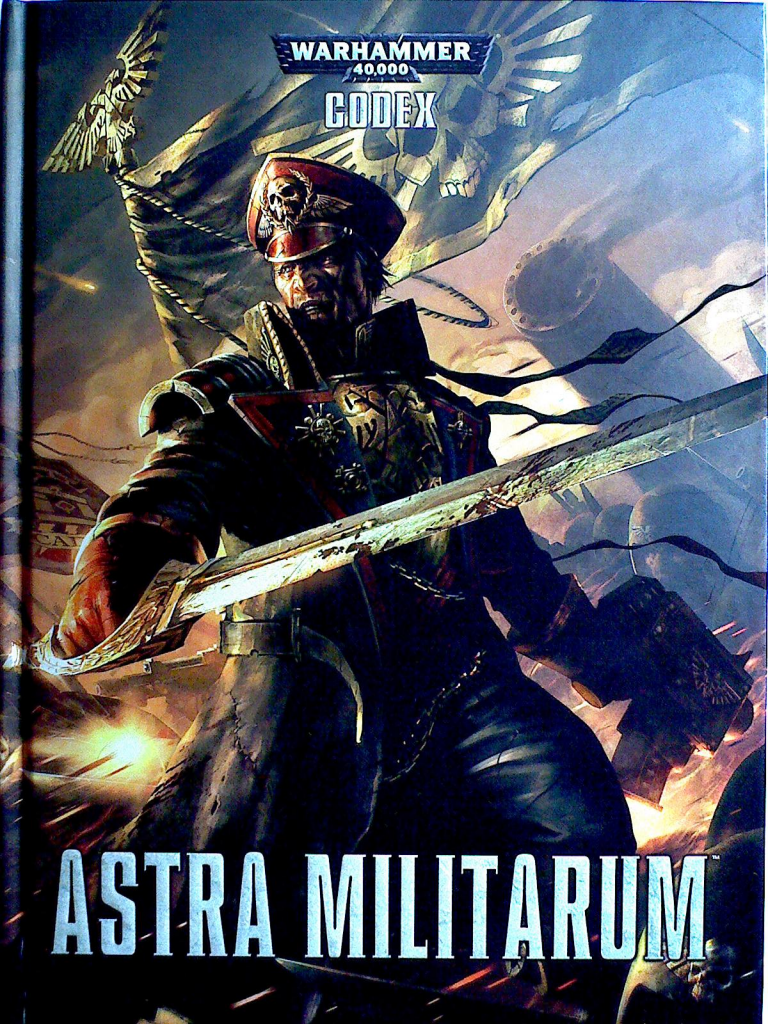


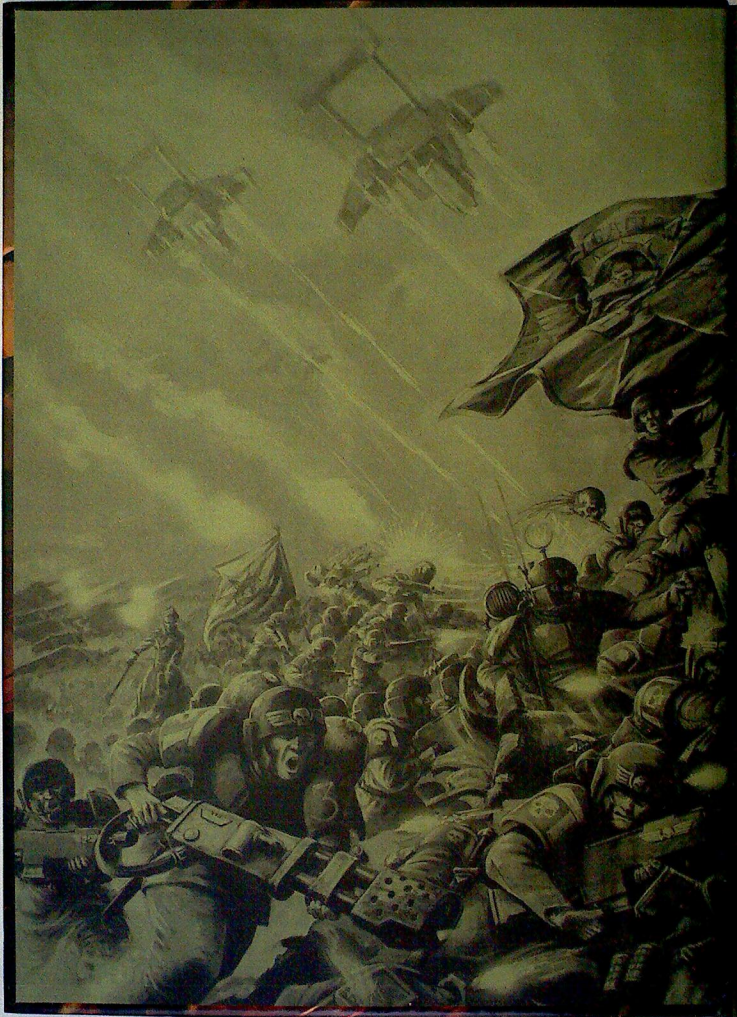
The background of the cover features a dramatic, low-angle shot of a Space Marine Captain. He is wearing a red and black helmet with a skull emblem and a dark, ornate tunic. He holds a large, weathered cut-throat sword across his chest. Behind him, a massive, tattered banner with a skull and wings is visible against a sky filled with smoke and distant explosions. The overall tone is gritty and heroic.

WARHAMMER

40,000

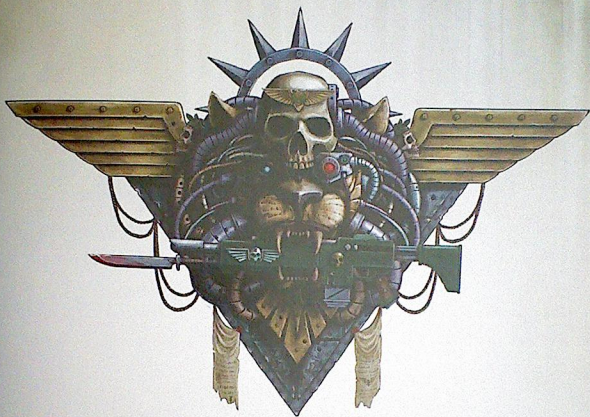
CODEX

ASTRA MILITARUM™









ASTRA MILITARUM

THE IMPERIAL GUARD

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INTRODUCTION

Though they are but mortals in a galaxy of gods and monsters, the Imperial Guard combine vast numbers, mighty armoured vehicles and good honest human courage to win bloody victory in the Emperor's countless wars.

In this dark and terrible age, the Imperium of Mankind is beset upon all sides by threats beyond counting. It is the duty of the Imperial Guard to hold back this endless tide of foes. No matter how many lives victory may cost, an Imperial Guard army will eventually grind their foe to a bloody pulp. This book recounts the history of the Imperial Guard, from their brutal inception amid the blood and horror of the Horus Heresy, through ten thousand years of selfless sacrifice and constant warfare. Take command of this mighty multitude, and you fight in defence of the Imperium itself – but remember, victory in the Emperor's name justifies any sacrifice, for a dutiful death is its own reward...

WARHAMMER 40,000

If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby. The Warhammer 40,000 rulebook contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own codex that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer 40,000 universe. This codex allows you to turn your Astra Militarum collection into the unstoppable Hammer of the Emperor.

ASTRA MILITARUM

An Imperial Guard army presents a grand spectacle. With huge numbers, overwhelming firepower, and enough tanks to crush any opposition, the Imperial Guard appeal to those who want to field a glorious sludgehammer of an army in defence of the Emperor's realm.

HOW THIS CODEX WORKS

Codex: Astra Militarum provides all the information you need to collect a proud force of Imperial Guard and use them to crush your foes in games of Warhammer 40,000. The first section of this codex introduces the Imperial Guard, explaining their bloody origins, logistical organisation and brutal, grinding way of war. After this you will find descriptions of all the characters, units and vehicles available to the Imperial Guard. Each unit's entry covers its role on the battlefield, its rules and unique skills. Furthermore, you will find full details and rules for the weapons, armour and equipment authorised by the Departamento Munitorum, as well as an army list that enables you to organise your Imperial Guard collection into a deadly tabletop army. Finally, this book contains a showcase of stunning Citadel miniatures from the Astra Militarum range. From single models to vast armies, this is sure to inspire your collection.







THE ASTRA MILITARUM

The Astra Militarum, also known as the Imperial Guard, is the largest coherent fighting force in the galaxy. Billions of men supported by legions of heavy armour and thundering artillery, the Imperial Guard fight a never-ending war for the survival of Mankind. It is by their sacrifice that the Imperium has endured for ten thousand years...

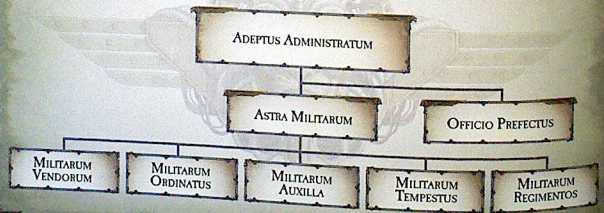
The Imperium is vast on a scale incomprehensible to mortal man. Communication and travel between the glinting motes of this far-flung empire are laden with risk. The inimical realm of the Warp provides the only conduit for interstellar movement or messages yet it also taints or temporally displaces much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

The Imperial Guard fights punishing battles of attrition in which incalculable lives may be expended for each objective achieved. An Imperial Guard army must utilise the twin advantages of vast numbers and overwhelming firepower to annihilate its foes. Where xenos aircraft dance and weave with impossible grace, the Imperial Guard simply fills the sky with a thunderstorm of munitions from which no amount of acrobatic skill can save the foe. Where heretical bastions stand defiant, Imperial Guard commanders call down artillery bombardments that reduce all to rubble with their apocalyptic fury. The greatest enemy threats are torn apart in the crossfire of thousands of heavy weapons, or smashed aside by the gallant charge of hundreds of Imperial tanks. The enemies of Mankind may employ dark sciences or alien weapons beyond Humanity's ken, but such deviance comes to naught in the face of honest human intolerance backed by a sufficient number of guns.

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

A battle may see the deployment of millions, yet time and again it is a single heroic company who carry their charge to secure a crucial gatehouse or pivotal objective. Squads of desperate men battle impossible odds, with nothing but their courage and faith driving them to hold the line while their valuable betters are evacuated to safety. Every day that the Imperium endures, Imperial Guardsmen stand in the face of beasts more hellish than their worst nightmares. Men charge screaming alongside their comrades into the mouth of hell, lasguns spitting death at the foe even as xenos munitions tear bloodied holes in the human ranks. In a galaxy of never-ending warfare, what makes the perpetually outmatched men of the Imperial Guard so admirable is that they know near constant fear, yet they lift their weapons, plant their feet, and fight on regardless. Their lives may be short and brutal, their sacrifices insultingly thankless, but it is because of the Imperial Guard that the Imperium continues to weather the storm of these dark times.

THE SHIELD OF HUMANITY



IN THE EMPEROR'S NAME

The Imperial Guard first came into being during the Horus Heresy. Since those days, in battles beyond number, countless soldiers have forged a roll of honour so mighty that an entire continent of Holy Terra is given over to its immortalisation. Yet every victory is but a drop in an unending ocean of warfare, for new threats assail the Imperium every single day.

The Imperium of Mankind was carved from the stars during the glorious centuries of the Great Crusade. The Emperor himself fought at the forefront of Imperial expansion, supported by his mighty sons the Primarchs, and their progeny the Space Marines. Yet even such illustrious and all-conquering heroes could only be in so many places at once. As the bounds of Mankind's conquests spread ever further outward, so the Space Marines were spread thin.

Rather than risk losing control of conquered worlds, the Emperor commanded that the Imperial Army be formed. Drawn from compliant worlds, these formations appear to have originally comprised a collection of volunteers, mercenaries and the survivors of indigenous armed forces, and were little more than garrisons or peace-keepers. However, the demands of the Great Crusade continually increased; by the time the burgeoning realm of Humanity reached the Eastern Fringe, the Imperial Army was a fully fledged arm of its war machine, fighting on the front lines. Imperial Army forces were self-contained and autonomous, possessing control of their own warships. Vast and sprawling, these potent fighting forces were commonly assigned to Space Marine commanders and could conquer whole worlds in their name. All this changed after the horrors of the Horus Heresy.

When the Warmaster turned upon the Emperor, fully half of the Space Marines turned with him. Compelled by loyalty, fear or personal ambition, so too did the majority of those Imperial Army forces under the traitors' control. Millions upon millions of trained fighting men, possessed of their own dedicated armour units and interstellar transportation, were suddenly set at the nascent Imperium's throat. Worlds burned in the fires of orbital bombardment or were ground beneath the churning treads of countless tanks. Old scores were settled as formerly compliant worlds turned upon those who had brought them enlightenment beneath the muzzle of a gun. One-time comrades fought tooth and nail amid the blasted rubble of loyalist worlds as the Imperial truth was torn down, replaced by heretical idols to ancient and

malicious gods. The traitor Space Marines were a terrible threat to the Emperor's domain, yet on every front of the civil war the situation was made worse by the countless ships, tanks and men of the Imperial Army's rebels.

In the wake of the resultant bloodshed, measures were implemented to ensure treason on such a scale could never again occur. The Imperial Army ceased to exist and the link between fleet and army was permanently severed. War in the depth of space would be the responsibility of the Imperial Navy, while any and all operations conducted on land would fall to the Imperial Guard. Commissars were introduced: men who were trained and indoctrinated as incorruptible watchdogs, arbiters of Imperial authority who would ensure the swift and public execution of cowards and malcontents. Shorn of their autonomy and watched closely for disloyalty, the Imperial Guard were now a codependent organisation. Operations, structure and command were brutally compartmentalised. Trust and flexibility were sacrificed. Rebellions and insurrections might be inevitable, but now they would be isolated, fragmented, and swiftly crushed.

THE WAR AT HOME

Imperial Guardsmen outrank their counterparts who serve in the fighting forces of their homeworld; indeed, many veterans look down on regiments whose only duty is to defend their own planet. These forces are perceived by some Guardsmen as having little combat experience. This is, of course, far from the truth, for the Imperium of Man is beset on all fronts. The relentless raids of pirates and encroachments by aliens are continually opposed by every planet's own military forces. Standing firm in the face of brutal horrors, these brave soldiers fight and die just as well as their comrades in the Imperial Guard, but without the glories and honours won on distant worlds.



CHAIN OF COMMAND

The tenets of centralised Imperial strategy are set by the High Lords of Terra themselves. The Lord Commander Militant passes on the dictates of this august gathering to Segmentum Command, who in turn hold responsibility for operations within their own designated regions of the Imperium. In practice, the distance and scale involved in the Imperium's wars render such centralised command elements little more than out of touch figureheads. Tales abound of Aspatrophic messages being received wildly out of sync with the events to which they pertain. During the infamous War of Foretelling, the Vonost system faced a queuing tendril of Hive Fleet Leviathan. Despite initial successes, Imperial efforts were crippled after temporal distortion caused all of Segmentum Command's orders for the entire war to arrive in a single, garbled message. Compelled at gunpoint by the hidebound Commissar Teitzin to follow their orders to the letter, Segmentum Command's strategy fell apart in horrific fashion and Vonost was lost in less than a month. Were frontline officers to await and obey the word of their remote superiors in all matters, Mankind would be swiftly overrun.

Instead, the practicalities of command fall to the officer of highest rank in any given theatre of war. Though assigned the Munitorum rank of general, native honorifics such as lord marshal or high chenzin are often maintained. These officers are supported by a cadre of loyal personnel who between them comprise localised high command. Individual generals vary enormously in their approach, some coordinating their forces from well behind the lines – possibly even from low orbit – while others take to the field amid dedicated retinues of bodyguards. Surrounded by the chatter of servo-skulls, the whispering scratch of auto-quills, and the barking voices of subordinates, wreathed in the reek of promethium-smoke and holy censers, these men direct their mighty armies to victory in the Emperor's name.

There is another rank available to the Imperial Guard, one outside of the conventional strategic command structure. This title, affording absolute authority over all but the most exalted Imperial forces, is that of warmaster. Such power can only be granted by the High Lords themselves. Stigma and superstition often sees this rank renamed, most famously to lord solar, and it is rare to see more than one warmaster in any given stretch of centuries. Such men lead star-spanning crusades, or else the defence of entire Imperial segmentums.

THE UBIQUITOUS LASGUN

The lasgun is the universal battle rifle of the Imperial Guard, but there are many models, marks and patterns in service. The Cadian Shock Troops commonly bear the M36 lasrifle, a weapon well known for its reliability. The Catachan Jungle Fighters bear the Mk 4 lascarbine, the hefty power cells of which give the weapon additional clout both as a short range assault rifle, and an improvised club. Other common marks include the mass-manufactured Armaegeddon lasgun, the much sought-after Triplex pattern and the short-barrelled, folding stock models used by mechanised infantry, tank crews and troops on starship detail. More exotic are the intricately wrought heirloom weapons of the Vostroyan Firstborn, and the Accatran pattern Mk IV, much valued for its compactness and utility at short range.

THE BUREAUCRACY OF WAR

While strategic command is vital to Imperial Guardsmen in the field, the true foundation of the Imperial war effort is the Departamento Munitorum. The military arm of the Adeptus Administratum, the Munitorum is a galaxy-spanning logistical monster. Within the vast mechanisms of the Munitorum's relentless bureaucracy, individual men and women are reduced to the most minuscule of cogs.

The remit of the Departamento Munitorum is to ensure that all the material needs of the Imperial Guard are met. From administering recruitment titles to overseeing the collection and disposal of slain soldiers, the Munitorum organises and provides for almost every aspect of life in the Imperial Guard. The rations in an Imperial Guardsman's pack, the lasgun he fires and the power-packs it consumes, the bandages and tinctures with which his wounds are treated, and the liquor rations with which he dulls the horrors of each battle, all of these are Munitorum issue. From cultural readjustment to dogmatic primers and nutritional supplements, the Munitorum reaches into every aspect of a Guardsman's life with the intention of ensuring that he performs in battle to the best of his ability. So too is it the remit of the Departamento Munitorum to assess any claim that a war zone is beyond the capacity of currently deployed Imperial forces to secure; no demand for reinforcements can be made through official channels without Munitorum approval stamped in triplicate.



The Departamento Munitorum has a presence on every Imperial world from which regiments are raised. Yet it would be a mistake to believe that with such proliferation comes intelligent application of labour. The Munitorum is a bloated, unfeeling organisation to which quotas are all, and proper process in the face of desperate demand is the highest form of service to the Emperor. With trillions of souls engaged at monotonous and little-understood administrative tasks every day, errors are common and rarely rectified. A mistaken stroke of an ordinator key may denote, to a lowly menial, nothing more important than a misplaced zero among three hundred pages of tight packed binary code. Yet that same erroneous character, once fully processed, may send whole regiments to their deaths. One wrongly filed form or incomplete requisition order may see an entire army issued the wrong ammunition, or divert vital reinforcements into the deepest gulfs of space. Paperwork stacks as tall as hab-blocks are processed by armies of scribes in mindless, methodical order, with routine reports often taking precedence over desperate cries for help by simple dint of their chronological order of receipt.

It is a testament to the sheer size of the Imperial Guard – and to human courage and ingenuity – that they are able to absorb the Munitorum's frequently disastrous errors only to emerge victorious. Yet for every regiment that overcomes such adversity, another finds itself deployed to inimical environments without vital survival gear, or sent into battle against overwhelming or nonexistent foes.

RAISING THE TITHE

Every world within the Imperium is ruled over by a Governor or commander. Whether such men inherit their title by blood or are awarded it for some great service in the Emperor's name, their responsibilities are the same. These Governors are afforded absolute authority to rule their realm precisely as they see fit. In return, however, each Governor is beholden to the wider Imperium, expected to ensure that a set of key responsibilities are fulfilled without fail. Each Governor is responsible for the day-to-day defence of his or her own realm, for the Imperial Guard cannot be deployed to handle every brush-fire war, piratical raid and minor incursion. To combat such threats, Governors are expected to raise, train and equip their own planetary defence forces to safeguard their holdings. Fortifications must be raised, manned and maintained, the skies must be watched, and the populace must be carefully monitored lest the outer dark creep into the hearts and minds of loyal Imperial citizens.

"When the people forget their duty they are no longer human and become something less than beasts. They have no place in the bosom of Humanity, nor in the heart of the Emperor. Let them die and be forgotten."

