, Fly, Commander**

DX4 TECHNICAL DRONES

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-10	DX4 Technical Drone	8"	5+	5+	3	4	2	1	6	4+

If this unit contains between 3 and 4 models, it has **Power Rating** 4. If this unit contains between 5 and 6 models, it has **Power Rating 6**. If this unit contains between 7 and 8 models, it has **Power Rating 8**. If this unit contains 9 or more models, it has **Power Rating 10**. Every model is equipped with: defensive charge.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Defensive charge	12"	Assault 1	5	0	1	-

ABILITIES

For the Greater Good (see *Codex: T'au Empire*), **Saviour Protocols** (see the Tactical Drones datasheet in *Codex: T'au Empire*)

Multi-function Surveyor: In your Command phase, select one of the following protocols for this unit to perform:

- **Repair Protocol:** This unit can repair one friendly <Sept> Battlesuit model within 3" of it. That Battlesuit model regains up to D3 lost wounds. Each model can only be repaired once per turn.
- **Surveillance Protocol:** Select one enemy unit within 12" of this unit. Until the end of the turn, that enemy unit does not receive the benefits of Light Cover (see the Warhammer 40,000 Core Book).

FACTION KEYWORDS: **T'au Empire, <Sept>**
KEYWORDS: **Drone, Fly, DX5 Technical Drones**

KNARLOC RIDERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Knarloc Rider	7"	3+	4+	3	4	4	1	6	4+

If this unit contains 4 or more models, it has **Power Rating 8**. Every model is equipped with: Kroot rifle; Knarloc beak and talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Knarloc beak and talons	Melee	Melee	+2	-2	2	Each time the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.

ABILITIES

Loping Stride: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

Thunderous Pounce: Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 1 to the Strength and Attacks characteristics of models in this unit.

FACTION KEYWORDS: **T'au Empire, Kroot**
KEYWORDS: **Cavalry, Knarloc Riders**

TX42 PIRANHA

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-5	TX42 Piranha	16"	6+	4+	4	5	6	2	7	3+

Increase this unit's **Power Rating by +3** for every additional TX42 Piranha it includes. Every model is equipped with: 2 plasma rifles.

WARGEAR OPTIONS

- Any number of models can each have their 2 plasma rifles replaced with one of the following: 2 fusion blasters; 2 missile pods; 2 rail rifles.

ABILITIES

Explodes: When a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **T'au Empire, <Sept>**
KEYWORDS: **Vehicle, Fly, TX42 Piranha**

GREAT KNARLOC

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Great Knarloc	7"	3+	4+	7	6	9	4	6	4+

A Great Knarloc is equipped with: Great Knarloc beak and talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot bolt thrower	36"	Assault 6	6	-1	1	-
Twin Kroot gun	48"	Rapid Fire 2	7	-1	D3	-
Great Knarloc beak and talons	Melee	Melee	User	-4	3	-

OTHER WARGEAR	ABILITIES
Baggage harness	The bearer gains the following ability: **'Baggage Harness (Aura):** While a friendly **Kroot** unit is within 6" of this model, each time a model in that unit makes a ranged attack, an unmodified hit roll of 6 scores 1 additional hit.'

WARGEAR OPTIONS

• This model can be equipped with one of the following: 1 Kroot bolt thrower and 1 Kroot rifle; 1 twin Kroot gun; 1 baggage harness.

ABILITIES

Loping Stride: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

Crushing Strike: Each time this model finishes a charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

FACTION KEYWORDS: **T'au Empire, Kroot**
KEYWORDS: **Monster, Great Knarloc**

HEAVY GUN DRONES

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-6	Heavy Gun Drone	8"	5+	5+	3	4	2	1	6	4+

If this unit contains 3-4 models, it has **Power Rating 6**. If it contains 5 or more models, it has **Power Rating 9**. Every model is equipped with: burst cannon; markerlight.

WARGEAR OPTIONS

• Any number of models can each have their markerlight replaced with 1 burst cannon.

ABILITIES

For the Greater Good (see *Codex: T'au Empire*), **Threat Identification Protocols**, **Saviour Protocols** (see the Tactical Drones datasheet in *Codex: T'au Empire*)

FACTION KEYWORDS: **T'au Empire, <Sept>**
KEYWORDS: **Drone, Fly, Heavy Gun Drones**

ORCA DROPSHIP

15 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Orca Dropship (8+ wounds remaining)	20-55"	6+	4+	7	8	28	3	7	3+
	Orca Dropship (4-7 wounds remaining)	20-40"	6+	5+	7	8	N/A	D3	7	3+
	Orca Dropship (1-3 wounds remaining)	20-25"	6+	6+	7	8	N/A	1	7	3+

An Orca Dropship is equipped with: 2 long-barrelled burst cannons; missile pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Long-barrelled burst cannon	36"	Assault 4	5	0	1	-

ABILITIES

Airborne, **Supersonic**, **Hard to Hit** (see the AX3 Razorshark Strike Fighter datasheet in *Codex: T'au Empire*)

Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Supersonic abilities.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers 2D6 mortal wounds.

TRANSPORT

- This model has a transport capacity as follows:
  - 24 T'au Empire Infantry models
  - 8 T'au Empire Drones models
  - One of the following: 6 Battlesuit models with a Wounds characteristic of 9 or less (each XV88 Broadside Battlesuit model takes the space of 2 models); 24 more T'au Empire Infantry or T'au Empire Drones models.

