Company Commander [2 PL, 40pts, -2CP]

Categories: OFFICER, CHARACTER, COMPANY COMMANDER, FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY, FACTION: ASTRA MILITARUM, HQ, WARLORD

Abilities: *Old Grudges, Refractor Field, Senior Officer, Stratagem: Relic, Stratagem: Warlord Trait, Voice of Command*, **Astra Militarum Orders:** *Bring it Down!, First Rank, Fire! Second Rank, Fire!, Fix Bayonets!, Forwards, for the Emperor!, Get back in the Fight!, Move! Move! Move!, Take Aim!*, **Unit:** *Company Commander*, **Weapon:** *Frag grenades, Plasma pistol, Standard, Plasma pistol, Supercharge*

Abilities	Description
Old Grudges	After deployment, but before the first battle round begins, choose a unit in your opponent's army. You can re-roll failed wound rolls for ASTRA MILITARUM units from your army that target the unit you chose whilst they are within 6" of your Warlord.
Refractor Field	This model has a 5+ invulnerable save.
Senior Officer	This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order.
Stratagem: Relic	Use this Stratagem before the battle, when you are mustering your army, after selecting your WARLORD. Select one CHARACTER model from your army that is not a named character; give that model one Relic (this must be a Relic they could have). You can only use this Stratagem once.
Stratagem: Warlord Trait	Use this Stratagem before the battle, when you are mustering your army, after selecting your WARLORD. If your WARLORD is a CHARACTER model, determine a Warlord Trait for them (this must be a Warlord Trait they could have). You can only use this Stratagem once.
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn. Each time a <Regiment> unit with the Voice of Command ability issues one of the following orders to a <REGIMENT> INFANTRY unit, that same order can be issued to one or more other friendly <REGIMENT> INFANTRY units (excluding OFFICER units) that are within 6" of the unit that order was originally issued to: Take Aim!; First Rank, Fire! Second Rank, Fire!; Bring it Down!; Forwards, for the Emperor!; Get Back in the Fight!; Fix Bayonets!

Astra Militarum Orders	Effect
Bring it Down!	Re-roll wound rolls of 1 for all the models in the ordered unit until the end of the phase.
First Rank, Fire! Second Rank, Fire!	All lasguns and all hot-shot lasguns in the ordered unit change their Type to Rapid Fire 2 until the end of the phase.
Fix Bayonets!	This order can only be issued to units that are within 1" of an enemy unit. The ordered unit immediately fights as if it were the Fight phase.
Forwards, for the Emperor!	The ordered unit can shoot this phase even if it Advanced in its Movement phase.
Get back in the Fight!	The ordered unit can shoot this phase even if it Fell Back in its Movement phase.
Move! Move! Move!	Instead of shooting this phase the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.
Take Aim!	Re-roll hit rolls of 1 for all the models in the ordered unit until the end of the phase.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Company Commander	6"	3+	3+	3	3	4	3	8	5+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Troops [21 PL, 450pts]

Conscripts [7 PL, 150pts]

Categories: CONSCRIPT, FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY, FACTION: ASTRA MILITARUM, TROOPS

Abilities: *Raw Recruits*, **Weapon:** *Frag grenades*

30x Conscript [150pts]

Selections: 30x Lasgun

Unit: *Conscript*, **Weapon:** *Lasgun*

Abilities	Description
Raw Recruits	Roll a D6 each time an OFFICER uses the Voice of Command ability to issue an order to this unit; on a 4+ the order applies as normal, otherwise the order has no effect and no other orders can be issued to this unit for the rest of the turn.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Conscript	6"	5+	5+	3	3	1	1	4	5+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Lasgun	24	Rapid Fire 1	3	0	1	-

Elites [2 PL, 25pts]

Platoon Commander [2 PL, 25pts]

Selections: Frag grenades, Plasma pistol, Power sword

Categories: CHARACTER, FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY, OFFICER, PLATOON COMMANDER, FACTION: ASTRA MILITARUM, ELITES

Abilities: *Refractor Field, Voice of Command*, **Unit:** *Platoon Commander*, **Weapon:** *Frag grenades, Plasma pistol, Standard, Plasma pistol, Supercharge, Power sword*

Abilities	Description
Refractor Field	This model has a 5+ invulnerable save.
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn. Each time a <Regiment> unit with the Voice of Command ability issues one of the following orders to a <REGIMENT> INFANTRY unit, that same order can be issued to one or more other friendly <REGIMENT> INFANTRY units (excluding OFFICER units) that are within 6" of the unit that order was originally issued to: Take Aim!; First Rank, Fire! Second Rank, Fire!; Bring it Down!; Forwards, for the Emperor!; Get Back in the Fight!; Fix Bayonets!