- PRIME EDICTS OF THE HOLY SYNOD OF THE ADEPTUS MINISTORUM

Perhaps most importantly, there is the Imperial Tithe. Based upon archaic criteria assessed by Munitorium officials, each world must provide one tenth of its total military force to fight for the Imperial Guard. It is an offence punishable by death for a Governor to supply substandard soldiery when the tithe is exacted, or to provide insufficient numbers. Furthermore, it is a capital offence should these soldiers lack proper uniforms, sufficient training, or appropriate levels of genetic purity. For these reasons, though some worlds recruit by caste, population density, geography or even lottery, most Governors are given to pouring their best men into such regimental foundings. This is less out of a sense of altruism or duty than it is an ongoing effort of self-preservation. Nonetheless, on many worlds it is a matter of some honour to be chosen for this duty. Indeed, it is not uncommon for lives to be lost in the fierce competitions that the tithe often spurs. In a few rare cases, such as the Bardellan Wars of Proving or the Charon's Cluster Schism, localised wars can even be triggered in the lead-up to the month of tithing. Planetary authorities are normally quick to crush such counter-productive disputes, fearful of the concurrent waste of tithe-grade manpower and the apparent loss of control in front of Munitorium officials.

In times of great peril, the Departamento Munitorium is permitted to call upon Governors to raise quantities of forces substantially above their normal tithe. Such measures can see entire cities or continents all but emptied, or key societal strata removed en masse. When the Imperium demands its pound of flesh it is not within a Governor's rights to refuse, and each knows that next time it could so easily be his world that requires the protection of the wider Imperium. Only through compliance with the tithe can such security be guaranteed, for only worlds of proven loyalty may

rely upon receiving Imperial aid when their own defences prove insufficient. Isolated worlds will not long survive, and the Munitorium's most economical recourse to punish rebellion is often simply to cut a world loose.

REGIMENTAL ORGANISATION

From the greatest crusading armada to the smallest watch-tower garrison, Imperial Guard armies are composed of a mixture of distinct regiments. These basic units of organisation have not changed since the aftermath of the Horus Heresy. Each regiment is raised from a single world, its personnel bringing with them their native dialects, uniforms, customs and loyalties. However, any indigenous military structure is exchanged for the Munitorium-enforced standard. Internal politics, grudges or debts are – for the most part – ignored and allowed to fester so long as the morale and performance of the regiment is not affected. That said, the regiment's attached Commissars will gun down without compunction any who put their own personal vendettas before the wider cause of the Imperium's wars.

Almost without fail, regiments are composed of one primary service arm, be it artillery, infantry, armour, or specialists such as alhumans. Though each regiment can consist of between three and twenty companies, and may number from a couple of hundred men to tens of thousands, it is a rare regiment that is trained in more than one of the doctrines of warfare practised by the Imperial Guard.

THE SCHOLA PROGENIUM

An institution that has stood for thousands of years, the Schola Progenium is nominally an offshoot of the Departamento Munitorium, though in practice its facilities are staffed by hard-line brethren of the Adeptus Ministorum. Housing the orphans of Imperial worthies, the Schola strives to ensure that children born to those of quality are neither abandoned, nor squandered as a potential resource.

The Schola has many fortified facilities, scattered in secret locations across the galaxy. It is the belief of those who maintain these institutions that, through sufficient rigour, any youth of appropriate origins can be turned into a valuable servant of the Imperium. Each Schola Progenium facility is run according to meticulous strictures applied by Departamento Munitorium officials. The Schola's orphan wards must undertake a punishing daily routine of prayer, lessons, combat drill and chores that leaves them hollow-eyed and exhausted.

Every Emperor Day, all wards are assessed for aptitude, piety and dedication. Those found to excel in a particular area are split off into special classes, teaching them to become elite troopers of the Miltarium Tempestus or even Cadet Commissars ready for transference to the Officio Prefectus. Upon coming of age, most students are sent on their way, unquestioningly adopting the role they have been conditioned for. Those without the aptitude for a role in the wider Imperium form a staff of menials and guards who can look to the needs of their founding orphanage. A very few vanish altogether, swept away under the auspices of mysterious Imperial officials to provide altogether more secretive services to the Imperium.

To the casual observer this may seem a weakness, as regiments are, by necessity, compelled to rely upon one another for the combined-arms approach advocated by the *Tactica Imperium*. However, this lack of autonomy is another measure to prevent rebellion, ensuring that even if a whole regiment turns from the light of the Emperor, their lack of versatility will soon see them brought to heel and punished for their disloyalty.

Some planets are able to raise a variety of regiments. Cadia or Armageddon, for example, are huge worlds embroiled in seemingly endless wars whose populace are given ample opportunity to train in various aspects of warfare. By comparison, other worlds take great and often justifiable pride in their reputation for training a specific kind of regiment to exceptional standards. The pale skinned, dark eyed stealth infantry of the night world Prometheron or the clockwork discipline of the Kalatian artillery brigades are excellent examples of this. Feral or feudal worlds, on the other hand, often provide only infantry or Rough Rider regiments, thus circumventing huge potential culture shock.

Leadership at company and regimental level is a duty assigned to officers recruited from the same world, and normally from the same founding, as the regiment they lead. This practice ensures that nobles are placed in charge of those culturally disposed to offer them deference; officers stay with the troopers they have spent months or years training, and disruption to regimental morale is minimised. These officers will be supported and observed

by regimental Commissars, attached during their founding by the Munitorium. These men must look to their regiment's morale and loyalty above all else, and will take any measure – no matter how extreme – to ensure the men do not disgrace themselves, whether on or off the field of battle.

Certain regiments of specialists can be an exception to the organisational norm, most notably abhumans, Rough Riders and super-heavy tanks. Though they can conceivably be sent into battle en masse, it is standard practise to break such regiments into companies or even squads before attaching them to more typical regiments where their specialised skills can give their adoptive comrades a much needed edge.

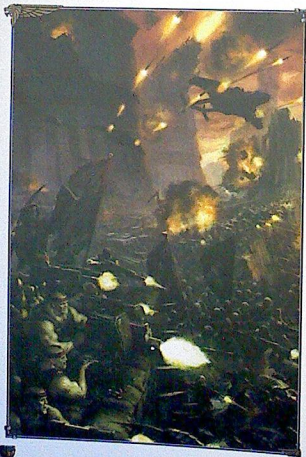
THE IMPERIAL GUARD AT WAR

In those instances where a threat to the Imperium cannot be repulsed by local defence forces and naval assets, the Departamento Munitorium will sanction immediate deployment of the Imperial Guard. Such a response will be guided by the wisdom imparted in the strategic parables of the Munitorium. This threat response pattern has served the Imperium well for thousands of years.

Initial forces will be drawn from localised assets deemed sufficient for the task at hand. This includes any Guardsmen already mobilised within response range, along with regiments raised from neighbouring worlds. Such forces can be disparate in nature, requiring officers to prove themselves adept at working with whatever materiel is to hand. Should a threat escalate, or prove greater than initial response forces can handle, the Munitorium will expand their designated conflict zone, drawing down relentless waves of reinforcements to crash upon the foe until it is entirely ground to dust. In this way even the onrushing fury of an Ork Waaagh! can be brought to a grinding halt, or the nimble Eldar drowned in manpower and ordnance.

Regiments en route to their designated warzone usually possess some previous military experience, whether culturally inherited or earned through campaigns already fought in the Emperor's name. While aboard their troopships these regiments will be further trained to deal with the specifics of the war into which they are being sent. Whether this is learning to recognise and combat particularly inhuman foes, use of environment-specific equipment, or acclimatisation to peculiarities of the destination world, such orientation can be vital. Imperial Guard regiments from feral worlds, for example, would be rendered catatonic if unprepared for the immensity of an Imperial hive city.

On deployment, Imperial Guard forces operate according to the tenets of the *Tactica Imperium*, stringently enforced by their rigid chains of command. Regiments complement one another's strengths and weaknesses, ensuring that the army as a whole is greater than the sum of its parts. When facing especially ferocious or peculiar enemies, such as Daemons spilling from a Warp rent or the horror of a Tyranid swarm, this standardised method of making war can encounter costly snags. Yet with the constant flow of new manpower enjoyed by high command, individual engagements with casualty rates as high as one hundred percent can be considered rousingly successful, providing the fallen first achieve their allotted tasks or highlight some strategic weakness in the foe.



THE ADEPTUS MINISTORIUM

The essential remit of the great and glorious Adeptus Ministorium is the furtherance of the Emperor's veneration. Nowhere is this mission more important than in ministering to the faith of the vast ranks of the Emperor's armies. Many men of faith gravitate toward the Imperial Guard, where their presence is sorely needed both on and off the bloody field of war. Horrors untold bedevil the soldiers of the Imperial Guard, many of whom will barely have made peace with the concept of space flight before they are faced by the unspeakable heresy of the alien or the traitor. Mutation and abomination proliferate while men are slain in graphic and grisly fashion before the eyes of their horrified comrades. Often, the soldiers of the Imperial Guard must do their duty upon battlefields the mere spectacle of which may be so apocalyptic as to shake the reason of the bravest individual. In such circumstances, blind faith can be potent armour for a man's soul.

There are those who raise their voices in anguish and sorrow for the plight of Mankind. Such faithless folk wail of an end to all days, of a final damnation for us all. I say to you, these fools are wrong! Liars. I name them, heretics and sowers of doom. Listen not to such heathens my brothers, for these are glorious days. Rejoice, for all may stand and fight for a truly righteous cause and any man – no matter how humble – can earn everlasting glory through martyrdom in the Emperor's sight.

- CONFESSOR HULDWYN BEFORE THE BLACK CREEK MASSACRE

For this reason, the Ministorium maintains a considerable presence amongst the ranks of the Imperial Guard. Whether orating from the laudhailer-laden pulpit of a shrine-deck, or from atop piled ration crates in a hastily cleared corner of the soldiers' mess, Ministorium clergy have a huge impact upon the confidence and courage of their allotted flock. At the commencement of a campaign, most Guardsmen have been marched amongst thousands into the close-packed hold of a starship, surrounded by strange and often frightening sights and sounds. Their destination a tangle of mystery and rumour, their homes and families never to be seen again, such men find a refuge in the familiarity of Imperial scripture. Many newly founded regiments will cling to their religion like a drowning man clings to driftwood; it is the duty of the Ministorium to shape this fervour into something that high command can use.

If Guardsmen have questions or doubts, the Ministorium must bolster these unfortunate's shield of ignorance before they stray into the wilds of dangerous speculation. Should the slightest sign of Warp-taint or heresy present itself – either within the ranks of the Imperial Guard or without – it is the role of the Ministorium to ensure this is swiftly dealt with. Nothing restores a soldier's faith faster than watching accused secessionists or mutants from amongst another regiment's ranks lashed to stakes and set ablaze for their sins. While such measures are doubtless draconian, none can question the Ministorium's flair for grand and faith-affirming spectacles, nor its value to the morale of the Imperial Guard.

THE MECHANICUS AND THE GUARD

The men of the Imperial Guard are not the only element of the Imperial war machine that requires the ministrations of a priesthood. The Adeptus Mechanicus are masters of arcane automation and technological mysticism, who look to the provision and well-being of the Imperial Guard's countless engines of war. Without these lore-keepers of high technology there would be no ships to carry the Imperial Guard between worlds, and no weapons with which to hold back the countless foes that seek to overwhelm Mankind.

Imperial Guard vehicles and equipment fall into two basic categories. The majority of their materiel is bulk-manufactured on an immense, relentless scale on industrial worlds throughout the Imperium. Some planets specialise in a particular pattern of vehicle or weapon, such as Armageddon, with its vast Chimera manufactories, or Sanctus Valorum, with its renowned las-craft workshops. Others like Parabellus III or Kogen's Toil are equipped to turn out a range of the tanks, guns and munitions that the Emperor's many wars demand. To supplement this endless tide of ruggedly built basic equipment, Mechanicus forge worlds will – on occasion – provide compliments of far rarer war machines to aid their Imperial allies. Such vehicles incorporate the higher mysteries of the Omnissiah. The templates to construct these machines may only exist enshrined upon a single forge world, or may have been lost altogether, making deployment of these relics of war a decision of some weight.

The Tech-Priest Engineers are the best-known Martians within the ranks of the Imperial Guard. These cybernetic holy men stand aloof from the Guardsmen that surround them, concerned only with tending to the machine spirits of their foster-regiment's vehicles and weaponry. Yet there are other, rarer classes of Tech-Priest who aid the Imperial Guard at war. Tacticus Cognosavants sit amid octopoidal tangles of cabling, deep within the bridges of Leviathan Command Crawlers. Logisticus Adepts assist the coordination of Munitorium supply-lines, their servo-circuits harnessing kilometres of parchment every hour. Communication equipment, tactical hololiths, support servitors and countless other vital high command assets are provided by the Mechanicus and continue to function only through the diligence of the mysterious Tech-Priests.

For every unsettling sight the galaxy paraded before my eyes, still some of the strangest came from within our own ranks. Take the Tech-Priests for one. All glowing eyes and waving cables, nests of wires and wasted flesh. To think that any man might choose to do that to himself voluntarily – it fair sets my teeth on edge. And they're secretive too, always removed, always aloof. Dealing with them was tougher than getting a bilentick off your boot. Yet for all that, my boys wouldn't have lasted a day in the field without the red-robos. Getting engines running again, fixing up weapons systems, calming angry machine spirits – they'd walk through fire to save one of their precious tanks, those Tech-Priests, even if they couldn't care less about the men inside.

- FROM THE COLLECTED MEMOIRS OF GENERAL KURTIS HICKS, CATACIAN IV ARMY GROUP

ABHUMANS

When Mankind first spread out amongst the stars, they voyaged to the furthest corners of the galaxy. Worlds were settled with diverse and unusual environmental conditions that were to shape and change the peoples that called them home. After the Age of Strife, as the Imperium regained contact with the scattered seeds of Humanity, they discovered human populations who had devolved into entirely separate subspecies. Some of these were freakishly altered or irredeemably hostile and deserved only annihilation. A few, most notably the lumbering Ogryns and keen-eyed Ratlings, were accepted into the Imperial fold, albeit with hesitance and distaste. These races are known as abhumans, and their thinly spread populations contribute regiments to the Militarum Auxilla.

The small numbers and specialised abilities of abhuman soldiers means that Ogryn and Ratling regiments are almost always split for distribution to more conventional Imperial Guard formations. Abhumans evoke revulsion in their genetic cousins, for whom the degenerate inhumanity of their forms is only a step from the heresy of mutation. They must be constantly watched by Commissars and Priests alike for any signs of excess deviancy, and are taught self-disgust and a desire to atone for their failures of birth through honest toil in the Emperor's name. However, these squads have proven their worth time and again, such units as Magogg's Ratling Rifles in the Damocles Crusade, or the Bullgryns who carried the breach during the siege of Gregoria, have won great fame.

THE SCHOLASTICA PSYKANA

There are those whose value to the Imperial Guard outweighs the rabid moral repugnance they evoke. Most notable amongst these are the Warp-sensitive psykers of the Scholastica Psykana. The untrained psyker is a beacon to the Daemons of the Warp, his lack of control and improper absence of self-loathing presenting a deadly danger to all. To counter such hazards, the Black Ships of the Inquisition ply the space lanes of the Imperium, endlessly harvesting nascent psykers and proven witches to take back to Terra for assessment and classification. The fate of many is to feed the infernal mechanisms of the Golden Throne or be yoked to the blazing beacon of the Astronomican. The most stable find a different calling, fighting amongst the ranks of the Imperial Guard as Wyrdvane Psykers.

There are numerous Scholastica Psykana training facilities in remote locations across the Imperium, isolated from populated systems and known Warp anomalies. Security at such facilities is nigh impenetrable, intended as much to keep the students in as to ensure outside threats are repulsed. Within the austere surroundings of these psionically shielded scholas, the Wyrdvane Psykers meditate. They gain understanding of and train to control their potent abilities, learning how they may better serve the forces of the Imperium. Alongside their mental and spiritual training, those psykers marked for service are taught the basics of close quarters combat and battlefield survival, but it is the Warp-fuelled devastation these individuals can unleash that has won the Imperial Guard so many battles.



DE GLORIA MACHARIUS



At the dawn of the 41st Millennium, a leader arose from the ranks of Humanity, a genius of warfare whose seven-year crusade saw one thousand worlds returned to the bosom of the Emperor. That man was Lord Solar Macharius, greatest warmaster since Horus' betrayal, a peerless strategist and leader whose like has not been seen in the Imperium since.

Great Macharius was a mortal man, yet in his magnificence he became the figurehead of Imperial conquest, a god of war. At the head of seven army groups, each led by a general appointed by the Lord Solar himself, Macharius' crusade cut a swathe through the Segmentum Pacificus. This relentless pilgrimage of conquest stretched even beyond the reach of the Astronomican's guiding light, faltering only when those who followed in Macharius' shadow could go no further. At this, the Lord Solar is said to have wept hot tears of rage and frustration as he looked out upon unknown worlds denied to the Imperium only through human frailty.

During the seven glorious years of his crusade, Lord Solar Macharius was an unstoppable force. His zeal was unmatched, his piety a blazing beacon, and his abilities as a strategist spanned all theatres of war. From the inspirational leadership of individual men to system-wide wars of extermination, the Lord Solar was without equal. This tactical breadth he demonstrated during such battles as the Ravenstokk Blitz. During that bloody conflict, Macharius left off theatre-wide command of seventeen million fighting men after days of constant warfare, descending to the firefields in his personal lander and leading the final charge against the defenders of the Basalt Ark with his blade in his hand.

Macharius was said by his generals to possess a passion so great that to linger in the overwhelming presence of this man was like looking too long into the heart of a star. None could withstand the force of Macharius' anger, nor stay the course of his convictions. It is said that even Space Marine Captain Barus of the Swords Sanguine Chapter was cowed to silence when he incurred Macharius' wrath during the deadlock above Tulussa III. The Lord Solar's word was law, his approval everything.

Upon the field of battle, the Lord Solar was a raging lion. Sejanus wrote that the mere knowledge of Macharius' presence on the battlefield was worth legions beyond counting. Macharius insisted always that he lead his men from the front, never straying far from the white-hot furnace of war. His oratory was inspirational beyond even the most bombastic Ministerium Preacher or forbidding Lord Commissar.

Macharius, it was said, could fell the walls of the mightiest fortress with but a single word, and could compel the men under his command to advance upon the foe even armed with nought but their bare hands, and still claim victory at battle's end.

The Lord Solar was neither a patient nor a compassionate man, for the virtue of kindness will turn swiftly to the sin of complacency. Should a world manage to slow his conquest, Macharius would simply obliterate its defenders from the cold void of space. In the course of the crusade the Lord Solar sanctioned the apocalyptic deaths of fifty worlds, and the genocide of another seventeen planetary populations besides. Yet Macharius could also be magnanimous, sparing those who impressed him with their courage or honour.

It is hard, perhaps, to understand the mind of a man of Lord Solar Macharius' greatness. There are those base detractors who claim that he was a tyrannical despot who would have driven his men forever onwards into the jaws of damnation had they not failed him at the last. Yet to refute the heroism and glory of Macharius is the vilest form of heresy. For seven glorious years the Lord Solar led in person many hundreds of victorious battles. Yet even amongst these conquests, certain of Macharius' deeds are immortalised in the records of his awed generals as amongst his finest moments.

At Kallastin, Lord Solar Macharius did conclude his conquest in but a single day. His swift success was won despite the presence upon that world of no fewer than seven enemy continental fortresses and over twenty-three billion Orks. This was sworn as truth by General Arrian the Sainted.

At the culmination of the siege of the Aver system, Lord Solar Macharius took to the field at the head of over one hundred regiments of valorous Cadian infantry. Despite casualties in excess of ninety three percent, and though he himself was grievously wounded no fewer than eight times, the Lord Solar successfully carried the Rhamatra Highlands. This was sworn as truth by General Crassus the Sainted.

Lord Solar Macharius was the greatest hero the Imperium had known since the Emperor bestrode the stars. When his crusade drew to a close, Lord Macharius died before he was able to return to his home world. On that planet, now named Macharia, the Lord Solar was interred in a mighty sepulchre upon which were laid the swords of over one hundred officers, including the six blades of his surviving generals. Every year, numbers of the faithful beyond counting attempt the Pilgrimage of Macharius, giving up their every material possession in order to travel the space lanes along the routes that the Lord Solar's armies fought. Many of these pious souls die in the attempt, and few indeed complete a quest that, though it took Macharius a mere seven years, can often prove the journey of a lifetime for lesser men. Those who follow in Macharius' footsteps cannot know his grace nor his glory, yet always they must strive to emulate his achievements in the Emperor's name. If by the blood of billions the Imperium can succeed in this grand endeavour then so they must, for only through such sacrifice can the Imperium of Mankind know an end to these dark days.

REGIMENTS OF DISTINCTION

Countless human worlds provide regiments for the tithe. Although this recruitment base fluctuates with the boundaries of the Imperium itself, there are those planets that have been proudly contributing regiments to the Imperial Guard for thousands of years. Of these, a handful are renowned throughout the Imperium for their exceptional soldiery.

CADIAN SHOCK TROOPS

The Eye of Terror is surrounded by roiling Warp storms through which the hordes of Chaos must forge a dangerous path in order to strike at the Imperium of Man. The region known as the Cadian Gate – at the heart of which lies the fortress world of Cadia itself – is the only stable space lane to provide egress from these Daemon-haunted depths. The importance of this region to the Imperium cannot be overstated. Should it fall to the Rumous Powers, they would pour forth in an unstoppable tide of blood and madness.