FACTION KEYWORDS: T'au Empire, <Sept>
KEYWORDS: Vehicle, Aircraft, Fly, Transport, Orca Dropship

REMOTE SENSOR TOWER

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Remote Sensor Tower	-	-	4+	-	6	3	-	-	4+

A Remote Sensor Tower is equipped with: high-intensity markerlight.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
High-intensity markerlight	36"	Heavy 3	-	-	-	Markerlight (see *Codex: T'au Empire*)

ABILITIES

Positional Relay (Aura): While a friendly <Sept> Infantry unit is within 6" of this model, each time that unit fights, you can re-roll one hit roll and you can re-roll one wound roll when resolving that unit's attacks.

FACTION KEYWORDS: **T'au Empire, <Sept>**
KEYWORDS: **Vehicle, Building, Remote Sensor Tower**

DRONE SENTRY TURRET

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-4	Drone Sentry Turret	-	-	5+	-	6	3	-	-	4+

If this unit contains 2 models, it has **Power Rating 4**. If it contains 3 models, it has **Power Rating 6**. If it contains 4 models, it has **Power Rating 12**. Every model is equipped with: 2 plasma rifles.

WARGEAR OPTIONS

• Any number of models can each have 2 plasma rifles replaced with one of the following: 2 burst cannons; 2 fusion blasters; 2 missile pods.

ABILITIES

For the Greater Good (see *Codex: T'au Empire*), **Threat Identification Protocols** (see the Tactical Drones datasheet in *Codex: T'au Empire*)

FACTION KEYWORDS: **T'au Empire, <Sept>**
KEYWORDS: **Building, Vehicle, Drone, Drone Sentry Turret**

T'AU EMPIRE WARGEAR OPTIONS

The datasheet from *Codex: T'au Empire* that is listed below is updated as follows:

TX7 HAMMERHEAD GUNSHIP
The following wargear option is available to the TX7 Hammerhead Gunship:

• This model's railgun can be replaced with one of the following: 2 high-yield missile pods (+0 pts); twin swiftstrike burst cannon (+25 pts); twin heavy fusion cannon (+10 pts); twin T'au plasma cannon (+10 pts).

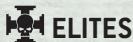| WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin swiftstrike burst cannon	36"	Heavy 16	6	-1	1	-
Twin heavy fusion cannon	24"	Heavy 2	9	-4	D6+2	Each time an attack made with this weapon targets a unit within half range, that attack has a damage characteristic of D6+4.
Twin T'au plasma cannon	48"	Heavy 6	7	-3	2	-

POINTS VALUES

☠ HQ

Shas'o R'myr

Unit size ....1 model
Unit cost.. 110 pts

Commander in XV81 Crisis Battlesuit

Unit size ....1 model
Unit cost.. 100 pts
- Advanced targeting system...................+5 pts
- Airbursting fragmentation projector.....+8 pts
- Burst cannon...+8 pts
- Counterfire defence system...............+10 pts
- Cyclic ion blaster ....+18 pts
- Drone controller ....+5 pts
- Early warning override ....+5 pts
- Flamer...+5 pts
- Fusion blaster...+15 pts
- Missile pod ....+15 pts
- Multi-tracker...+5 pts
- Plasma rifle...+8 pts
- Shield generator....................................+10 pts
- Target lock ....+5 pts
- Velocity tracker ....+5 pts

Commander in XV84 Crisis Battlesuit

Unit size ....1 model
Unit cost.. 90 pts
- Advanced targeting system...................+5 pts
- Airbursting fragmentation projector.....+8 pts
- Burst cannon...+8 pts
- Counterfire defence system...............+10 pts
- Cyclic ion blaster ....+18 pts
- Drone controller ....+5 pts
- Early warning override ....+5 pts
- Flamer...+5 pts
- Fusion blaster...+15 pts
- Missile pod ....+15 pts
- Multi-tracker...+5 pts
- Plasma rifle...+8 pts
- Shield generator....................................+10 pts
- Velocity tracker ....+5 pts

⊟ ELITES

DX4 Technical Drones

Unit size ....2-10 models
Unit cost...................................... 20 pts/model
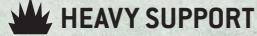
⚡ FAST ATTACK

Knarloc Riders

Unit size .... 3-6 models
Unit cost......................................30 pts/model

TX42 Piranhas

Unit size ....1-5 models
Unit cost......................................55 pts/model
- Fusion blaster...+7 pts
- Missile pod ....+7 pts
- Rail rifle..+2 pts
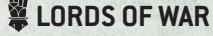
♛ HEAVY SUPPORT

Great Knarloc

Unit size ....1 model
Unit cost.. 65 pts
- Baggage harness......................................+0 pts
- Twin Kroot gun ....+0 pts

Heavy Gun Drones (pg xx)
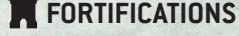
Unit size ....1-4 models
Unit cost......................................18 pts/model
- Burst cannon...+8 pts

✊ LORDS OF WAR

Orca Dropship

Unit size ....1 model
Unit cost.. 300 pts

⛫ FORTIFICATIONS

Drone Sentry Turret

Unit size ....1-4 models
Unit cost......................................30 pts/model
- Fusion blaster...+7 pts
- Missile pod ....+7 pts

Remote Sensor Tower

Unit size ....1 model
Unit cost.. 40 pts