Unit	M	WS	BS	S	T	W	A	Ld	Save
Platoon Commander	6"	3+	3+	3	3	3	3	7	5+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenades	6"	Grenade D6	3	0	1	Blast.
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Power sword	Melee	Melee	+1	-3	1	-

Cartographica Rogue Trader [6 PL, 100pts]

Cartographica Rogue Trader
Selections: Household Pistol, Monomolecular Cane-rapier
Categories: INFANTRY, CHARACTER, ROGUE TRADER, CARTOGRAPHICA ROGUE TRADER
Unit: *Cartographica Rogue Trader*, **Weapon:** *Household Pistol, Monomolecular Cane-rapier*

Death Cult Executioner [1 PL, 15pts]
Selections: Dartmask, Death Cult Power Blade
Categories: INFANTRY, CONCUSSION GRENADES, ROGUE TRADER RETINUE
Unit: *Death Cult Executioner*, **Weapon:** *Dartmask, Death Cult Power Blade*

Lectro-Maester [1 PL, 15pts]
Selections: Voltaic Pistol
Categories: INFANTRY, CONCUSSION GRENADES, ROGUE TRADER RETINUE
Abilities: *Motive Force Evocation*, **Unit:** *Lectro-Maester*, **Weapon:** *Voltaic Pistol*

Rejuvenat Adept [1 PL, 10pts]
Selections: Laspistol
Categories: INFANTRY, CONCUSSION GRENADES, ROGUE TRADER RETINUE
Abilities: *Healing Serum*, **Unit:** *Rejuvenat Adept*, **Weapon:** *Laspistol*

Abilities	Description
Agent of the Imperium	
Captain on Deck	In your Command phase, select one friendly Navis Imperialis Core unit within 9" of this unit's Cartographica Rogue Trader model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.
Field Generators and Uncanny Reflexes	This unit"s Cartographica Rogue Trader model has a 4+ invulnerable save. Other models in this unit have a 5+ invulnerable save.
Healing Serum	While this unit includes a Rejuvenat Adept model, each time a model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost.
Master and Commander	If your army is Battle-forged, you can include a maximum of one Cartographica Rogue Trader model in each Detachment in your army. This model cannot be taken in a compulsory Battlefield Role slot.
Motive Force Evocation	While this unit includes a Lectro-Maester model, each time a model in this unit makes an attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Cartographica Rogue Trader	6"	3+	3+	3	3	4	3	9	4+
Death Cult Executioner	6"	2+	4+	3	3	2	5	7	5+
Lectro-Maester	6"	4+	3+	3	3	2	1	7	5+
Rejuvenat Adept	6"	4+	4+	3	3	2	1	7	5+

Weapon	Range	Type	S	AP	D	Abilities
Dartmask	12"	Pistol 1	2	-2	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.
Death Cult Power Blade	Melee	Melee	+1	-3	1	-
Household Pistol	12"	Pistol 1	5	-3	2	-
Laspistol	12"	Pistol 1	3	0	1	-
Monomolecular Cane-rapier	Melee	Melee	+1	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Voltaic Pistol	12"	Pistol 1	5	0	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

Troops [4 PL, 60pts]

Voidsmen-at-Arms [4 PL, 60pts]

Selections: Canid [10pts]

Categories: FACTION: IMPERIUM, FACTION: AGENTS OF THE IMPERIUM, FACTION: NAVIS IMPERIALIS, INFANTRY, CORE, CONCUSSION GRENADES, VOIDSMEN-AT-ARMS, TROOPS

Abilities: *Agent of the Imperium, Masters of Close Confines, Shipborne Personnel*, **Unit:** *Canid*

3x Voidsman [30pts]

Selections: 3x Lasgun, 3x Laspistol

Unit: *Voidsman*, **Weapon:** *Lasgun, Laspistol*

Voidsman (Rotor Cannon) [10pts]

Selections: Laspistol, Rotor Cannon

Unit: *Voidsman*, **Weapon:** *Laspistol, Rotor Cannon*

Voidsmaster [10pts]

Selections: Artificer Shotgun, Laspistol

Unit: *Voidsmaster*, **Weapon:** *Artificer Shotgun, Laspistol*

Abilities	Description
Agent of the Imperium	If your army is Battle-forged, you can include one Agent of the Imperium unit in each Imperium (excluding Fallen units) Patrol, Battalion and Brigade Detachment in your army without those units taking up Battlefield Role slots in those Detachments. The inclusion of an Agent of the Imperium unit does not prevent other units from their Detachment benefiting from Detachment abilities (e.g. Chapter Tactics, Defenders of Humanity, etc.), and it does not prevent other units from your army benefiting from abilities that require every model in your army to have that ability (e.g. Combat Doctrines). An Agent of the Imperium unit included in a Patrol, Battalion or Brigade Detachment in this manner is ignored for any rules that state all units from that Detachment must have at least one Faction keyword in common (e.g. in a matched play game), and when determining your Army Faction.
Masters of Close Confines	Each time a model in this unit makes a ranged attack that targets a unit within 12", an unmodified hit roll of 6 scores one additional hit.
Shipborne Personnel	If your army is Battle-forged, this unit cannot be used as a compulsory selection in a Detachment (e.g. as the only Troops unit in a Patrol Detachment), unless that Detachment is a Navis Imperialis Detachment.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Canid	8"	3+	-	4	3	1	3	6	4+
Voidsman	6"	4+	4+	3	3	1	1	6	4+
Voidsmaster	6"	4+	4+	3	3	1	2	7	4+

Weapon	Range	Type	S	AP	D	Abilities
Artificer Shotgun	18"	Assault 2	4	0	2	-
Lasgun	24	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Rotor Cannon	24"	Heavy 4	6	-1	1	-