For thousands of years, the people of Cadia have known nought but war. Fighting always to hold back the infernal hosts of Chaos, the Cadians have evolved a robust warrior culture. All Cadians – no matter their age, gender or station – must know how to fight, and be capable of facing all the horrors that proliferate in the 41st Millennium with unwavering courage. The birth and recruitment rates on Cadia are synonymous, every generation undergoing total military indoctrination. By the age of five most Cadians can strip and reassemble a lasgun. By six, most are deadily shots, and before their seventh birthdays they have received a non-sense introduction to the horrors of Psyker-taint

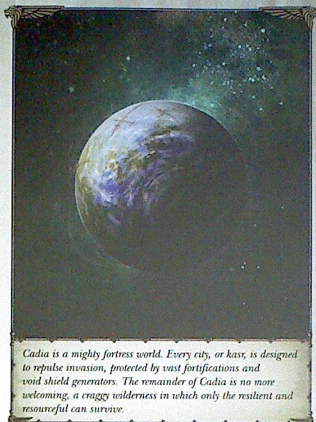
and mutation. This approach leaves Cadian youths mentally and spiritually fortified, with a matter-of-fact acceptance of horrors that would send lesser humans screaming in terror. By the age of sixteen all Cadians are adept in endurance training, weapons handling, hand-to-hand combat, and vehicular and chemical warfare drills, and are raring to prove themselves in Cadia's youth army. These so-called Whiteshields are comparable to the conscripts of many worlds, recognisable by the thick white stripe that runs front to back on their helms. Whiteshield battalions are not carelessly flung into battle by Cadian high command, yet neither are they afforded any special consideration. Expected to fight as frontline troops alongside their older and more experienced comrades, perhaps half of all Whiteshield inductees survive to claim their rank as a fully fledged Imperial Guardsman.

The Cadian Shock Troops are believed by many to be without equal in the entirety of the Imperial Guard. Displaying enviable levels of discipline, excellent marksmanship, and a cynical gallows humour, Cadian soldiers hold true to the tenet that to do your best and give your life for the Emperor is the highest form of honour. The



Shock Troops are armed and equipped to extremely high standards, and the constant warfare experienced by these regiments results in a high proportion of grizzled Veterans and skilled officers. It is impossible to list the encyclopedia of worlds and warzones that have known the glorious victories of the Cadian Shock Troops; for ten millennia the Cadians have hammered out a reputation unparalleled in all of human history.

Across the length and breadth of the Imperium, the soldiers of Cadia are embroiled in countless bloody wars. The Shock Troops are in constant demand, for a single Cadian regiment is said to be worth ten such formations of lesser men. For thousands of years, these grim, courageous people have done their duty with uncompromising nobility and determination. Yet now, as Abaddon's thirteenth Black Crusade batters the Cadian Gate, Cadian officers galaxy wide are requesting redeployment to defend their homeworld. Stories proliferate, brought by newly founded Cadian regiments, that their world burns with the fires of war. Wave after wave of traitor forces ploughs into Cadian space, striking mercilessly at the fortress world and her sister planets despite all Imperial efforts to deny them. What loyal Cadian – and there are few indeed who are anything but – could resist the call to defend the proud world of their birth? Yet it is a testament to the sheer discipline and piety of these soldiers that, whether permitted to defend their home or not, Cadian regiments across the galaxy fight on regardless. Indeed, the fires of their deadly determination are only stoked higher by the war that even now engulfs their planet.



Cadia is a mighty fortress world. Every city, or kasr, is designed to repulse invasion, protected by vast fortifications and void shield generators. The remainder of Cadia is no more welcoming, a craggy wilderness in which only the resilient and resourceful can survive.

CATACHAN JUNGLE FIGHTERS

Catachan is one of the most notorious death worlds in the Imperium, and its planet-wide jungles are lethal beyond reason. Yet despite the exceptionally perilous nature of the Catachan ecosystem, the servants of the Emperor inhabit this vast world in surprising numbers. Thanks to the brutal environment in which they are raised, Catachans are physically and mentally resilient on a level that much of Humanity simply cannot match. Cunning, resourceful and uncompromising, Catachans must be born survivors simply to reach adulthood. It speaks volumes of the Catachans that they maintain a population capable not only of fighting their own battle for survival, but of sending forces to fight the wider wars of the Imperium as well.

Catachan raises dozens of regiments for the Imperial Guard every year, their skills honed to a knife-edge upon the world of their birth. Viewing daily survival upon Catachan as but a microcosm of Humanity's wider struggle, the death world's warriors proudly answer the Emperor's call to arms. Each regiment raised is exchanged with the Departamento Munitorum for much-needed medical and military supplies. These in turn allow the Catachan settlements to maintain their daily fight for life. This arrangement has stood for thousands of years, and though the Catachans bleed more than most for the Imperium of Man, they would have it no other way.

This is not to say that Catachan regiments are considered perfect soldiers. The very factors that shape the Jungle Fighters into such exceptional warriors also leave them proud, aggressive and insular. Catachans prize individuality,

often customising their uniforms, wargear and fighting vehicles in all manner of non-standard ways. However, every Jungle Fighter is issued a red bandana symbolic of the blood oath sworn by each newly founded regiment, just as every Catachan soldier will carry a steel-alloy combat knife known as a Catachan Fang. These brutal weapons are an implement of war, tool of survival and badge of status combined, and it is considered a rite of passage to hand craft your own Catachan Fang. Catachans are notoriously dismissive of shiny medals and the pompous, remote officers who wear them. Rank and status within the Jungle Fighters is instead displayed through the inking of specific tattoos, or by the winning of additional Catachan knives such as the Night Reaper or Devil's Claw.

Catachan troopers take pride in the fact that their leaders suffer through every hardship alongside them. Catachan officers enjoy no special privileges, and are often renowned amongst their subordinates for having personally saved the lives of half the men in their company. Rather than treat their men as servile underlings, Catachan officers command with crude banter that conceals an underlying mutual respect. Though invariably effective within Catachan ranks, this style of leadership makes the job of outsiders such as Commissars doubly difficult and often extremely dangerous when they are attached to Catachan regiments.

For all their faults, the men of Catachan excel in close quarter, fast-paced fire fights. The Jungle Fighters excel when deployed into unusually hazardous warzones, whether these be spore-choked arboreal hells or the tangled duct networks of rebellious underhives.

Catachans possess natural survival instincts and approach peril as another man might relish sitting down to a good meal. This predilection toward danger is expressed in the Catachans' chosen weapons of war: flamers and democharges that force them to close with the foe. The Jungle Fighters claim they can only make sure of the kill by looking their enemy square in the eye. This ruthless diligence is epitomised in Catachan's exceptional snipers, who endure unspeakable hardships to get the perfect shot at the perfect moment. A popular pearl of wisdom amongst Catachans is 'if you want it done right, send a Jungle Fighter.'



To the rest of the Imperium, the Catachans can appear crude and abrasive, rarely endearing themselves to their allies. Yet every boast that a Catachan makes is, to him, nothing more than the honest truth. To overcome the psychological horrors of life on Catachan its people must shield themselves behind a wall of bravado and disdain. To allow oneself even a moment of self-doubt in the green hell of the Catachan jungle is to know death, and should a man display any form of weakness he immediately becomes a burden that his comrades must carry. The Jungle Fighters are neither thugs nor fools; in truth they are loyal and determined heroes of the Imperium, men whose courage and skill at arms have saved countless worlds.



To date no species of flora or fauna has been discovered on Catachan that is not predatory, poisonous or both. Stranglevines and enslaving brainleaf fronds, sentient strains of exsanguinating Void-flux, explosive barking toads, spinebone leeches and the terrifying Catachan Devil are but a handful of the deadly dangers that proliferate within the planet's lethal jungles.





COVERED IN GLORY

The Imperial Guard is as infinite in its variety as the Imperium itself, and the war zones across which it fights are quite literally as numerous as the stars in the sky. Ten thousand years of war on such a scale has seen enough valiant heroes pass into darkness that no memorial could successfully commemorate their loss. Individual names are as meaningless in this eternal battle as the oceans of paperwork responsible for sending these soldiers to their unsung deaths, but the archives of Holy Terra overflow with regiments whose contribution to the Imperial Guard has been considered worthy of permanent record.

In the turbulent years following the mass rebellions of the Horus Heresy, the newly raised regiments of the Imperial Guard were eager to prove their loyalty. Such zealous dedication was coupled with a burning desire for revenge against those who had turned traitor, leading many loyalist regiments to perform great and glorious deeds. The thunderous charge of the Ritterghast 18th against the Cult of the Emperor Dethroned, the capture of Petrov's Fastness by three companies of Janiverden Tunnelrats, and the final destruction of Lord Morloth's Terminator retinue under the guns of eleven thousand Vespertine Guard, all are deeds commemorated upon dust-smothered scrolls of honour.

Yet the regiments of past millennia do not hold a monopoly on deeds of legend. During every age of the Imperium, countless worlds have produced companies of men who have earned reputations for excellence and heroism. Even today, in

the Imperium's darkest hour, there are those regiments who stand above all others in the selfless valour of their deeds. However such regiments earn their name, they are vital assets for any Imperial commander. Their mere presence provides inspiration for their more parochial comrades, and can mean the difference between victory and defeat.

COMBINING REGIMENTS

With few exceptions, badly mauled Imperial Guard forces are merged to form composite regiments. Where possible, the formations in question are from the same world, as was the case when the Cadian 12th and 78th were merged after the fall of Ice Hive Magnox, forming the 12th/78th Cadian. Sometimes, two very different regiments are combined with unexpected benefits, as happened with the 182nd Catachan and 90th Elysian, the combined regiment named as the 314th Prosan. Despite an initial clash of cultures, the new regiment became expert in airborne jungle warfare after being issued Valkyries during the Saikong Justification wars. However, the unthinking sublimation of regimental remnants can prove disastrous. During the liberation of Seraph's Fall, tensions between elements of the Necromundan 86th and Savlar 14th saw their entire regiment dissolve into barbarous internecine warfare after their Commissars were lynched. The rebellion was eventually brutally suppressed by several Cadian regiments, but not before the feuding regiment's running gun-battle blew an entire supply depot sky high.



TALLARN DESERT RAIDERS

The Tallarn Desert Raiders are experts in the art of guerrilla warfare. Specialising in lightning hit-and-run raids, Tallarn infantry and vehicle crews alike are well known for their flair and flexibility in battle. Many Tallarns are also expert craftsmen, and their officers regularly wield ornate weapons that are both beautiful and deadly in equal measure.



VOSTROYAN FIRSTBORN

The stoic Vostroyan Firstborn are tied to a life-debt they can never repay. Since their failure to send aid during the Horus Heresy, every Vostroyan family has given their first-born sons to the lute, each regiment raised erasing a tiny portion of Vostroya's shame. Yet the Firstborn do not begrudge their duty, and are well known for their irascible courage and fortitude in defence of the Emperor's realm.



THE DEATH KORPS OF KRIEG

Death Korps regiments fight without fear of death, disdaining retreat or surrender. This uncompromising nature is reflected in the Krieg troopers' sinister appearance, many soldiers adorning their uniforms and weapons with skulls and other grisly symbols of mortality. They seek to martyr themselves for the Imperium, and excel at grinding down their foes in bloody, protracted sieges.



VALHALLAN ICE WARRIORS

The people of Valhalla are stubborn beyond words. They flatly refuse to acknowledge their hardships and would rather die than admit defeat. Valhallans are notorious for their dismissive attitude to adversity, and seem to hold little regard for the value of human life. Relentless on the attack and pugnacious in defence, the Valhallans are as cold and hard as the world of their birth.



ARMAGEDDON STEEL LEGION

The Armageddon Steel Legion are a fully mechanised assault force, their regiments roaring to battle aboard great columns of Chimeras. Often recruited from amongst the underhive gangs that proliferate in the cities of Armageddon, and hardened in battle with the Orks that still swarm across their world, these men can fight dirty and survive against any odds.



MORDIAN IRON GUARD

Mordian is a hellish night world, its close-packed hives ruled over by the iron fist of the Tetrarchy. It is this totalitarian system that has given rise to the unquestioningly obedient Mordian Iron Guard. Eschering cover as the refuge of cowards, the Mordians press relentlessly forward unleashing constant volleys of lasfire upon their foes.



TANITH FIRST AND ONLY

The only survivors to escape the destruction of their home world, the Tanith 1st Regiment are courageous if uncultured warriors who excel in wilderness survival. Though infamous for their ill discipline, the Tanith are a superb light infantry regiment. The Guardsmen of the Tanith First and Only wear distinctive camo-cloaks, and are experts in both scouting and infiltration.



ELYSIAN DROP TROOPS

Battling the incessant piracy that besets their home system, the men of Elyssa have become experts in boarding operations and grav-chute assaults. The Elysians often ride to war aboard flights of Valkyrie and Vendetta assault carriers, and have a reputation for heroics just the right side of insane. No matter how deadly or thankless their mission, the Elysians take to it with relish.

NORTHERN JUNGLE

DAY 10 - III
INFANTRY ENCIRCLE
ORKS, DIG IN, BEGIN
AGGRESSIVE PATROLS
TO SOUTH / EAST

RUST SWAMPS

DAY 68 - LEGIO
VINDICTAT
WARHOUNDS LOST
TO AMBUSH IN
RUST SWAMPS

MINES!

DAY 42 - XI
INFANTRY / XXXI
RECON SECOND
THUNDERHEAD
RIDGE OFFENSIVE,
GRINDING
STALEMATE,
INCONCLUSIVE

THUNDERHEAD RIDGE

DAY 6 - VI INFANTRY
ADVANCE AND DIG
IN, HEAVY LOSSES

GORVASH HEIGHTS

DAY 29 - BARDESHI
46TH CROSS HATH
GORGE, STEALTH
DEPLOYMENT

Hath Gorge

ORK STRONGHOLD

Greenskin
Fortification
Lines

The Razorwall

DAY 31 - BARDESHI
46TH ADVANCE
OVER RAZORWALL,
LAST VOX AT 06:44
HOURS, MISSING
PRESUMED MARTYRED

MINES!

RUINS OF HATHA

DAY 24 - XXXI
RECON / DETACHED
VI INFANTRY
ELEMENTS / IRON
THUNDER ADVANCE,
CAPTURE HATHA

DAY 12 - XXXI
RECON SECURE
HATHAN APPROACH

SOUTHERN JUNGLE

DAY 30 - VOSTOKH
33RD ATTEMPT
FLANKING ASSAULT,
REPELLED

DAY 1 - GENERAL
LOGAN ESTABLISHES
FORWARD COMMAND
POST CAMP
CARNADON

THE TRATICAN WAR

<MY LORD, PLEASE FIND BELOW THE TRANSCRIPTS AS REQUESTED FOR THE CAMPAIGN ON TRATICA. NOTE THAT THESE RECORDS ARE ANCIENT, AND ONLY PARTIALLY RECOVERED. YET WE HAVE DONE WHAT WE COULD TO SURMISE THE WAR'S KEY EVENTS. I REMAIN YR OBDT SERVANT. OSTACE PHONG>

VIII CATACHAN ARMY GROUP

Logistical and Strategic disposition at commencement of Tratica Campaign

Note VIII Army Group strength at time of log-extract approximated by Munitorium at 15.72%

CATACHAN HIGH COMMAND

- General Griff Logan and Command Staff
- Adeptus Ministorum 87th Missionary
- Adeptus Mechanicus Vehicular Support Maniple Phi Rho 1101
- Lord Commissar Pieter Damastarian

CATACHAN INFANTRY ELEMENTS

- Catachan XI Infantry Regiment 'The Swampfangs'
- Catachan III Infantry Regiment 'The Green Devils'
- Catachan VI Infantry Regiment 'The Death Cobras'

ARMY GROUP ARMOUR ELEMENTS

- Maelok 7th Armoured Regiment
- Vostokh 33rd Armoured Regiment (serious morale concerns, note additional Officio Prefectus presence)
- Catachan XXXI Armoured Recon Regiment 'The Wirewasps'
- Cadian 14th Super Heavy Regiment 'Iron Thunder'

SUPPORT ELEMENTS

- Warhound Titan Hunting Pack Vindictat
- Elements of Borhut 17th Ogryn Regiment
- Deathstrike Missile Battery 'Omega Finalis'
- Imperial Navy XI, XX and XXII strike wings (Vendetta and Valkyrie squadrons at a 1:3 deployment ratio)
- Bardeshi 46th Militarum Tempestus Regiment

<Extract Commences> **Tratica Campaign, Day 46.** Today we attempted another push on Thunderhead Ridge, our third such engagement to date. Sound plan. If we could've broken the greens there it was a straight run to the Razorwall. Didn't work out. We hit the Ork lines hard and made major progress for almost three hours. The Maelok boys even got their tanks onto the flat, looked like we were going to break the Orks in half. But then greens love to fight, by the Emperor don't they? Bugged us down while we were at a full advance. And then the Stompas came, more than I've ever seen in one place. It was like the end of days, like a living firestorm that just chewed up tanks and men and mud and spat 'em all back out as blood and mulch. This war is going against us, but it's the Orks who'll lose in the end, 'cos Catachans don't give up.

Tratica Campaign, Day 53. Word from high command today, we're cut off now. Tratica Secundus and Tratica Tertius have gone silent, and the navy boys have had to pull out of orbit. Too many of those greenskin junk-ships in nearspace, so they said. Navy never were worth a damn, is what I say. They're callin' it a Waaagh! now, officially. I could've told them that weeks ago. Doesn't matter, we're Catachans and we don't give up. All we need to win this thing is the Emperor's light and our straight steel.

Tratica Campaign, Day 70. Lost the Vindictat Titans in the Rust Swamps two days ago. Seems that decided it. General Logan's calling it do or die. Bigger green attacks every day now, all along the lines. We're not hemming them in any more, they're surrounding us...

So it's one last big attack, a diversion with everything we got left. Even emptying the medicae tents; if you can fire a lasgun you're on the lines. They've given Sergeant Mortlin's squad some kinda 'bomb, came out of the warhead of one of the Deathstrikes. If he can get that thing into the reactor-hub in Fort Blackskar, high command figure he can set off a chain reaction that'll burn right through the planet's crust and set off every volcano on Tratica. Burn the greens and us along with 'em, not that there'll be many of us left alive to see that glorious sight even if it works out. Sounds like a good enough ending to me though, and if it works then 'boom', no more Waaagh! Figure the Emperor would be pleased with that, know I would be. My platoon are getting ready to go now, so this is probably the last I'll write. Who knows, maybe someone'll even read it? Either way, this is...
<Extract Ends>



DARK MILLENNIUM

The Imperial Guard have fought the Emperor's wars for ten thousand years, and for every hero immortalised upon a marble plinth, a million have died unmarked and unmourned. Yet never have the days been darker than now. Never have the Imperial Guard faced greater dangers than in this last terrible millennium. Never have they been needed more...

139-M41 THE GOTHIC WAR

During the sprawling conflict referred to by Imperial strategists as the 12th Black Crusade, Abaddon the Despoiler leads a vast horde of traitors against the Gothic Sector of Segmentum Obscurus. Countless tides of Imperial Guardsmen are committed to the Gothic warzone alongside three whole Titan Legions and numerous Space Marine battlegroups. During the final Imperial victory at Schindlegest, the Elysian 234th win posthumous commendations for a suicidal boarding action that results in the scuttling of the Hades-class heavy cruiser *Injustice*.

216-M41 THE RELIEF OF BAUDENVOST

During fierce fighting on the world of Segrenstokk, Baudenvost city is surrounded by Khornate Chaos Cultists. Numbering in the thousands, this frothing tide hurl themselves against the Cadian defenders again and again. The Cadians garrison every building and block the enemy advance with walls of Bullgryns, but the sheer maddened rage of the Cultists carries them through every crossfire and over one line of barricades after another until the Imperial forces look sure to fall. Yet relief arrives at the eleventh hour in the form of the Vostroyan 45th Regiment, who deploy Manticores and Deathstrike missiles to purge the foe en masse. The death toll is horrific, but Baudenvost is saved.

414-M41 THE CRIMSON RIDGE ATROCITY

444-M41 THE FIRST WAR FOR ARMAGEDDON

Angron, blasphemous Daemnon Primarch of the World Eaters, descends on Armageddon at the head of a mighty Chaos host. The continent of Armageddon Prime falls swiftly, yet Armageddon Secundus' battle lines hold strong, newly drafted regiments of Steel Legion rallying around the stubborn defence of the Space Wolves. Ultimately Armageddon is saved and Angron banished, but millions of Imperial Guardsmen have already lost their lives. The cost of victory spirals higher as the Inquisition investigates a series of brutal purges to contain the knowledge of what has transpired. Massed regiments are sterilised and confined to Imperial labour camps, and whole planets are exterminated to ensure the silence of some regiments. Segmentum Command are put to death en masse by their own Commissariat advisors, who then voluntarily submit themselves for Inquisitorial mindwipe. The final tally of lives lost is never disclosed, but defies easy calculation.

742-M41 THE DAMOCLES CRUSADE

The Tau Empire expands into Imperial space. Numerous worlds defect, initiating the protracted Damocles Crusade. Notable victories are won by the Brimlock Dragoons and dauntless Drookian Fen-Guard, whose sergeants wield huge ceremonial swords as they lead their men screaming into battle. However, after only three years, the encroaching Tyranid threat leads Imperial forces to withdraw, surrendering in weeks the territory paid for 30 years of blood and toil.

745-M41 UNSUNG HEROES

The First Tyranic War erupts as Hive Fleet Behemoth ploughs headlong into the Realm of Ultramar. The heroism of the Ultramarines in defeating this monstrous invasion is well documented – yet they do not fight alone. Across Ultramar, the soldiers of over forty-seven regiments of the planetary defence force join their masters in the defence of their realm. Ravening, nameless horrors are met by disciplined torrents of lasgun fire, desperate men fight and die in order to buy the Ultramarines time to fight back, and the death-toll mounts with astronomical speed. Yet the sacrifices of these brave men remain untold, and will stand forever overshadowed by the losses suffered by their masters.

755-M41 THE SABBAT WORLDS CRUSADE

The Sabbat Worlds Crusade is the largest military offensive since the Macharian Conquests. Under the leadership first of Warmaster Slaydo, and following his death the relatively young Macaroth, the Crusade wrests world after world from the foetid clutches of the Ruinous Powers.

762-M41 THE KATO CAMPAIGN

The Catachan XXIV 'Unseen Lurkers', led by Colonel 'Steel Eye' Black, battle Orks of the Death Skulls clan on the shadow world of Kato. Dire visibility and exceptionally rough terrain reduce the war to a never-ending string of bloody skirmishes that test the Catachan infantry to their limits. Neither side can gain an advantage until Scoutel teams locate and destroy the Orks' Stompa factory, hidden deep in the Widow Valley. The greenskins respond with an all-out final offensive but, their attack is caught in the jaws of a series of Catachan ambushes, the coolly strategic Colonel Black dissecting and destroying the remaining xenos forces over three days of brutal bloodshed.

793.M41 OPERATION SOLEMNACE

Five full regiments of Catachan infantry are requisitioned by Inquisitor Helynna Valeria for undisclosed operations upon the world of Solemnace. Though Inquisitor Valeria returns from her mission mere months later, none of the Imperial Guardsmen who accompany her to Solemnace are ever heard from again.

795.M41 THE KRANDOR REBELLION

The Cadian 23rd 'Punishers' are instrumental in crushing a heretical uprising on Krantor III. Squadrons of Wyvern Suppression Tanks are deployed, their withering bombardments of shrapnel cutting apart the masses of tight-packed cultists filling the streets. Casualties are high on both sides, for the cultists fight furiously, swarming the loyalist defences time and again with tides of malformed horrors.

801.M41 STORMSURGE

A momentary flicker of the Astronomican sees thousands of Imperial Guard troop-ships flung off course. Many translate to realspace hundreds of lightyears astray of their destination, or decade out of synch. Countless others do not reappear at all.

813.M41 THE SIEGE OF VRAKS

853.M41 KRANDOR OVERRUN

The rebellion thought crushed on Krantor III rises once again. As the war escalates and the involvement of Traitor Space Marines is confirmed, the planet is deemed lost, and virus-bombed into oblivion. Forty-two regiments of Krantorian Guard remain in service, deployed far from their home world. Learning of its annihilation, these regiments vow to exact revenge against the followers of the Ruinous Powers.

863-883.M41 THE SAINT CYLLIA AETERMATHI

Nearly a full Titan Legio turns traitor on Saint Cyllia's World, instigating a massacre of unthinkable proportions. The celebrated Knight Commander Pask successfully rallies elements of the Cadian 423rd and makes a break for the safety of Yggdrasil Spaceport. Pask and his forces score no fewer than four confirmed engine kills during their escape, most notably the rebel Reaver Titan *Obduran's Angel*. Imperial forces finally encircle the traitor Legio upon the Planus Steppes, and Pask and the Cadian 423rd spearhead the largest armoured offensive since the battle of Tallarn, hoping to finish the traitors once and for all. Over eight thousand tank companies and thirty-five super-heavy detachments are annihilated during the continent-spanning, year-long war that follows. With the support of three full houses of Imperial Knights, Pask's forces finally corner the surviving Titans in Shadowshroud Pass and destroy them one by one.

925.M41 WAAAGH! GRAX

Orks in their billions descend upon the Ryza system. Regiments are raised from every planet within ten light years, including the worlds of Barac, Ulani, and Catachan. The expanding war zone, centred around the forge world of Ryza, becomes a meat grinder as planet after planet is swallowed by the bloody conflict.

926.M41 THE DULMA'IN CLEANSING

A single regiment of Catachan warriors – led by the bombastic Colonel Straken – are the only survivors of planetfall on the world of Dulma'in. The Catachans fight a year-long guerrilla war against Ork invaders in the subterranean depths of the planet's caverns. The decisive moment comes when Catachan scouts locate the greenskins' city in a massive underground cavern known as the Mommothian Vault. Straken leads a handpicked team of demolitions experts into the heart of the Ork settlement, and is seriously injured when he drags Ork Warlord Killzkar into the path of a stampeding Spungoth. Straken's men succeed in destroying the vault's primary support stacks and carry the Colonel's broken body to safety before the entire cavern collapses. Imperial reinforcements arrive two days later, led by a haughty Purbeck officer, High Praetor Osh'preen. Taking complete credit for the cleansing of Dulma'in, Osh'preen is awarded a thoroughly undeserved governorship of the planet while the men of the Catachan II are unceremoniously redeployed to the Ulani system.

928.M41 OSH'PREEN'S REWARD

High Praetor Osh'preen's disastrously lax reign over Dulma'in opens the way for an heretical uprising by the Slaaneshi Cult of Frantic Flensing. The Catachan II are the only regiment close enough to offer assistance but, thanks to a mysterious series of communication failures that bedevil the Catachans, Osh'preen and his corrupt government are left to their remarkably horrible fate.

927.M41 THE SENTENCING OF THE HAMMERONT IV

Daemons overrun the world of Falax. Though they fight bravely in their desperate attempts to defend the civilian population, the Hammeront IV regiment are lost to the last man against the hideous tide of Warp-spawn. Such is the Departamento Munitorum's administrative backlog that the Hammeront IV's demise goes unreported, and they are subsequently ordered to the liberation of the Abraxis Citadel on Praxium. When the Hammeront fail to deploy as ordered, the Departamento Munitorum charges the regiment with desertion. They are all posthumously sentenced to death.

931.M41 WARMASTER BRABASTIN' TRIUMPH

941.M41 THE SECOND WAR FOR ARMAGEDDON

Warlord Ghazghkull Mag Uruk Thraka, self-proclaimed prophet of the Ork gods Gork and Mork, invades the industrial hive world of Armageddon at the head of an almighty Waaagh! Commissar Yarrick, on Armageddon to assist in the founding of the 4th Armageddon Regiment, recognises in Ghazghkull a cunning and deadly foe. Ignoring Yarrick's warnings, Herman von Strab, the planet's overlord, banishes the Commissar to Hades Hive – far from the seat of government. The uncontrollable Ork assault sweeps von Strab's forces aside and only upon reaching Hades Hive do the surging tides falter before Yarrick's well-ordered defences. The momentum of the Ork onslaught bleeds away during the ensuing battle, Ghazghkull being outsmarted at every turn by the shrewd Yarrick. Though Hades Hive eventually falls to the Ork invasion, and Yarrick is grievously wounded by Ghazghkull himself, the Commissar's stoic defence succeeds in delaying the Orks long enough for reinforcements to arrive. Spearheaded by three Space Marine Chapters, resurgent Imperial forces drive the greenskins from Armageddon, forcing Ghazghkull to flee the world. Clinging to life, Yarrick is one of the few survivors found in Hades Hive and is lauded as the Saviour of Armageddon.

976.M41 THE RYZA ESCALATION

A second, even larger Ork invasion smashes into the western sector of Segmentum Ultima. The resurgent Waaagh! Grax is denied from taking key forge worlds by the staunch efforts of Imperial Guard regiments from more than twenty worlds.

992.M41 CREED'S TRIUMPH

Eldar forces attack Cadian holdings on Aurent. Unsarkar Creed implements a complex web of contingency plans and sealed, time-delayed orders coupled with psychic obfuscation provided by an entire coven of Primaris Psykers. Creed's tactical genius overcomes even the vaunted Eldar powers of prescience, securing an overwhelming Cadian victory at the very gates of Aurent's Hive Primus.

996.M41 THE TUNDRA WOLVES UNLEASHED

997.M41 THE DEVOURER RISES

The twin tendrils of Hive Fleet Leviathan strike at the underbelly of the Imperium. Billions of Imperial Guardsmen are conscripted and deployed to face this new threat. Departmento Munitorum tithe-takers report a worrying number of worlds unable to fulfil their demands for manpower, leading several dozen planetary governors to face summary execution.

998.M41 THE THIRD WAR FOR ARMAGEDDON

On the day of the Feast of the Emperor's Ascension, fifty-seven years to the day after his first invasion of the planet, Ghazghkull Thraka returns to Armageddon. Ghazghkull opens the war by completely obliterating Hades Hive from orbit, a clear challenge to Commissar Yarrick. The 'Old Man' returns to oppose the Ork Warlord, this time taking command of the entire world's armed forces. The *Fortress of Arrogance* is salvaged from ruined Golgotha, and with it Yarrick leads the fight against the Orks. Though billions lose their lives, Yarrick stops Ghazghkull's hordes from overwhelming Armageddon's major hive cities and the conflict degenerates into a gruelling war of attrition. Ghazghkull himself is repulsed from the world and Yarrick pursues his nemesis, determined to make the Warlord pay for the death and destruction visited upon Armageddon.

452.999.M41 THE FELLGUARD INCIDENT

The fortress world of Kellhorn turns to Chaos, and dozens of Imperial Guard regiments are sent to quell the insurrection. The Cadian 39th assault the planet's capital Fellguard, but are repulsed when Daemons rise from the bloody mire to slaughter guardsmen and Calist alike. Only when the Great Unclean One at their head is slain by Castellán Blakov's heroism does the daemonic tide recede.

757.999.M41 WAR ZONE DAMOCLES

Though the Imperium recovers numerous Tau-held worlds during the Zeist Campaign, these victories prove to be a distraction allowing Tau forces to overrun the defenders of the hive world Agrellan. Unable to contend with previously unseen Tau war-suits of huge size and power, Agrellan's defence forces are driven from their world in short order. The planet's location as a gateway world to neighbouring systems renders this loss strategically disastrous. Segmentum Command escalate operations in War Zone Damocles, centred on Agrellan itself. Waves of reinforcements begin a desperate rearguard action to slow the Tau advance. Meanwhile, a mighty armada of Imperial warships departs for Agrellan, bearing over one thousand regiments of Cadian, Catachan, Elysian, Tallan and Chthonal Guardsmen, several full Battle Companies of Dark Hunters and Exsanguiators Space Marines, and the Titans of Legio Absolutum. The hammer of Imperial retribution bears inexorably down upon the attacking Tau, its wielders determined to crush the upstart senos once and for all.

992.999.M41 NIGHT OF A THOUSAND REBELLIONS

Countless rebellions erupt simultaneously across the breadth of Segmentum Pacificus. Despite the brave efforts of the Imperial Guard garrisons, even the supposedly secure strongholds of Encladus, Darkhold and Munitorum are overrun. Panic spreads as contact is lost with large swathes of the segmentum.

THE 13TH BLACK CRUSADE



995.999.M41 THE DEAD ARISE

In the sectors bordering the Cadian system, diseased space hulks burst from the Warp and drift toward core Imperial worlds. Though many are destroyed, some reach their destinations and the hideous zombie plague takes hold. Planetary defence forces are overrun as the dead vomit forth from heaving plague pits to consume the living. Apocalyptic cults arise, proclaiming the end of days.

996.999.M41 THE STORM GATHERS

As madness and death spreads through the Cadian Gate, this outpouring of horror and zealotry echoes in the Immaterium. Warp storm Baphomael expands rapidly into the Cadian system, bringing with it visions of burning worlds overrun by cackling daemonic hosts. The mysterious Cadian pylons begin to resonate at an amplitude similar to that of a Gellar Field, and are found to be developing alarming hairline cracks. Outlying worlds including Dentor, Sarlax and Amistel are left blackened husks by mysterious raiders. On Lelithar a demagogue of terrifying power leads the faithful into heresy. Across the system, planetary defence forces and Cadian garrisons desperately attempt to quell the spreading rebellion.

997.999.M41 THE BATTLE OF TYROK FIELDS

Increasingly concerned by the havoc spreading through neighbouring systems, Cadian High Command orders a general muster on Cadia. Millions of Guardsmen are already assembled outside Kasr Tyrok when the previously trustworthy Volscani Cataphracts spring a suicidal trap. Confusion reigns as the traitors open fire upon their former comrades, slaughtering hundreds before any response can be coordinated. The intent of the Volscani's treason is revealed when they swarm aboard the Leviathan command vehicle of the Governor Primus, *Fortress Imperium*. Though they fight hard, Cadian High Command are wiped out in a single stroke. At the darkest moment, Ursarkar Creed rallies the reeling Cadian regiments and orders the counter-attack. Accompanied as always by his trusted second, Jarjan Kell, Creed orders the Cadian 8th to link up with the 7th and advance towards the captured Leviathan. Kell is wounded when he intercepts a last-round intended for Creed but refuses medical attention and continues onwards. In an impressive feat of military coordination, Creed utilises artillery cover to scatter the traitors and bring down the *Fortress Imperium*'s void shields mere moments before his charge crashes home. The Leviathan is soon recaptured, the colours of the Cadian 8th flying proudly from its command deck. Shortly after, Ursarkar Creed is appointed 'Lord Castellan of Cadia' and the Cadian 8th are renamed 'The Lord Castellan's Own' in his honour.

998.999.M41 BRACING THE GATE

Now convinced that an attack on an unprecedented scale will soon fall upon the Cadian Gate, Ursarkar Creed takes what steps he can to prepare the defences. Though heavy with portents of doom, the Emperor's Tarot is consulted time and again in the hope of gleaned insight into the movements of the foe. New fortifications are raised across Cadia and her surrounding worlds. Astropathic choirs begin broadcasting a deafening call for aid. Though it incinerates the minds of countless psykers, Creed orders that Cadia's distress call must ring ceaselessly through the Warp. The Munitorum respond with uncharacteristic speed, mobilising vast forces, but with aid weeks away at best the defenders of the Cadian Gate must stand alone.

999.999.M41 FIRST BLOOD

Cadian High Command sends a force of Tempestus Scions out to the very edge of the Eye of Terror in an attempt to gauge where the first blow will fall. Making planetfall upon the benighted world of Urhwaar, the expeditionary force finds no sign of life until it breaches the primary planetary shelters. As the vault doors swing open, a billion moaning dead spill from the darkness. Meanwhile, in orbit, a vast traitor armada thunders from the Empyrean, its vanguard elements completely annihilating the expedition's transports in an inescapable storm of plasma-torpedoes.

999.999.M41 THE GREAT EYE OPENS

Abaddon's armada blots out the stars with its sheer volume; mutants and heretics pour from the Eye in numbers beyond count. Despite being overwhelmingly outnumbered, Imperial Navy forces under Admiral Quarren do what they can to stem the tide. Quarren's fleet fights with nobility and distinction, but the heavy toll they exact upon the foe is as drops in the ocean. Forced to disengage, the survivors limp back to Cadia as harbingers of the oncoming storm. Abaddon's forces arrive just hours after Quarren's, the sheer fury of their attack setting the Warp ablaze. The skies of Cadia fill with fire as twisted landing craft descend like clouds of flies, and invaders in their millions spill onto the surface. Yet a sliver of hope remains, for Cadia's defenders know that Space Marines, Titans, and unnumbered regiments of Guardsmen are rushing to their aid. Creed defends his world with a strategic brilliance not witnessed since the days of Macharius, and rumours begin to spread that the Lord Castellan is preparing some as-yet-unguessed masterstroke. Whatever the truth, all know that they must fight to the bitter end with no thought for themselves. If the Cadian Gate should fall then the unbridled fury of the Warp will spill forth into the Imperium, sweeping all of Mankind away in a tide of horror and madness.



HEROES BEYOND NUMBER

This section of the book details the forces used by the Imperial Guard – their weapons, their units and the special characters that lead them to war. Each entry describes a unit and gives the specific rules you will need to use it in your games. The army list (pages 88-103) refers back to these entries.

ASTRA MILITARUM SPECIAL RULES

The Astra Militarum army uses a number of special rules that are common to several of its units. These are collected and explained here, in full, for your convenience. Special rules that are unique to particular units are presented in the relevant entry instead. Other, more common, rules are simply listed by name – these are described in full in the Special Rules section of your *Warhammer 40,000* rulebook.



HEAVY WEAPONS TEAM

Infantry heavy weapons are typically crewed by a team of two men; one fires the weapon while the other supplies the ammunition, and between them they can relocate their weapon if needs be.

For all game purposes, each Heavy Weapons Team or Veteran Weapons Team is treated as a single model with the Bulky special rule – it may only fire one weapon in the Shooting phase, only gains one additional Attack for charging, and only counts as one model for Morale checks, for example.

WARLORD TRAITS

When generating his Warlord Traits, an Astra Militarum Warlord may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or instead roll on the table to the right. Note that if your Warlord is a Tank Commander, he must roll a D3 on the table to the right instead of a D6 – he can never roll on any other Warlord Traits table.



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

1 **Grand Strategist:** *In the hands of this Warlord, a map and a vox-caster can prove far more potent weapons than the swords and guns of his peers.*

Nominate D3 units in your primary detachment. These units gain the Outflank special rule.

2 **Old Grudges:** *This Warlord considers one particular foe his nemesis, and has learned their weaknesses through decades of unremitting battle.*

During Deployment, before deploying Infiltrators and before Scouts redeploy, choose one Warhammer 40,000 codex. The Warlord and his unit have the Preferred Enemy special rule against all enemy units chosen from that codex.

3 **Draconian Disciplinarian:** *This Warlord believes firmly that to spare the lash will spoil the soldier, and is never hesitant in handing out despot punishments. His men fear their master's wrath more than any foe.*

Friendly units from Codex: Astra Militarum within 12" of the Warlord do not take Morale tests for suffering 25% or more casualties.

4 **Implacable Determination:** *This Warlord is known for leading grinding, inexorable advances in the face of even the strongest opposition. Few impediments can check the momentum of his army's unstoppable offensive.* The Warlord and his unit have the Relentless special rule.

5 **Bellowing Voice:** *Every order given by this Warlord is transmitted to his men with perfect clarity, ensuring those under his command know his will and act on it with deadly efficacy.*

Your Warlord has the Voice of Command special rule. If your Warlord already has the Voice of Command special rule, he can issue orders to friendly units from Codex: Astra Militarum that are within 18" of him.

6 **Master of Command:** *This Warlord commands his forces with a masterful knowledge of their abilities, ensuring he gets the best from the men around him.* Your Warlord has the Voice of Command special rule. If your Warlord already has the Voice of Command special rule, he can issue one additional order each turn.

VOICE OF COMMAND

A good Imperial Guardsman does not think for himself. Rather, he follows without question or hesitation the orders of his superior officers. These men in turn must command without doubt or weakness, for a well-timed order can win an entire war.

A model with this special rule is known as an officer. An officer can issue one order each turn. Orders are issued and their effects resolved at the start of your Shooting phase. If you have more than one officer, or if you have an officer that has a special rule allowing it to issue more than one order a turn, issue and resolve each order one at a time.

An officer can attempt to issue an order provided he is not locked in combat, embarked in a vehicle or building, falling back, or has gone to ground. Issuing an order does not prevent the officer's unit from acting (shooting, Running etc.) later in that phase.

ISSUING AN ORDER

To issue an order, declare the order your officer is attempting to issue and select a single friendly non-vehicle unit from *Codex: Astra Militarum* that is within 12" of the officer – this can be the officer's own unit if you wish. We call this unit the 'ordered unit'. The ordered unit must then take a Leadership test to see if the order has been understood and acted upon. If the test is passed, the order takes effect as specified in its description.

If the test is failed, the order does not take effect.

Unless an order causes the ordered unit to make a shooting attack or Run, receiving it does not prevent the ordered unit from acting later in that phase, whether the order was successful or not.

Orders cannot be issued to embarked units or units that previously received an order that phase (whether or not that order was successful). Unless otherwise stated, orders cannot be issued to units that are locked in combat, are falling back, or have gone to ground.

INSPIRED TACTICS

If a double 1 is rolled for the ordered unit's Leadership test, once the order has been resolved all further orders issued, by any officer, are automatically successful for the remainder of this turn.

INCOMPETENT COMMAND

If a double 6 is rolled for the ordered unit's Leadership test, the order does not take effect, and no further orders can be issued, by any officer, for the remainder of this turn.



ASTRA MILITARUM ORDERS

'Take Aim!'

Aiming carefully, the officer bids his men steady themselves and recall page one hundred and nine of the Imperial Infantryman's Uplifting Primer – the Litany of Accuracy.

The ordered unit must make a shooting attack. When resolving this shooting attack, all models in the ordered unit have the Precision Shot special rule.

'Smite at Will!'

The officer gives his men free rein to fire their weaponry when and where their shots will be most effective.

The ordered unit must make a shooting attack. When resolving this shooting attack, the ordered unit has the Split Fire special rule.

'First Rank, Fire! Second Rank, Fire!'

The Guardsmen pour a fusillade of lasgun fire into the enemy to the tempo of the officer's bellowed commands.

The ordered unit must make a shooting attack. When resolving this shooting attack, all models firing with lasguns or hot-shot lasguns fire one additional shot.

'Forwards, for the Emperor!'

The officer commands his men to grit their teeth, open fire and advance towards the enemy's lines.

The ordered unit must make a shooting attack. Once this shooting attack has been resolved, the ordered unit must Run, even though a unit cannot normally Shoot and Run in the same phase.

'Move! Move! Move!'

The officer exhorts his troops to sprint towards their objective, be it a point of strategic importance or shelter from incoming enemy fire. Heads down and lasguns held close, the squad dash across the battlefield with all possible haste.

The ordered unit must Run. When determining how far the unit Runs, roll three dice and use the highest result.

'Suppressive Fire!'

The officer exhorts his troops to rain fire upon the foe, forcing the enemy to keep their heads down lest they lose them altogether.

The ordered unit must make a shooting attack. When resolving this shooting attack, all weapons in the ordered unit have the Pinning special rule.

'Bring it Down!'

Enemy war machines and alien monstrosities are equally high priority targets for the commanders of the Imperial Guard.

'Bring it Down!' can only be issued by a model with the Senior Officer special rule. The ordered unit must make a shooting attack. When resolving this shooting attack, all models in the ordered unit have the Tank Hunters and Monster Hunter special rules.

'Fire on my Target!'

Assisted by targeting matrices or just a good pair of magnoculars, the officer gives his men the coordinates for a pinpoint fusillade.

'Fire on my Target!' can only be issued by a model with the Senior Officer special rule. The ordered unit must make a shooting attack. When resolving this shooting attack, all weapons in the ordered unit have the Ignores Cover special rule.

'Get Back in the Fight!'

More afraid of death by summary execution than of the foe, the fleeing squad steels themselves for more.

'Get Back in the Fight!' can only be issued by a model with the Senior Officer special rule. Unlike other orders, 'Get Back in the Fight!' can only be issued to a unit that is falling back or that has gone to ground. The ordered unit immediately regroups if falling back, but it does not make a 9" move. If the unit has gone to ground, the effects of going to ground are immediately cancelled instead. In either case, the ordered unit can act (shoot, run, charge etc.) normally for the remainder of the turn.



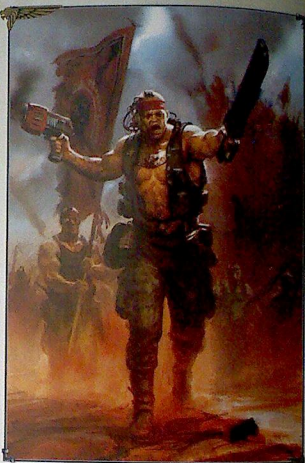
COMPANY COMMAND SQUADS

Standing proud amid the blood and thunder of the front lines, the battle-scarred soldiers of the Company Command Squad set an unflinching example to the men they lead. By Munitorium regulations, each Company Command Squad is led by a Commander, though in truth the titles held by these officers are as wildly varying as the worlds from whence they hail. An Imperial army on campaign may contain companies led by majors, captains, hetmen, demiconsuls, knights militant, chieftains and dozens more. However their soldiers address them, Company Commanders all bear the same responsibilities. In the face of nightmarish foes, they must provide their men with a bulwark of unwavering courage and decisive leadership. Most are hard-bitten heroes, skilled combatants and pragmatic strategists whose first loyalty is to the Emperor of Mankind. Some rare men of rank may be ineffective fops with commissions awarded through inheritance or politicking, but the hour is too dark for the Munitorium to suffer fools for long. Those who cannot discharge their duties soon discover that being the governor's son means little to a merciless Commissar.

The remainder of each Company Command Squad is comprised of hardened veterans who support their commander in the field. These squads are often provided with specialist equipment and additional training. Expert voxmen relay the Company Commander's orders to the men on the frontlines. Talented field surgeons stand a tense vigil over their comrades, ready to staunch wounds or administer doses of whatever chemical stimulants are required. Should a rank-and-file trooper display exceptional valour and dedication, they may be given the honour of bearing the Regimental Standard. To earn such a position a man must have performed some deed considered notably above and beyond the call of duty, such as gunning down a swathe of rampaging foes in defence of a field hospital or felling a ravaging Daemon Engine with a well-placed grenade.

Many Company Command Squads include grizzled special weapons operators or Veteran Weapons Teams, proven crack-shots to a man – the presence of such potent weapons close at hand allows Company Commanders personally to oversee the destruction of vital targets such as lumbering heretic tanks or monstrous xenos beasts. Equally, should the situation deteriorate and the Company Command Squad find themselves threatened by bellowing mobs of greenskins or a looming traitor Helbrute, these same lethal firearms can mean the difference between life and death.

No matter whether the Company Commander is a cynical career officer, a cold tactician, or a bellowing, barrel-chested Imperial hero, he and his Company Command Squad form the strategic nexus of the Imperial Guard army. The Company Commander's orders crackle across the vox network, bolstering the courage of his men and ensuring that his army functions with precise coordination far superior to anything exhibited by the heretical hordes they face. The squad's firepower strikes at key points, expertly directed to support the efforts of the massed Imperial Guardsmen on the frontline.



	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander	4	4	3	3	3	3	3	9	5+
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+

UNITTYPE: Veterans and Veteran Weapons Teams are Infantry. Company Commander is Infantry (Character).

WARGEAR:

Company Commander: Flak armour (pg 64), laspistol, close combat weapon, frag grenades, refractor field (pg 63).

Veteran: Flak armour (pg 64), lasgun, frag grenades.

Veteran Weapons Team: Flak armour (pg 64), lasgun, frag grenades.

SPECIAL RULES:

Heavy Weapons Team (Veteran Weapons Team only) (pg 27), **Voice of Command** (Company Commander only) (pg 28).

Senior Officer (Company Commander only): This model can issue up to two orders each turn (pg 29).

REGIMENTAL ADVISORS

The Adeptus Munitorum can call upon a vast array of esoteric personnel to advise Company Commanders in battle. Be they enigmatic astrosavants, starch-collared representatives or grizzled officers, these regimental advisors can swiftly transform a Company Command Squad into an eclectic entourage of skilled specialists. While many senior officers resent the peculiar proclivities or bombastic second-guessing of such advisors, none can deny their strategic value in the heat of battle.

Astropaths – for example – may unsettle their comrades with their hollow, eyeless gaze and the susurrus of telepathic murmurs that fogs the air around them. Yet their ability to project their thoughts, or to influence the thoughts of others, can make them a potent weapon on the battlefield. Other advisors serve as representatives of different arms of the Imperial war machine. The Master of Ordnance, for example, utilises complex equipment to coordinate devastating long range artillery strikes from support weapons far beyond the front line; a seconded Officer of the Fleet can order wings of naval air power to waylay enemy reinforcements, denying the foe crucial manpower and weaponry, or call upon bulk landers and pools of reserve transports to swiftly ferry reinforcements to where they are needed most.

	WS	BS	S	T	W	I	A	Ld	Sv
Astropath	3	4	3	3	1	3	1	7	5+
Master of Ordnance	3	4	3	3	1	3	1	7	5+
Officer of the Fleet	3	4	3	3	1	3	1	7	5+

UNIT TYPE: Infantry.

WARGEAR: Flak armour (pg 64), close combat weapon, frag grenades.

SPECIAL RULES:

Psyker (Mastery Level 1) (Astropath only).

Artillery Bombardment (Master of Ordnance only): The Master of Ordnance may make a shooting attack with the following profile:

Range	S	AP	Type
Infinite	9	3	Ordnance 1, Barrage, Large Blast

An Artillery Bombardment is resolved separately from other Barrage weapons fired by the same unit in the same Shooting phase, but must choose the same target as the rest of the unit.

If a hit is rolled on the scatter dice, the blast marker scatters 2D6" in the direction shown by the arrow on the 'Hit' symbol. If an arrow is rolled, the blast marker scatters an additional D6". If the Master of Ordnance has line of sight to his target then he reduces the total distance scattered by his Ballistic Skill.



Navy Orders (Officer of the Fleet only): An Officer of the Fleet may take a Leadership test at the beginning of your turn, before any Reserve rolls are made. If the test is successful, choose one of the following Navy Orders to immediately take effect. If you have more than one Officer of the Fleet, all modifiers are cumulative.

• Coordinate Reserves

The Officer directs Navy transports to deliver troops to the front line. You receive a +1 bonus to all Reserve Rolls during your turn.

• Intercept Reserves

The Officer orders Navy fighters to disrupt enemy supply lines. Your opponent suffers a -1 penalty to all Reserve Rolls during his next turn, but will always pass a Reserve Roll on a 6.

PSYKER: Astropaths generate their powers from the Telepathy discipline.



TANK COMMANDERS

A Tank Commander rides to battle in the cupola of a mighty Leman Russ battle tank. These grizzled men are virtually one with their machine, possessing an implicit knowledge of armoured warfare in all its forms. Granted their pick of the armoured fighting vehicles available to their regiment, they are further entitled to pick their crew from the finest veterans. The average Tank Commander is therefore a steely eyed ace, heading up a crew of the very best their regiment has to offer.

A Tank Commander will always be found leading a squadron of Leman Russ battle tanks, their coolly delivered orders greatly augmenting the effectiveness of their squadmates. Whether directing deadly salvoes into onrushing xenos or clashing with colossal enemy war machines, the Tank Commander and his squadron have few equals. However, for all their armoured might, it is a Tank Commander's fusion of combat experience and bellicose leadership that makes them especially deadly.

These veteran armour commanders will often be assigned temporary leadership of infantry or artillery assets. This may see the Tank Commander's squadron line-breaking at the head of an overwhelming infantry offensive, or digging in to provide close cover for thundering batteries of big guns.



Whatever the case, the Tank Commander's strategic cunning and deadly armoured steed can anchor an entire battle line, or smash that of the foe asunder. Infantrymen may grumble when assigned to the command of a 'tread-head', mistrusting such a man's grasp of the hardships faced by honest footsloggers, yet such complaints soon turn to cheers when the commander's tank squadron rolls into the foe's ranks, all guns blazing and tracks churning enemy bodies to bloody paste.

Tank Commander

WS BS S T W I A Ld Sv
- 4 - - - - -

SPECIAL RULES:

Leman Russ Commander: A Tank Commander starts the game in a Leman Russ tank (pg 46), leading a Leman Russ Squadron. Note that any type of Leman Russ can be taken as the Tank Commander's vehicle, and that it can have any upgrades usually available to that type of tank. The Tank Commander's tank is a character, has Ballistic Skill 4 and can be chosen as your army's Warlord. If his tank is Wrecked or suffers an Explodes! result, the Tank Commander is killed.

A Tank Commander and his Leman Russ Squadron count as an HQ choice for the entire of the battle. The Tank Commander's Leman Russ cannot leave the unit or join another unit, even if the rest of his squadron are destroyed.

Tank Orders: A Tank Commander can roll 2D6 at the beginning of the Shooting phase. If the total result is 9 or less, choose one of the following Tank Orders to immediately take effect.

- **'Full Throttle!'**

The officer leads a glorious tank charge that grinds the enemy beneath his treads.

The Tank Commander's unit immediately moves Flat Out, moving up to 6+D6", even though they are Heavy.

- **'Gunnery, Kill on Sight!'**

The officer gives his men free rein to unleash discretionary fire.

The Tank Commander's unit immediately makes a shooting attack. The Tank Commander must shoot at a different target to the rest of his unit. The Tank Commander must resolve his shooting attack first. Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target, which cannot be a unit forced to disembark as a result of the Tank Commander's initial shooting attack.

- **'Strike and Shroud!'**

The squadron fires a volley before activating their smoke launchers. The Tank Commander's unit must make a shooting attack. After this shooting attack has been resolved, all vehicles in the unit that have not already done so must use their smoke launchers.

COMMISSARS

Every Imperial citizen recognises the distinctive cap and greatcoat of the Commissar, whether from hab-block propaganda frescoes or grainy Munitorium recruitment pics. To the masses of humanity, these men are symbols of Imperial authority whose sole remit is to ensure that all do their duty in the Emperor's name. Yet the truth of these high-ranking officers is rather more complex.

Commissars are recruited from amongst the students of the widespread Schola Progenium. While the majority of the Schola's wards go on to become Adepts or join the Militarum Tempestus, only the best of the best will be recommended for service in the Officio Prefectus. Inductees must have absolute faith in the Imperium. They must display the proper levels of sincere totalitarian idealism. They must be able to fight as well as any hive-spire duellist while fulfilling the conflicting roles of merciless taskmaster and inspiring hero with equal ease. It is further the duty of a Commissar to learn the culture and customs of the regiment to which he is attached. He must command equal respect whether assigned to dutiful Vostroyans or hard-bitten, insular Catachans. Should discipline or morale falter, it is the task of the Commissar to take whatever steps necessary to restore order, and to do so in the absolute knowledge that his actions are just. Under the steely gaze of such a

man, Imperial Guardsmen must be inspired to deeds they never believed possible. In extremis, a Commissar must be prepared to execute wavering soldiers or incompetent officers without a moment's remorse; few things enforce discipline better than a malcontent or coward being shot dead for their failings, and this message is all the stronger when a mass-reactive bolt shell sprays a Guardsman's brains across his horrified comrades in a shower of gore.

Amongst the ranks of the Officio Prefectus there are many heroic individuals who have become legend through their deeds. A Lord Commissar is expected to exemplify everything the Imperium strives toward. These accomplished men must still discharge their duties as grim-faced arbiters of disciplinary retribution, but are given substantially more scope thanks to their seniority. A Lord Commissar is as likely to lead a heroic raid against a key location as he is to order motivational bombardments by batteries of artillery upon fleeing Imperial Guard forces. After all, in dark days such as these, true heroism rarely stems from kind acts.

	WS	BS	S	T	W	I	A	Ld	Sv
Commissar	4	4	3	3	1	3	2	9	5+
Lord Commissar	5	5	3	3	3	3	3	10	5+

UNITTYPE: Infantry (Character).

WARGEAR:

Commissar: Flak armour (pg 64), bolt pistol, close combat weapon, frag grenades, krak grenades.

Lord Commissar: Flak armour (pg 64), bolt pistol, close combat weapon, frag grenades, krak grenades, refractor field (pg 63).

SPECIAL RULES:

Independent Character (Lord Commissar only), **Stubborn**.

Aura of Discipline (Lord Commissar only): Any friendly unit from *Codex: Astra Militarum* within 6" of a Lord Commissar uses his Leadership for any Fear, Morale or Pinning tests.

Chain of Command (Lord Commissar only): A Lord Commissar may only be your Warlord if you have no models with the Senior Officer special rule in your primary detachment.

Summary Execution: If the Commissar's unit fails a Fear, Morale or Pinning test, after any re-rolls it is entitled to, the owning player can opt to have his Commissar summarily execute one of the Astra Militarum models in the unit. Roll a D6; on a 3+ you choose which model is executed, on a 1-2 your opponent chooses instead – note that neither player can ever choose to execute the Commissar himself. The executed model is immediately removed as a casualty with no saves of any kind allowed. Provided a model was executed, the unit is then treated as having passed the test.



REGIMENTAL SPECIALISTS

MINISTORUM PRIESTS

Every regiment of the Imperial Guard is required to have at least one attached Ministorum Priest. These holy men have a crucial role to play within the ranks of the Imperial Guard, providing a religious crutch upon which the common soldiery can lean. Whether by taking the dignified confessional of an officer forced to send waves of men to their deaths, or leading rousing regimental prayers, Ministorum Priests provide this essential support.

Ever ready to martyr themselves upon the altar of Imperial victory, Priests will stride willingly into the fires of war. Yet it is for their effect upon their comrades that Imperial Commanders value Priests most highly. Their fiery oratory and bellicose war hymns can steady a battle line in the face of overwhelming odds or drive their flock into an impassioned frenzy in which men shrug off mortal wounds and fight with a passion bordering on madness. Many Imperial Guardsmen speak of seeing seraphs soaring on the hot winds of war, called to battle by the exhortations of Ministorum Priests. Whether these miraculous phenomena can be attributed to mass hysteria or the manifest powers of the Emperor matters little – countless battles have been won by Imperial Guardsmen in the grip of religious fervour.

	WS	BS	S	T	W	I	A	Ld	Sv
Ministorum Priest	3	3	3	3	1	3	2	7	5+

UNITTYPE: Infantry (Character).

WARGEAR: Flak armour (pg 64), laspistol, close combat weapon, frag grenades, rosarius (pg 63).

SPECIAL RULES: Independent Character, Zealot.

War Hymns: A Ministorum Priest can take a Leadership test at the beginning of each Fight sub-phase in which he is locked in combat. If the test is successful, choose one of the following war hymns to immediately take effect.

- **The Emperor Protects**

As the Priest's impassioned calls ring out across the battlefield, the faithful feel the blessing of the God-Emperor upon them.
The Ministorum Priest and his unit re-roll all failed armour and invulnerable saves until the end of the phase.

- **The Emperor's Strength**

Shouting out the prime canticle of Saint Brutos the Belligerent, the Priest calls upon the Emperor to help him smite his foes.
Until the end of the phase, the Ministorum Priest has the Smash special rule.

- **The Righteousness of the Emperor**

The Priest bellows psalms of vengeance into the faces of the foe, exhorting his men to excel in the Emperor's sight.
The Ministorum Priest and his unit re-roll failed rolls To Wound until the end of the phase.



PRIMARIS PSYKERS

Loathed and feared as witches by their superstitious comrades, Primaris Psykers are nonetheless valuable assets to any commander. Though it hardly lessens the constant suspicion they are held in by the Officio Prefectus, each of these psykers possess abilities and control far beyond those of lesser Scholastica Psykana initiates. Their dominance over the powers at their command means they are permitted to operate independently upon the battlefield. Development to such a stage requires remarkable strength of character, and most Primaris Psykers possess hard-won wisdom that can avail those senior officers with the wit to hear it.

Each Primaris Psyker exhibits different abilities, manipulating the energies of the Warp in unique ways. Some are able to conjure searing ectoplasmic bolts that can tear holes in enemy fortifications, or engulf the foe's massed ranks in roiling flame. Others use their minds to summon domes of protective energy that shield their comrades from fire or render them invisible. When serving on the front line, Primaris Psykers bear deadly force weapons, crackling with power, with which they are even able to rip the very souls from their screaming foes. Whatever their particular talent, Primaris Psykers are as lethal to the enemy as they are disturbing to their comrades, for their psychic might turns them into unnatural weapons that evoke both superstition and terror.

Primaris Psyker

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	9	5+

UNIT TYPE: Infantry (Character).

WARGEAR: Flak armour (pg 64), laspistol, force weapon, frag grenades, refractor field (pg 63).

SPECIAL RULES: Independent Character, Psyker (Mastery Level 1).

It's For Your Own Good: If a Primaris Psyker suffers Perils of the Warp whilst in the same unit as a Commissar (of any type), the Primaris Psyker will be executed – after resolving the usual effects, remove the Primaris Psyker as a casualty.

PSYKER: Primaris Psykers generate their powers from the Biomancy, Divination, Pyromancy and Telekinesis disciplines.

ENGINESEERS

Tech-Priest Engineers serve as custodians for the vehicles of the Imperial Guard. With binary prayers and mystic rites, the Engineers soothe the machine spirits of their tracked congregation. Without the diligent maintenance of the Engineers, the Imperial Guard would soon find themselves without the heavy armour vital to their very survival. Clad in sanctified power armour and wielding cog-toothed power axes, Tech-Priest Engineers wage fearlessly into combat to protect the valuable technologies entrusted to their care. They are able to affect battlefield repairs, and can even rouse the war spirits of Imperial tanks to wrath, causing weapons to track and fire independent of their shocked crew's commands.

Engineer

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Power armour (pg 64), laspistol, power axe, servo-arm (pg 62), frag grenades, Krak grenades.

SPECIAL RULES: Independent Character.

Awaken the Machine: In each of your Shooting phases, instead of firing his weapons, the Engineer may choose a single friendly Astra Militarum vehicle within 12". That vehicle gains the Power of the Machine Spirit special rule until the end of the turn.

Blessings of the Omission: In each of your Shooting phases, instead of firing his weapons, an Engineer may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add 1 for each Servitor with a servo-arm in his unit. If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

SERVITORS

Many Tech-Priest Engineers are accompanied on the battlefield by retinues of mindless Servitors. These lobotomized slaves are often vat-grown, though some were vicious criminals or heretics prior to their enforced conversion. Regardless of their origins, most Servitors will sport industrial cybernetics allowing them to aid their master in his work. Others are fitted with hefty heavy weapons whose chattering volleys drive back the foe and permit the Engineer to make his repairs without interruption.

Servitor

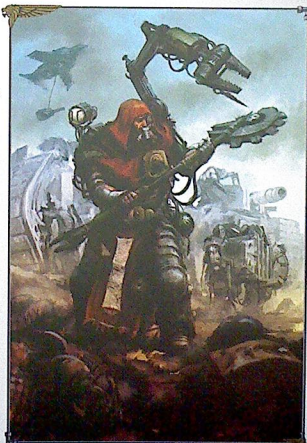
WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	8	4+

UNIT TYPE: Infantry.

WARGEAR: Servo-arm (pg 62).

SPECIAL RULES:

Mindlock: Unless it includes an Engineer, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a roll of a 4+, this special rule has no effect this turn. On a roll of a 1, 2 or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot or charge, and orders issued to it have no effect. A mindlocked unit must still complete compulsory moves, such as Pile In and Fall Back moves.



INFANTRY PLATOONS

From the steaming jungles of Catachan to the war-torn fortress world of Cadia, the humble Infantry Platoon provides the ironclad backbone of the Imperial Guard. All Imperial Guard infantry regiments are, without fail, built around a solid base of multiple Infantry Platoons. Even armour and artillery regiments often include one or more such Platoons for close support duties. Imperial Guard Infantry Platoons are as numerous and ubiquitous as the lasguns with which they are armed, and perhaps even cheaper for the Munitorum to replace.

A junior officer, usually referred to in Munitorum texts as the Platoon Commander, leads each Infantry Platoon. While Company Commanders must endeavour to hold back and retain a strategic overview, Platoon Command Squads lead from the front with little more than guts and determination to carry them through. Fighting to emulate this daring example, the remainder of the Platoon is composed of multiple ten-man infantry squads and small teams of well armed support specialists.

These disparate elements are trained to work as a whole, to create something far greater than the sum of its parts. Without heavy and special weapons, the men of the Infantry Squads would soon fall prey to some armoured behemoth or monstrous horror. Without those same infantrymen, however, the Heavy Weapons Squads and Special Weapons Squads would be overrun and torn apart in short order. Without their commanding officers, meanwhile, Infantry Platoons would be robbed of the dynamism and cohesion that can make them so deadly. Whether dug in to defend an assigned objective, or charging pell-mell across the mud and fire of no man's land, Infantry Platoons can achieve miracles if properly led and well supported.

Of course, the reverse is also true – even a well supplied and well situated Infantry Platoon can be brought to ruin if they are ill-used by their commanding officer. The records of the Munitorum are replete with tales of Imperial Guardsmen squandered needlessly in suicidal charges, or left without support to weather enemy offensives they had no hope of stopping. For every courageous defence or well executed attack, there are dozens of last stands, ill-timed assaults and anarchic massacres to chill the blood of freshly trained Platoon Commanders. Of course, particularly callous senior officers may work just such apparent disasters into their plans. After all, nothing is more likely to fill a foe with over-confidence than the swift massacre of a whole Platoon of Imperial Guardsmen. Little do such enemies realise, as they rampage over the corpses of the slain, that pre-ranged batteries of Basilisks are bringing their weapons to bear...

Their potentially sacrificial nature aside, the strengths of an Infantry Platoon lie in discipline, numbers, and sheer firepower. Be it an onrushing wall of roaring Orks, a tide of chittering Tyrants or the implacable advance of a phalanx of Necrons, there is no threat in the galaxy that enough Imperial Guardsmen, working in concert, cannot lay low. Certainly, that's what the Commissars claim.

PLATOON COMMAND SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Commander	4	4	3	3	1	3	2	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

UNITTYPE: Guardsmen and Heavy Weapons Teams are **Infantry**. Platoon Commander is **Infantry (Character)**.

WARGEAR:

Platoon Commander: Flak armour (pg 64), laspistol, close combat weapon, frag grenades.

Guardsmen: Flak armour (pg 64), lasgun, frag grenades.

Heavy Weapons Team: Flak armour (pg 64), lasgun, frag grenades.

SPECIAL RULES:

Heavy Weapons Team (Heavy Weapons Team only) (pg 27), **Voice of Command** (Platoon Commander only) (pg 28).

INFANTRY SQUAD

An Infantry Squad consists of ten Imperial Guardsmen, including a Sergeant who leads them, and is issued additional specialist or heavy weaponry as required. From forlorn assaults to desperate line-defence, Infantry Squads fight and die for the Emperor in their millions.

SPECIAL WEAPONS SQUAD

Whether dedicated snipers, demolitions experts or infantry support troopers, the men of the Special Weapons Squads wield an array of deadly weapons to assist their comrades in the field.

HEAVY WEAPONS SQUAD

The big guns of any Infantry Platoon, Heavy Weapons Squads can lay down hails of deadly firepower to slaughter scores of foes, or tear through enemy armour.

CONSCRIPTS

Conscripts are raised in times of desperation, barely trained masses of expendable bodies best employed manning fortifications or impeding the foe's movements.

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	3	3	3	3	1	3	1	7	5+
Sergeant	3	3	3	3	1	3	2	8	5+
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+
Conscript	2	2	3	3	1	3	1	5	5+

UNITTYPE: Guardsmen, Conscripts, and Heavy Weapons Teams are **Infantry**. Sergeants are **Infantry (Character)**.

WARGEAR:

Guardsmen: Flak armour (pg 64), lasgun, frag grenades.

Sergeant: Flak armour (pg 64), laspistol, close combat weapon, frag grenades.

Heavy Weapons Team: Flak armour (pg 64), lasgun, frag grenades.

Conscript: Flak armour (pg 64), lasgun.

SPECIAL RULES:

Heavy Weapons Team (Heavy Weapons Team only) (pg 27).

Combined Squad (Infantry Squads only): Infantry Squads have the option of forming Combined Squads. The decision to form Combined Squads must be made immediately before determining your Warlord Traits.

If the Astra Militarum player wishes to deploy his forces in this way, then any Infantry Squad may join another Infantry Squad from the same platoon. For example, an Infantry Platoon consisting of a Platoon Command Squad and three 10-man Infantry Squads can instead choose to deploy as a Platoon Command Squad and a single 30-man Infantry Squad, or a Platoon Command Squad, a 10-man Infantry Squad and a 20-man Infantry Squad. If you decide to form Combined Squads in this manner, they are treated as a single unit for whole of the game.

Hold until relieved. Those were the orders he had been given just two hours earlier. Hold until relieved. Three short words. How could so many men have died for three short words? Yet they had – and still were. Platoon Commander Yentzer came back to himself with a jolt as something big detonated against the bunker roof. Around him, men were screaming, yelling, snapping shots through the bunker's vision slits into the smoke beyond. The fires were so bad now you couldn't even see the Orks out there. They were there though, oh yes, and in numbers. Yentzer didn't want to even start imagining. The rattle and roar of their guns was a constant thunder, making it hard for Yentzer to even think, let alone issue orders.

He had to do something, though, his boys were out there, manning the Aegis lines. Dying amongst them, by the sounds of it. The commander steadied himself before grabbing the vox-horn from trooper Hustins. With a confidence he didn't feel, Yentzer began to bark orders. He squinted against the glare as his remaining lascannons cut loose, firing on invisible coordinates chattered from the vox-skull floating at his shoulder. He felt a stab of vicious pleasure as something big exploded amid the smoke, and the enemy fire slackened off. They were still out there though, he could hear their filthy xenos voices as they yelled at one another. Over the vox he reassured his surviving men, telling them to form up again at the barricades. Telling them it couldn't be long now, reinforcements were on the way. Telling them to hold until relieved.



VETERANS

Often the last survivors of regiments winnowed down through the brutal attrition of battle, Imperial Guard Veterans are hardy and skilful survivors. Such men have faced down horrors that would drive a lesser man mad, and endured a gauntlet of war that has honed their abilities to exceptional levels. From armoured shock troops to expert scouts, all Veterans are allowed a degree of leeway. They are permitted to choose their own armaments, often begging, borrowing or outright stealing all manner of non-standard equipment. Such grizzled, individualistic warriors tend to give their best when allowed to fight on their own terms.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Sergeant	3	4	3	3	1	3	2	8	5+
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+

UNITTYPE: Veterans and Veteran Weapons Teams are Infantry. Veteran Sergeants are Infantry (Character).

WARGEAR:

Veteran: Flak armour (pg 64), lasgun, frag grenades.

Veteran Sergeant: Flak armour (pg 64), laspistol, close combat weapon, frag grenades.

Veteran Weapons Team: Flak armour (pg 64), lasgun, frag grenades.

SPECIAL RULES:

Heavy Weapons Team (Veteran Weapons Team only) (pg 27).

The jungle was thick with drifting smoke, echoing to the sound of the furious fighting up ahead. Harker prowled between the trees, signature weapon slung easily from one shoulder. Up ahead, Brond and Nils ducked as something big went up, the tangled undergrowth momentarily limned with a fiery glare. Harker didn't even flinch. Out there, some bunch of green-as-leaves infantry were hanging onto bunker 67 by the skin of their teeth. Harker had been ordered to relieve them before the Orks broke through, and that was what he meant to do. Spitting in the mud, Harker slung Payback up onto one hip and gestured for his Hellraisers to form up. They knew where the Orks were alright – even in all this smoke, the greenskinned gross-lovers were making enough noise to wake the dead. Harker's men adopted a tight, offensive formation, readying personalised guns and blades and whispering banter about the coming fight. Harker shot them a quick nod before stepping from the undergrowth and squeezing his heavy bolter's trigger. The weapon roared to life, punching shells through the smoke and blowing Orks off their feet. As his men opened up in a storm around him, Harker heard ragged cheering from the direction of the bunker line. That's right, he thought with a scowl, praise the Emperor, rookies, the Hellraisers are here.



SERGEANT HARKER

'Stonetooth' Harker is tough as they come. The Sarge only takes the best of the best in his squad, 'Harker's Hellraisers', and his strength is such that he carries his heavy bolter, 'Payback', as easily as a normal man might carry a rifle.

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant Harker	4	4	4	3	1	3	2	8	5+

UNITTYPE: Infantry (Character).

WARGEAR: Flak armour (pg 64), close combat weapon, frag grenades, krak grenades.

SPECIAL RULES: Relentless.

HEIRLOOM OF CONQUEST

Payback: Sergeant Harker's favourite heavy bolter, 'Payback', has served him well in countless hostile war zones.

Range	S	AP	Type
36"	5	4	Heavy 3, Rending

MILITARUM TEMPESTUS

Militarum Tempestus Scions are cold, proficient killers whose deadly firepower can reduce swathes of foes to smouldering heaps of corpses. Trained in the Schola Progenium, these men commit to a rigorous program of physical and mental indoctrination that raises them to the peak of human conditioning. Loyal to the Emperor above all else, Tempestus Scions provide High Command with a core of flexible, high-incorruptible soldiers. Deployed sparingly, they can be depended upon to complete any mission, no matter how deadly. Racing into battle aboard armoured transports or plummeting down on grav-chutes, the Scions are the sharp edge of the Imperial Guard war machine.

TEMPESTUS COMMAND SQUAD

Each Militarum Tempestus Platoon is led into battle by a grizzled officer known as a Tempestor Prime. Such men are promoted on battlefield record alone, their courage and discipline unshakable. The Command Squad that accompanies them comprise cold-eyed killers whose every thought and deed is intended to further the Imperial cause. Able to operate on their own initiative in a way entirely alien to the majority of the Imperial Guard, these men lead their Progenium brethren into battle with merciless efficiency.

	WS	BS	S	T	W	I	A	Ld	Sv
Tempestus Scion	3	4	3	3	1	3	1	7	4+
Tempestor Prime	4	4	3	3	2	4	2	9	4+

UNITTYPE: Tempestus Scions are **Infantry**.
Tempestor Primes are **Infantry (Character)**.

WARGEAR:

Tempestus Scion: Carapace armour (pg 64), hot-shot lasgun, frag grenades, krak grenades.

Tempestor Prime: Carapace armour (pg 64), hot-shot laspistol, close combat weapon, frag grenades, krak grenades.

SPECIAL RULES: Deep Strike, Move Through Cover, Voice of Command (Tempestor Prime only) (pg 28).

Clarion Vox-net: Any friendly unit from the same Militarum Tempestus Platoon within 18" of the Tempestor Prime can use his Leadership for any Fear, Morale or Pinning tests.

TEMPESTUS SCIONS

Each squad of Tempestus Scions consists of veteran warriors, trained and equipped to the highest standard. Protected by rigid armaplas and reinforced ceramite plates, Scions wield a sophisticated range of high-powered weapons that perfectly complement their shock assault role, and their discipline is such that they can direct their deadly firepower to absolute optimum effect.

Militarum Tempestus Scions are often viewed with fear or resentment by the regular troops – nicknames such as 'groy boys' and 'big toy soldiers' are common. Yet this rancour is nothing to the Scions themselves. Trained in covert operations and rapid insertion strike-tactics, they go to battle confident that their every deed is for the good of the Imperium itself.

	WS	BS	S	T	W	I	A	Ld	Sv
Tempestus Scion	3	4	3	3	1	3	1	7	4+
Tempestor	3	4	3	3	1	3	2	8	4+

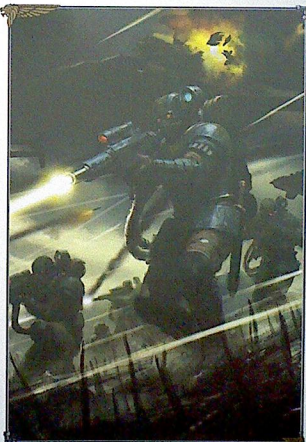
UNITTYPE: Tempestus Scions are **Infantry**.
Tempestors are **Infantry (Character)**.

WARGEAR:

Tempestus Scion: Carapace armour (pg 64), hot-shot lasgun, frag grenades, krak grenades.

Tempestor: Carapace armour (pg 64), hot-shot laspistol, close combat weapon, frag grenades, krak grenades.

SPECIAL RULES: Deep Strike, Move Through Cover.

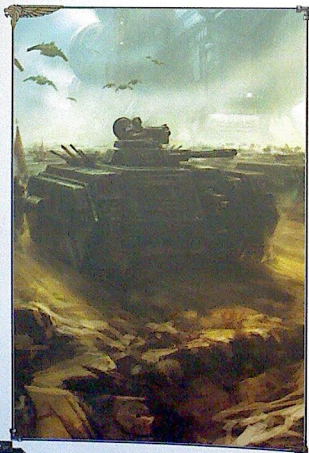


CHIMERAS

The Chimera is the most prolific and popular armoured transport used by the Imperial Guard. It is rugged, versatile, and easy to produce in huge numbers. For thousands of years it has been accepted wisdom that the Chimera punches well above its weight in a firefight; the tank itself mounts a variety of punishing anti-personnel weaponry, while passengers can lay down additional fire from its spacious top hatch and flank-mounted lasgun arrays.

With its slab-like frontal armour the Chimera is well suited to so-called 'armoured fist' assaults. Roaring forward through withering fire, the Chimera shields its human cargo long enough to disgorge them directly into forward positions from which they can breach the enemy's lines. Such squads lend speed and flexibility to the rigid formations of the Imperial Guard, and the impact of such armoured charges has won numerous victories for the Imperium of Man.

Over the millennia, the Chimera has been employed in countless war zones, demonstrating its adaptability time and again. High-gain, securely encrypted vox-arrays allow the Chimera to function as a mobile command bunker. The tank's amphibious capabilities permit transportation of Guardsmen across supposedly impassable swamps and rivers to strike at unguarded enemy flanks.



The strategic value of the Chimera was amply demonstrated during the cleansing of Pelos IV. In the face of an overwhelming traitor offensive along the north bank of the River Fireflow, Catachan General Henk Oberstein mounted three full companies of his finest Jungle Fighters into Chimeras and had them ford the river in a wide flanking manoeuvre. Caught between Oberstein's heavy weapons emplacements and the shock assault of the armoured spearhead roaring out of the river's churning waters, the traitors were swiftly and efficiently crushed.

It is for these reasons and many more that the Chimera is seen as the faithful workhorse of the Imperial Guard. Equal to almost any strategic challenge from convoy escort to the brutal rigours of the most apocalyptic battles, the Chimera APC is one of the finest weapons in an Imperial Guard Commander's arsenal, and should never be underestimated.

[Armour]		BS F S R HP				
Chimera		3	12	10	10	3

UNIT TYPE: Vehicle (Tank, Transport).

WARGEAR: Multi-laser, heavy bolter, searchlight, smoke launchers.

TRANSPORT:

Transport Capacity: Twelve models.

Fire Points: Two models can fire from the Chimera's top hatch. Note that a model with the Heavy Weapons Team special rule counts as a single model.

Access Points: A Chimera has one Access Point at the rear.

SPECIAL RULES:

Amphibious: A Chimera treats all water features as open terrain when it moves.

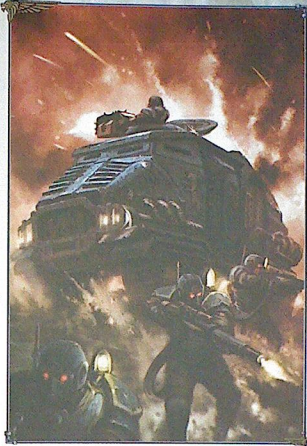
Lasgun Arrays: A Chimera has two separate arrays of three lasguns – one array located above each side of its hull. Up to six models in the embarked unit (a maximum of three per array) may fire one lasgun each from these lasgun arrays, provided those models are not using the Chimera's Fire Points this turn. To represent the unusual nature of these weapons, use the Chimera's Ballistic Skill for these shots – the lasgun arrays can shoot at this Ballistic Skill regardless of how far the Chimera has moved. If the Chimera has suffered a Crew Stunned or Crew Shaken result, the lasgun arrays can only make Snap Shots. Lastly, each array may shoot at a different target to the Chimera's other weaponry, though all lasguns in the same array must shoot at the same target.

Mobile Command Vehicle: An officer embarked within a Chimera may still issue orders to squads. Measure range from any part of the Chimera's hull.

TAUROXES

The Taurox APC is designed to hit hard and fast, exploiting gaps in the enemy battle line or plugging those torn in the Imperium's. Though lightly armoured, the Taurox packs a punch, mounting twin-linked autocannons to mow down enemy forces as it roars into the breach. Meanwhile, its rugged 'Castellan' quad-track unit allows the Taurox to negotiate even the most tangled terrain with ease.

The Taurox's capacity to punch through seemingly impossible terrain makes it an ideal counter-attack asset. Imperial Guard commanders will often hold back squads of short ranged, hard-hitting infantry in Taurox APCs, throwing them in to blunt enemy breakthroughs before they can build momentum. However the Taurox's ability to traverse rough terrain also finds it regularly employed as a light recon vehicle, or running escort duties on columns of artillery. Here it will swiftly deploy squads of heavy infantry, countering unexpected threats with overwhelming firepower until reinforcements can be brought to bear.



[Armour]					
BS	F	S	R	HP	
3	11	10	10	3	

Taurox

UNIT TYPE: Vehicle (Transport).

WARGEAR: Twin-linked autocannon.

TRANSPORT:

Transport Capacity: Ten models.

Fire Points: The Taurox has two Fire Points on each side of the hull.

Access Points: The Taurox has one Access Point on each side of the hull and one at the rear.

SPECIAL RULES:

All-terrain APC: This vehicle re-rolls all failed Dangerous Terrain tests.

TAUROX PRIME

A variant of the Taurox built for use by Militarum Tempestus, the Prime's design is efficient and flexible. The vehicle's chassis incorporates arcane technologies that allow it to sustain Tempestus Scions operating in extremely hostile environments, or even the cold vacuum of space. The vehicle can be internally pressurised, and features a suite of life-support systems. Further, its engines can be compelled – using the proper rituals and prayers – to channel magnetic force into the Prime's tracks. This enables the vehicle to cling to vertical surfaces, and even operate in zero gravity conditions. The Taurox Prime's weapon load-out is equally versatile – whether blasting enemy infantry apart with hails of missiles and galling cannon fire, or bringing down tanks and fortifications with their lightweight battle cannons, these

vehicles are the ideal transport for the elite forces of the Militarum Tempestus.

[Armour]					
BS	F	S	R	HP	

Taurox Prime

4 11 10 10 3

UNIT TYPE: Vehicle (Fast, Transport).

WARGEAR: Taurox battle cannon (pg 62), twin-linked hot-shot volley gun (pg 61).

TRANSPORT:

Transport Capacity: Ten models.

Fire Points: The Taurox Prime has two Fire Points on each side of the hull.

Access Points: The Taurox Prime has one Access Point on each side of the hull and one at the rear.

SPECIAL RULES:

All-terrain APC: This vehicle re-rolls failed Dangerous Terrain tests.

WYRDVANE PSYKERS

Wyrdvane Psykers transform the howling might of the Warp into a deadly weapon of Imperial supremacy. They are formed from those Scholastica Psykana inductees not able to control their burgeoning powers without guidance and aid. Some have not yet completed the gruelling training to become a Primaris Psyker. Others will never achieve that goal, introverted beyond rescue by the horrors of their own minds. As individuals, such psykers are unpredictable and unsafe. Yet working in concert, these deadly mutants can be a valuable asset.

Early attuned to one another, Wyrdvane Psykers draw strength from communion. A Ministorum choir may entwine voices of varying ability into a strong and harmonious whole. So do squads of Wyrdvanes link their thoughts, the better to slaughter the foes of Mankind. Corpulent lightning crackles around the Wyrdvane Psykers as they marshal their powers. Moans and wails spill from their lips, tangled amid stringy ropes of vomited ectoplasm. Armoured battle tanks buckle inwards as the psykers focus their power, crumpling upon their horrified crews like a ration-pack in an Ogryn's fist. Heretics are incinerated amid billowing clouds of psychic flame, domes of protective telekinetic force enfold quivering Imperial Guardsmen, while pervasive many-voiced whispers talk warriors into madness or horrified self-destruction.

The night was black as pitch. Around the Valhallans' position, unseen things moved in the darkness, drawing slowly, inexorably closer. Wirten mopped at his bloody nose with a rag and tried to ignore the muttering of the infantrymen around him. His squad had lost men in the ambush just like the rest of them, yet to listen to these blunts you'd think the Wyrdvanes had pulled the triggers themselves. He squashed the familiar spike of resentment as he caught the words 'mutant' and 'cursed'. These are not bad men, he told himself, just scared, and ignorant. Yet that might make them dangerous. It was time to remind them that the Wyrdvane Psykers were powerful servants of the Emperor, and not witches to burn for luck. Closing his eyes and opening his mind, Wirten reached out and found his brothers. Poor Stocht, gabbering and rocking. Holsul, his mind a placid lake. Eurum, his anger burning as bright as the fires he could conjure with a thought. Like a choir of voices rising in harmony, the Wyrdvanes entwined their thoughts as they had been trained. Gathering power to themselves and shutting out the whispered temptations of the Warp, the psykers' spirits quested outward, the gloom no obstacle to their wilehsight. There, amongst the ruins, lithe xenos forms crept ever closer to the unsuspecting Valhallans. Rising to their feet, the exhilaration of unity singing through their minds, Wirten and his brothers focussed their powers to a single, furious point. The night lit up with psychic fire as a roaring bolt of energy lashed out, engulfing the screaming Dark Eldar and turning them to ash. As he returned to his body Wirten noted the Valhallans were now wide-eyed and silent. Let them think on that, he smiled to himself, before reaching out with his mind in search of fresh xenos to slaughter.

Only once a choir of Wyrdvane Psykers have proven their ability to work as a controlled, cohesive whole will they be permitted to take to the field unsupervised. The psykers are formed into potential squads based on the omens of the Emperor's tarot, and must endure numerous inhumane tests before they are declared battle-ready. They must demonstrate their ability to guard one another's minds, to stabilise their companions' more volatile powers and enhance those that flounder or fail. Many will not survive the trials to which they are subjected, and even those that do are still destined to be treated with fear, revulsion and mistrust. Many commanders will leave a Commissar or two in close proximity to a group of Battle Psykers, just to be safe.

Insular in the extreme, squads of Wyrdvane Psykers rarely mix with the common troopers – they are only too aware of their comrades' superstitious disgust, and do what they can to avoid antagonising them. Yet for all this, Wyrdvane Psykers are loyal and dedicated soldiers of the Imperium, risking their very souls to fight in defence of the Emperor's realm. Indeed, while most officers would be loathe to admit it, a squad or two of Wyrdvane Psykers is often worth several times their number of 'proper' Imperial Guardsmen.

Of course, this is not always the case. After all, the dangers of manipulating the powers of the Warp are very real, and the psykers' comrades fear their unnatural abilities for good reason. Horror stories abound amongst the Imperial Guard of Wyrdvane Psykers bursting spontaneously aflame in the midst of battle, or else becoming possessed by terrible entities and slaughtering friend and foe alike. However, the Scholastica Psykana's screening stamps out many such potential disasters before they can occur, and for every uncontrolled explosion of Warp energy there are a dozen battles where the Wyrdvanes prove their worth.

As Humanity's psychic potential squirms ever closer to the surface, Wyrdvane Psykers become an increasingly common sight in the ranks of the Imperial Guard. Indeed, as the hour darkens and Mankind's cause becomes ever more desperate, some whisper darkly that these dangerous mutants may one day replace good honest soldiers altogether.

WS	BS	S	T	W	I	A	Ld	SV
Wyrdvane Psyker	2	3	2	3	1	3	1	8 5+

UNIT TYPE: Infantry.

WARGEAR: Flak armour (pg 64), laspistol, close combat weapon.

SPECIAL RULES:

Brotherhood of Psykers (Mastery Level 1).

PSYKER: Wyrdvane Psykers generate their powers from the Biomancy, Divination, Pyromancy and Telekinesis disciplines.

RATLINGS

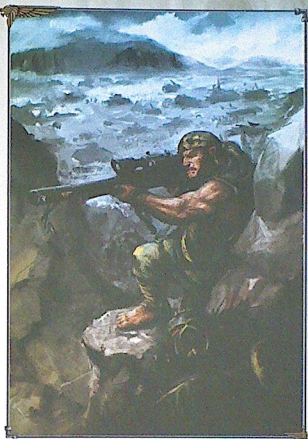
Though less resilient than their human comrades, Ratlings are naturally excellent shots. It is said that Ratling marksmen can take the head off a heretic from over a kilometre away. Coupled with their knack for staying out of harm's way, this makes Ratlings formidable snipers who can take a surprising toll upon superior enemy forces. Inevitably, the abhuman Ratlings face prejudice from the men they serve alongside, yet their skill as thieves, fences and black marketeers tends to win them acceptance. Indeed, Guardsmen who give the Ratlings too much grief will often find themselves mysteriously short of ammunition in the heat of battle, while their diminutive tormentors watch gleefully through telescopic sights.

'Hit him from here? Are you serious, longshanks? Do I look like a cross-eyed Catachan? I could take his head off from twice this range, just watch this.'

- 'MADEYE' MCGRIFFIN, RATLING SNIPER

Regardless of their small stature, and their questionable status as sanctioned aberrants, Ratlings have proven invaluable to the Imperium's armies time and again. On Crastille, during the War of Weeping, a single squad of Ratlings held the narrow bridge over the tumultuous Widowash River for three full days. Six times the Tau attempted to dislodge Manvolio Grand's Ratling Sharpshooters, and six times they were hurled back by pinpoint fire. Kroot Shapers and Pathfinder Shas'ui tumbled into the river's surging flow, neat holes blown through eye-sockets and throats. When a pack of Kroot Hounds was loosed across the bridge, the Ratlings put each down with a single shot, the last beast skidding to a halt on its face a good three metres short of Manvolio's snipers. Eventually, the Tau were forced to commit several Stealth Teams to the fight – against these near-invisible foes, the Ratlings stood little chance. Most of the abhumans were slaughtered before they could flee, but Manvolio and his closest cronies made it back to Imperial lines alive, there to be hailed as heroes for their efforts.

Though devious, duplicitous and morally dubious, Ratlings possess such unique talents that they will always find a place in the armies of the Imperium. Whether killing off enemy officers or procuring black-market amasec for their own, these devious abhumans have certainly found their niche.



Driving snow swept down upon Kadyusha City, driven almost horizontal by the howling wind. Even over the screaming gale, the thunder of war was palpable. The roar of archaic bolters mingled with the revving of engines, the hiss of lasguns, and the whoop and boom of artillery shells as the Mordian 10th advanced on the Mausoleum District. Dug in to receive the attack in the Square of Contemplation, a force of Iron Warriors strafed their shots through the tight-packed ranks of Mordians as they struggled up the snowy streets. The Imperial Guard advance was losing momentum with every passing minute, flames dancing amid the blizzard as one Leman Russ after another was disabled by renegade heavy weapons.

Suddenly, the Warsmith commanding the traitors spun on his heel and toppled into the snow, a neat black hole punched front-to-back through his helm. A moment later, several more key Iron Warriors were pitched off their feet, helmet lenses crazed and gorgets punctured by sniper fire. Heavy bolters and lascannons tumbled from their dead hands, and as the traitors' fire slackened the Mordians surged forward once more. In the mayhem, few noticed the band of short, wiry figures swathed in camo-patched furs. The Ratlings scrambled from the first floor windows of the Chambers Munificent, dropping to the roadway and setting off in search of a new vantage point.

Ratling

WS	BS	S	T	W	I	A	Ld	Sv
2	4	2	2	1	4	1	6	5+

UNIT TYPE: Infantry.

WARGEAR: Flak armour (pg 64), sniper rifle, laspistol.

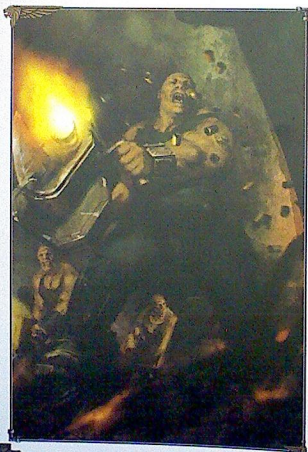
SPECIAL RULES: Infiltrate, Stealth.

Shoot Sharp and Scarper: Ratlings can make a shooting attack and then Run in the same Shooting phase.

OGRYNS

Ogryns are a crude and exceptionally resilient breed of abhuman hailing from primitive, high gravity worlds. Lacking in intellect, Ogryns compensate for their stupidity with overwhelming physicality – the brutish creatures stand around three metres tall and can shrug off wounds that would kill an Imperial Guardsman several times over. These qualities mean that Ogryns make exceptional shock troops. Anyone that has witnessed an enraged Ogryn tear the head from a Traitor Marine with a single brutal wrench will think twice before questioning the huge abhumans' value.

It is fair to say that Ogryns do have their limitations. Their equipment must be simple and exceptionally rugged, as anything within arm's reach is likely to see brief and violent service as an improvised club. Their heavily built ripper guns must also be fitted with burst limiters to stop thirty seconds of noisy enjoyment leaving the abhumans without ammunition before battle even begins. Ogryns are easily confused, meaning they work best when given simple, straightforward missions. Their lack of personal hygiene borders on the criminal, making them deeply unpleasant company for common Guardsmen during the long, confined weeks of Warp-travel. However, once indoctrinated into the Imperial creed they are doggedly loyal, and the Ogryns' strength and resilience make them a potent weapon.



	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	4	3	5	5	3	2	3	6	5+
Ogryn Bone 'cad	4	3	5	5	3	2	4	7	5+

UNITTYPE: Ogryns are Infantry. Ogryn Bone 'cads are Infantry (Character).

WARGEAR: Flak armour (pg 64), ripper gun (pg 62), frag grenades.

SPECIAL RULES: Hammer of Wrath, Stubborn, Very Bulky.



BULLGRYNS

Bullgryns are clad in custom-made carapace armour and carry crude assault weaponry to capitalise on the abhumans' stature and resilience. While some wield power mauls and buckler-like brute shields, the simple but effective slab shields are their trademark, locking together to form a mobile defence line. So deployed, these units provide their comrades with a wall of walking cover as they advance across the battlefield, soaking up vast volumes of enemy fire in the process.

The Ogryns take their protective duties very seriously and will often form a line at the slightest sound of gunfire, which can be most inconvenient in crowded trenches. Yet Guardsmen advancing behind a Bullgryn squad swiftly forget such mishaps as shots whine harmlessly from the Ogryns' shields, leaving those soldiers crouched in their lee unharmed. Needless to say, casualties are high among the abhumans themselves, but the close range bombardments of the Ogryns' grenadier gauntlets exact brutal revenge soon enough. The foe are left reeling and shell-shocked even before the maul-wielding Ogryns charge into their midst and bludgeon the survivors to a red paste.

	WS	BS	S	T	W	I	A	Ld	Sv
Bullgryn	4	3	5	5	3	2	3	6	4+
Bullgryn Bone 'cad	4	3	5	5	3	2	4	7	4+

UNITTYPE: Bullgryns are Infantry. Bullgryn Bone 'cads are Infantry (Character).

WARGEAR: Carapace armour (pg 64), grenadier gauntlet (pg 61), frag grenades, slabshield (pg 63).

SPECIAL RULES: Hammer of Wrath, Stubborn, Very Bulky.

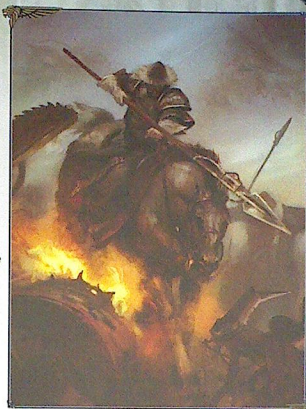
ROUGH RIDERS

In a galaxy overrun by vast engines of war, many would deem the notion of men on horseback a worthless anachronism, yet Rough Riders hailing from worlds such as Attila put the lie to this belief. Commonly recruited from the backwards populations of feral or feudal worlds, Rough Rider units use their heritage as expert cavalymen to perform a number of disparate tactical roles for the Imperial Guard in battle. These fierce men and their equally irascible steeds can move far faster than ground-slogging infantry, even over rough terrain, and thus fulfil duties as long range scouts or counter-charging shock troops with equal ease.

	WS	BS	S	T	W	I	A	Ld	Sv
Rough Rider	3	3	3	3	1	3	1	7	5+
Rough Rider Sergeant	3	3	3	3	1	3	2	8	5+

UNITTYPE: Rough Riders are Cavalry.
Rough Rider Sergeants are Cavalry (Character).

WARGEAR: Flak armour (pg 64), hunting lance (pg 62), laspistol, close combat weapon, frag grenades, Krak grenades.



SENTINELS

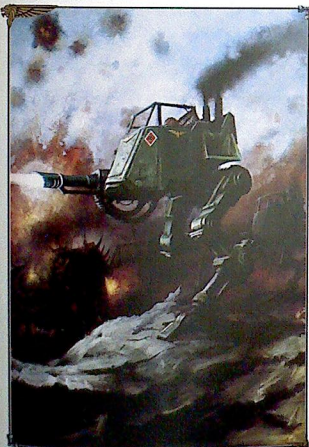
The Sentinel is a fast-moving combat walker employed to scout dense terrain and provide close infantry fire support. With surprising speed and locomotive dexterity, Sentinels can traverse terrain that would confound other armoured vehicles. The lighter-armoured Scout Sentinels, in particular, are used to range ahead of the main battle line, setting up brutal ambushes or launching pin-point raids. The enclosed forms of Armoured Sentinels fulfil a different role, exchanging the Scout Sentinels' agility for increased durability and a wider range of heavy weapons to duel with enemy tanks.

	[Armour]								
	WS	BS	S	F	S	R	I	A	HP
Scout Sentinel	3	3	5	10	10	10	3	1	2
Armoured Sentinel	3	3	5	12	10	10	3	1	2

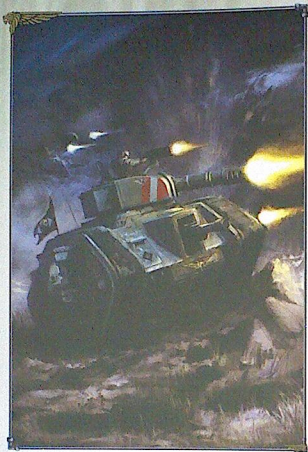
UNITTYPE:
Scout Sentinels are Vehicle (Walker, Open-topped).
Armoured Sentinels are Vehicle (Walker).

WARGEAR: Multi-laser.

SPECIAL RULES (Scout Sentinel only): Scout, Move Through Cover.



LEMAN RUSS BATTLE TANKS



The Leman Russ battle tank is an ironclad declaration of might made manifest. They are the mainstay of the Imperial Guard's armoured forces, lumbering slabs of armour and intolerance whose inexorable advance has ground a billion foes of the Imperium to bloody ruin.

What the Leman Russ lacks in speed, it more than makes up for in brute force and survivability. Enemy fire patters from its inches-thick armour like dust on the wind. Between its sponsons, hull and turret the Russ carries enough firepower to pound almost any foe into submission. The tank's rugged simplicity and ease of manufacture ensures that the Imperium can field whole companies of Leman Russ with ease, burying the outnumbered foe beneath waves of irresistible armoured fury.

Dedicated Leman Russ tank companies play a key role in Imperial strategy, and the greatest Imperial tank offensives will see armoured formations many miles in breadth sweep all before them in a rumbling tide. However, it is common to see armoured companies broken into squadrons to support infantry and artillery elements in the field. The presence of even one Leman Russ can bolster the fighting strength and morale of Imperial Guard infantry enormously, while a whole squadron of such armoured brutes wields serious destructive power. Leman Russ squadrons can be deployed to spearhead an all-out offensive, reduce an enemy breakthrough to a tangle of blood-soaked wreckage, or safeguard the thundering guns of an artillery company from attack. With its many common variants, the Leman Russ is a versatile and deadly tool in the arsenal of any Imperial Guard commander.

LEMAN RUSS BATTLE TANK

The standard Leman Russ' versatile weapon-fit and hefty battle cannon ensure it is capable of facing down almost any battlefield target.

	[Armour]				
	BS	F	S	R	HP
Leman Russ Battle Tank	3	14	13	10	3

UNIT TYPE: Vehicle
(Tank, Heavy).

WARGEAR: Battle cannon,
heavy bolter, searchlight,
smoke launchers.



LEMAN RUSS EXTERMINATOR

The Exterminator mounts a fearsome twin autocannon and specialises in perforating enemy light vehicles and infantry.

	[Armour]				
	BS	F	S	R	HP
Leman Russ Exterminator	3	14	13	10	3

UNIT TYPE: Vehicle
(Tank, Heavy).

WARGEAR: Exterminator
autocannon (pg 61),
heavy bolter, searchlight,
smoke launchers.



LEMEN RUSS VANQUISHER

The Vanquisher mounts a deadly, long barrelled anti-tank gun and is many a commander's steed of choice.

	[Armour]					
	BS	F	S	R	HP	
Leman Russ Vanquisher	3	14	13	10	3	

UNITTYPE: Vehicle
(Tank, Heavy).

WARGEAR: Vanquisher battle cannon (pg 62), heavy bolter, searchlight, smoke launchers.



LEMEN RUSS ERADICATOR

The Eradicator's nova cannon unleashes irradiated shock-waves that pound dug-in infantry to smouldering ash.

	[Armour]					
	BS	F	S	R	HP	
Leman Russ Eradicator	3	14	13	10	3	

UNITTYPE: Vehicle
(Tank, Heavy).

WARGEAR: Eradicator nova cannon (pg 60), heavy bolter, searchlight, smoke launchers.



LEMEN RUSS DEMOLISHER

The utter lethality of the Demolisher's primary armament makes it the undisputed king of the close range firefight.

	[Armour]					
	BS	F	S	R	HP	
Leman Russ Demolisher	3	14	13	11	3	

UNITTYPE: Vehicle
(Tank, Heavy).

WARGEAR: Demolisher siege cannon (pg 60), heavy bolter, searchlight, smoke launchers.



LEMEN RUSS PUNISHER

The Punisher is an unsubtle bullet-hose that applies the simple principle of overwhelming firepower to slaughter its targets.

	[Armour]					
	BS	F	S	R	HP	
Leman Russ Punisher	3	14	13	11	3	

UNITTYPE: Vehicle
(Tank, Heavy).

WARGEAR: Punisher gatling cannon (pg 62), heavy bolter, searchlight, smoke launchers.



LEMEN RUSS EXECUTIONER

The Executioner's plasma weapons fire with the fury of a miniature sun.

	[Armour]					
	BS	F	S	R	HP	
Leman Russ Executioner	3	14	13	11	3	

UNITTYPE: Vehicle
(Tank, Heavy).

WARGEAR: Executioner plasma cannon (pg 60), heavy bolter, searchlight, smoke launchers.



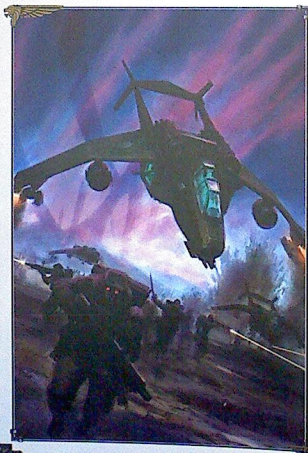
VALKYRIES & VENDETTA GUNSHIPS

The Valkyrie Assault Carrier and its sister gunship the Vendetta are well-armed, twin-engine attack craft. The durable armour and versatile payload of the Valkyrie chassis combine with the aircraft's powerful engines and stable handling to make it a popular choice for a broad spectrum of battlefield roles.

Sporting a troop transport capacity on par with the ubiquitous Chimera, the Valkyrie is often used to swiftly redeploy squads of infantry. Strikes at key targets by cadres of Tempestus Scions, reinforcement of buckling battle lines by grim faced bands of Veterans, even hasty transportation for ranking officers – all of these and more are the duty of the Valkyrie. By comparison, the Vendetta Gunship cuts its transport capacity to make room for additional fuel cells and servo-capacitors. Though these modifications subject unfortunate passengers to waves of noise and heat, this is more than made up for by the substantial up-gunning of the aircraft itself. A battery of lascannons just aggressively from the Vendetta's wings and muzzle, a fearsome payload for an aircraft of its size which permits the airborne hunting of heavy armour and monstrous beasts alike.

With a few notable exceptions, most Imperial Guard formations will have small numbers of Valkyries and Vendettas attached to them on a temporary basis, such craft are, first and foremost, the property of the Imperial Navy. During extended ground operations, however, they are usually repainted to match their assigned regiment, and their pilots report directly to that regiment's senior officer.

With vectored engines permitting vertical take-off and landing, these versatile aircraft can twist and turn through the rigours of low-altitude dogfights, or hover while troops rappel from their holds. Alternatively, every Valkyrie and Vendetta is equipped with sufficient grav-chutes for all passengers, allowing expedient, if hazardous, high-speed deployment. These aircraft have a storied history of service alongside Imperial infantry and armour regiments, and are sometimes referred to by Imperial Guardsmen as the Wings of the Emperor. Certainly those Guardsmen who have seen a ravening Carnifex cut apart from on high by a Vendetta's lascannons, or been lifted from the path of an onrushing Ork horde in the rugged confines of a Valkyrie, have nothing but respect for these exceptional aircraft.



Armour

	BS	F	S	R	HP
Valkyrie	3	12	12	10	3
Vendetta	3	12	12	10	3

UNITTYPE: Vehicle (Flyer, Hover, Transport).

WARGEAR:

Valkyrie: Multi-laser, two hellstrike missiles (pg 61), searchlight, extra armour.

Vendetta: Three twin-linked lascannons, searchlight, extra armour.

TRANSPORT:

Transport Capacity: Valkyrie: twelve models.
Vendetta: six models.

Fire Points: None.

Access Points: Valkyries and Vendettas have one Access Point on each side of the hull and one at the rear.

SPECIAL RULES:

Grav Chute Insertion: If a Valkyrie or Vendetta has moved more than 6", passengers may disembark, but they must do so as follows. Nominate any point over which the Valkyrie or Vendetta moved this turn and deploy the unit as if it were deep striking onto that point. If the unit scatters, every model must immediately take a dangerous terrain test. If any of the models cannot be deployed, the unit is destroyed.

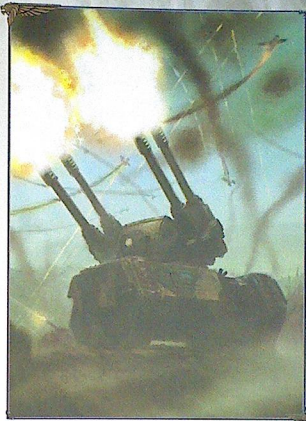
HYDRAS

Whether faced by lightning-fast xenos fighters or daemonic, leather-winged monstrosities, the Hydra Flak Tank is ideally equipped to blow aerial foes out of the sky. The Hydra's predictive logic-spirit singles out and locks onto its targets with the tenacity of a predatory beast. Autoloaders engage with a rising whine as the Hydra's turret traverses, its autocannons howling as they fill the air with sawing lines of deadly firepower. Few airborne enemies, no matter how debased or unnatural, can survive for long once they are locked in the Hydra's sights.

Though the Hydra has sufficient armour to weather a fair degree of punishment, it is intended primarily as a support vehicle rather than a main line battle tank. Faced by ground targets, the Hydra has only a limited range of options for its own defence and may face being overwhelmed by a determined assault. However, when attached to armour or infantry formations, the doughty tank really comes into its own. Even a lone Hydra can throw up a storm of flak, swatting enemy aircraft from the skies with an adamantene fist. When several of these vehicles draw up and open fire, the devastation wrought on airborne foes is spectacular. With sufficient infantry or tanks to guard them from direct attack, the Hydras can remain safe from harm while concentrating their efforts on keeping the skies clear.

For most Imperial Guardsmen, be they artillery crew, tankers or foot-slogging infantry, the screaming approach of enemy aircraft is a sound that evokes absolute dread. When the black shadow of monstrous wings falls across them, the men of the Guard have little defence besides prayer. So it is that the Hydra has acquired a reputation as an omen of good luck. With nicknames ranging from 'steel saviours' to the more colloquial 'bug-zapper', Hydras are viewed with comradesly affection by most Imperial Guardsmen. A common tradition amongst the men of many regiments is to rap their knuckles against the hull of a Hydra before battle; this so-called 'angel's knock' is performed in solemn silence and intended to draw the vigilance of the Hydra's machine spirit in the battle to come. Hydra crews share in their vehicles' popularity, enjoying something approaching folk-hero status amongst their comrades and a place around any squad's campfire. Some Hydra crewmen revel in the regard of their comrades and the adrenaline rush of their duty, while others find the weight of responsibility uncomfortable, but few are foolish enough to believe the camaraderie of their fellows is untainted by self-interest.

Regardless of their crews' attitudes or affectations, when Hydras roll into battle they can make all the difference to an Imperial Guard army. On Sarentos III, during the battle of the Sandsea, the Cadian 1652nd Armoured were tasked with breaking the Necron line. Roaring across the dunes, the Leman Russ squadrons of the 1652nd directed a withering rain of fire into their deathless foes. Great geysers of crimson sand were blown high into the air as the Necron line disintegrated before the tankers' armoured charge. Then came the Doom Scythes. Screaming over the battlefield on howling repulsor-jets, several wings of the



ominous alien craft began to strafe the Imperial tanks with the glowing beams of their death rays. Flames billowed and black smoke gouted forth as first one Leman Russ and then another exploded. For a perilous moment it appeared as though the 1652nd would be hurled back in disarray – yet their commander had issued his own call for support, and barrelling over the crest of a nearby dune came three Hydras. Tracks churning spumes of sand in their wake, the flak tanks marked their targets and opened fire, filling the sky with fury. One after another, the Necron attack craft were riddled with holes – flurries of sparks and crackling green lightning wreathed their hulls as the Doom Scythes plummeted to the dunes below, tumbling end over end and exploding with enormous force. As the last of the enemy aircraft turned tail and fled, the surviving tanks of the 1652nd pushed forward again, their route to victory now covered by the watchful guns of the Hydras.

[Armour]	
	BS F S R HP
Hydra	3 12 10 10 3

UNIT TYPE: Vehicle (Tank, Open-topped).

WARGEAR: Two twin-linked Hydra autocannons (pg 61), heavy bolter, searchlight, smoke launchers.

BASILISKS

When the Imperial Guard go to war, they march to the thunderous report of batteries of Basilisks whose guns can flatten cities and end worlds. Instantly recognisable for the long, looming barrel of its earthshaker cannon, the Basilisk boasts a prodigious range.

The far-reaching, massed firepower of these tanks is one of the most deadly and reliable tools at the disposal of High Command. Gaping holes can be blown in enemy battle lines to pave the way for spearhead assaults. The mightiest bastions can be crushed to rubble beneath remorseless bombardments that last for days. Enemy mobility is restricted by rolling carpets of explosions that creep inexorably forward, leaving nothing in their wake but corpse-strewn craters and smouldering wreckage. Fast moving or elusive threats such as Dark Eldar raiding parties or Tyranid scout-beasts find their unnatural abilities useless as they are caught in blast-zones many kilometres across. Most importantly, long range bombardment by Basilisks can eliminate at a distance those threats too powerful or potentially corrupting for Guard forces to face at close quarters. Towering Bio-titans, waves of gibbering Daemons, Tau battlesuits with the power to atomise columns of attacking armour – all are pounded to ruin by the relentless attentions of massed artillery fire.



Individual Basilisks or batteries thereof are often broken away from their parent formations and attached to infantry and armour regiments. Such an arrangement allows the artillery vehicles to perform the same tasks as a full company but on a localised scale. Under the muzzles of the Basilisks' guns, howling mobs of Orks disappear in blizzards of shrapnel. Fortifications are broken open, ready for assault by grim-faced waves of Guardsmen. Spike-studded heretic battle-tanks are left as ruptured wrecks, while xenos warriors that would leave trails of Guardsmen dead in their wake are contemptuously blown to pieces amid volleys of plummeting shells. No matter how unnaturally gifted the foe, their deviant blessings are as nought in the face of such earth-shaking firepower.

Identify your target. Concentrate your fire on it to the exclusion of all else. When it is destroyed, choose another target. That is the way to secure victory!

-THE TACTICA IMPERIUM

Imperial Guard infantry derive huge benefits from being assigned dedicated Basilisks to support them in the field. Indeed, among many regiments it is considered a manifest sign of good luck to be assigned ordnance cover. However it should not be forgotten that the arrangement is mutually beneficial. The galaxy is teeming with foes that can make short work of slow moving, cumbersome targets like Basilisks at close quarters – a few good squads of foot-sloggers to scrape the xenos off your hull can mean the difference between life and death for Imperial artillerymen.

From the earliest days of the Imperium, Basilisks have proved their worth on battlefields beyond counting. At the siege of Kanza, batteries of Basilisks threw down the gates of the Endless Fortress amid a rain of flame and fury, clearing the way for tank columns to press home the attack. During the Jourgol Blitz, when the traitor Titan End of Days broke through the Vostroyan lines and annihilated High Marshal Gostov's command Leviathan, it was a point-blank bombardment of Basilisk fire that brought down the monstrous Daemon Engine's shields and brought it to its knees. No matter the foe, every Imperial Guard commander knows that there is nothing that cannot be solved with enough big guns.

[Armour]						
Basilisk	BS	F	S	R	HP	
	3	12	10	10	3	

UNIT TYPE: Vehicle (Tank, Open-topped).

WARGEAR: Earthshaker cannon (pg 60), heavy bolter, searchlight, smoke launchers.

WYVERNS

The Wyvern Suppression Tank exchanges the Hydra's anti-aircraft autocannons for a pair of twin-linked stormshard mortars. The tank excels in the claustrophobic environment of urban warfare, raining curtains of shrapnel down upon luckless enemy infantry without ever exposing itself to harm.

Utilising a bastardised version of the Hydra's auto-targeting systems, the Wyvern runs constant proximity sweeps for concentrations of enemy infantry. The machine spirits of these vehicles are renowned for their malicious streak – they actively seek the most tight-packed or vulnerable groupings of the foe and strain to target them, sometimes even overriding the commands of their crews. When the tanks do let fly, their stormshard mortars emit a distinctive, whooshing roar as they spew clouds of shells high into the air. This sound becomes the dread of enemy forces facing batteries of Wyverns in dense terrain – it is inevitably followed by the howl of those same shells descending, the crackling booms of their detonation and the harrowing screams of the maimed and dying.

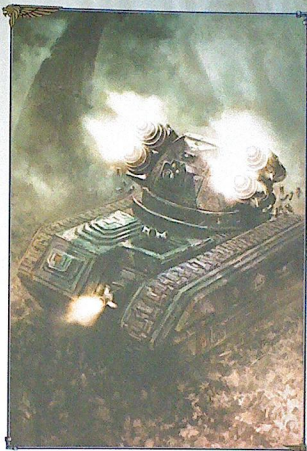
'Hiding in the trees are they? Lets see those grox-lovers hide from this!'

- GUNNERY SENESCHAL BROMNER, WYVERN 'RAIN OF ABSOLUTION'

Specialising in close-ranged saturation bombardment, the Wyvern fills a very different niche to the Basilisk. Though lacking the all-out stopping power to fell heavy war engines, Wyverns excel in generating an all-consuming storm of shrapnel from which there can be no escape. A battery of these belligerent artillery tanks can fill a street from end to end with whistling, razor-edged death, relentlessly pounding enemy infantry until nothing is left but bloody mulch and drifting smoke. Cover will not avail their victims, for their shells plunge down from on high and there is nowhere that their airbursting mortars cannot reach. Undergrowth is torn to shreds, flakboard and barricades perforated. Those crouched in craters, trenches or gun-pits find their sanctuaries turned suddenly to death-traps as they fill with whizzing metal and spattering blood.

In a galaxy where many of Mankind's enemies leave Imperial Guardsmen with a feeling of powerlessness and inadequacy, so vindictive a weapon is popular amongst the men. Nothing restores an Imperial Guardsman's faith like watching arrogant Eldar or terrifying Daemons reduced to flailing, frantic madness by the relentless shelling of a Wyvern battery. For their sheer spectacle alone these tanks are worth their weight in gold, not only devastating the enemy's forces but reducing them to a powerless, terrified mass as they die.

The Wyvern is a very versatile weapon for an artillery tank – whole batteries of them can certainly be drawn up to pound a foe into oblivion, but more often they are attached in small numbers to other formations. Even a single Wyvern can provide an Infantry Platoon with invaluable close-range fire support, fending off waves of enemies that



might otherwise overrun the hapless Imperial Guardsmen. When deployed in support of other tanks, Wyverns prove invaluable in keeping at bay those infantry threats that would attack the vehicles' vulnerable flanks and rear.

Wyverns can strike directly at concentrations of the foe in order to clear a path, or spread their fire out in 'area-denial' bombardments that force even the most tenacious defenders to quit their posts or die. Even ultra-fast targets such as jetbikes find themselves cut to pieces by experienced Wyvern crews, who will lead their fire so as to ensure airburst directly above the victim just as it passes through the target area. Each such successful hit elicits a growl of satisfaction from the Wyvern's bloodthirsty machine spirit, even as its sensors hunt eagerly for the next luckless victim.

[Armour]						
BS F S R HP						
Wyvern	3	12	10	10	3	

UNIT TYPE: Vehicle (Tank, Open-topped).

WARGEAR: Two twin-linked stormshard mortars (pg 62), heavy bolter, searchlight, smoke launchers.

MANTICORES

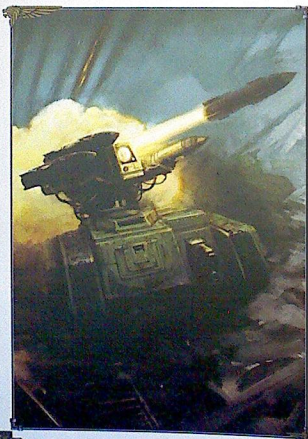
The Manticore Rocket Launcher is an ancient siege engine that dates back to the earliest days of the Imperium. Once, these potent artillery tanks mounted a variety of devastating warheads. Over time, as forge worlds have fallen and technological lore has been lost behind the veil of mythology, the Manticore's versatility has lessened. Though some variants still exist in far flung corners of the Imperium, it is the Munitorum standard for Manticores to go into battle bearing four mighty storm eagle rockets. These munitions are by far the most powerful remaining Manticore armament, and are more than capable of causing unsustainable levels of damage to any foe.

Each storm eagle rocket is a self-contained arsenal. Mounted upon a single-stage booster and fitted with guidance and detonation-augurs, these munitions are capable of extreme range bombardment. The storm eagle warhead contains concentric racks of high explosive bomblets, each soaked in sacred unguents of the Mechanicus and hand-scribed with the One Hundred Canticles of Wrath. Soaring across the battlefield upon a contrail of flame, the storm eagle descends upon its target like an avenging angel. The deafening roar of the rocket's approach causes foes to abase themselves in terror, or flee screaming in a hopeless attempt at self-preservation. Directly above the target-zone the blessed warhead fragments to unleash its payload, bomblets

raining down across a wide area. Tanks are sent cart-wheeling, or are pulverised by concussive blasts. Infantry are atomised or hurled into the air, blackened bodies tumbling down around the blast-zone like fallen leaves. Each warhead spawns a thunderous carpet of detonations that leave nought but wrath-strewn ashes in their wake.

Though its potency is undeniable, the Manticore is an ancient machine and prone to exhibiting considerable technological eccentricities. To reload a Manticore requires several hours of careful, uninterrupted ministrations by a crew of Tech-Priests and specialist Servitors. This process absolutely cannot be undertaken in the field, rendering the tank's ammunition reserve finite. This is coupled with the fact that the sheer antiquity of the surviving Manticores has rendered their machine spirits truculent and temperamental. If prevailing conditions are not to the tank's liking or its systems are treated without due delicacy, the Manticore has been known to malfunction in a most wilful manner. Storm eagle rockets deviate wildly off course, fall uselessly out of the air, or ignore the depression of launch runes with curmudgeonly indifference. A Manticore crew will commonly bow to their machine before and after combat, beg its permission before discharging its weapons, and maintain a near-constant mantra of prayer and obeisance in battle with the aim of mollifying their armoured steed, yet still these difficulties are commonplace.

Despite the Manticore's unpredictable streak, many commanders consider the rewards of their successful employment more than worth the gamble. A single Manticore is adjudged by the Munitorum to be equal in material value to an entire battery of lesser ordnance, and with good reason. When the tanks are attached to Imperial Guard regiments for support, most officers employ them as terror weapons at a pivotal moment, using the might of the Manticore to deliver the decisive killing blow.



[Armour]

BS F S R HP

Manticore

3 12 10 10 3

UNIT TYPE: Vehicle (Tank).

WARGEAR: Heavy bolter, searchlight, smoke launchers, storm eagle rockets (pg 62).

SPECIAL RULES:

Limited Ammunition: A Manticore Rocket Launcher carries a rack of four rockets. Only a single rocket can be fired by a Manticore Rocket Launcher in each of the Manticore's Shooting phases. Furthermore, until it has been used, each rocket counts as a separate weapon when determining Weapon Destroyed results. Make a note each time a rocket is fired or destroyed; once the Manticore Rocket Launcher has fired all of its rockets it has run out of ammunition and cannot be fired again.

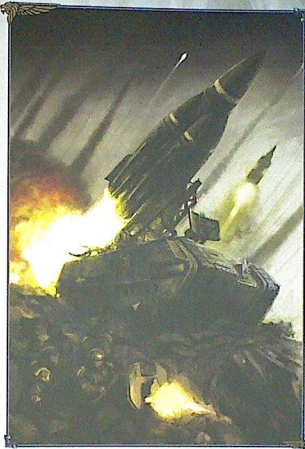
DEATHSTRIKES

A rare few weapons within the Imperial Guard arsenal are considered so destructive that to sanction their deployment without due cause and clear purpose is a capital offence. Such weapons are designated 'Ordnance Extremis' by the Munitorum. Chief among these implements of destruction is the Deathstrike Missile Launcher.

The Deathstrike exhibits huge range and destructive capability, launching a single intercontinental ballistic missile of intimidating size. Able to visit the wrath of the Emperor upon targets half a world away, the Deathstrike can mount a variety of horrifying payloads. Until recently, however, it was a weapon in decline. The deployment of a single Deathstrike Missile Launcher requires a huge investment of resources; the acquisition of these weapons is a process littered with religious and administrative complexities, and can take months. As a slow moving asset whose deployment is time-consuming and arcane, the Deathstrike often requires its own dedicated escort and presents the foe with a valuable and relatively soft target. For the Departamento Munitorum, simple logistics has precluded its deployment in all but the most extreme circumstances.

This is not to say that Deathstrike Missile Launchers have not seen use, for their formidable value and situational versatility are legendary. With a single successful launch the Deathstrike can bring down an enemy Titan, punching the towering war engine from its feet amid the false sun of a reactor meltdown. One well placed warhead can deliver virulent pathogens to the heart of an army, wipe out the entire command structure of the foe in a holocaust of billowing plasma, or crush the morale of a wavering enemy with its sudden, god-like wrath. Most terrifying of all are the venerated Vortex missiles. These warheads are able to sunder reality itself in a roaring wave of Warp energy that guarantees the annihilation of anything caught in their blast. Vortex warheads are so rare that the improper launch of one is punishable by immediate summary execution.

It is a mark of how dark the days of the Imperium have become of late that a brutal new tactic has appeared, one that has seen the Deathstrike experience a renaissance. Held behind Imperial lines, Deathstrikes lurk out of sight, remaining undetected while they await their moment. When enemy forces threaten catastrophic breakthrough, or a suitably valuable target presents itself, waves of infantry are sent to bog the enemy down. Fed short range combat-launch coordinates, the Deathstrike Missile Launchers discharge their terrifying weapons directly into the heart of battle. As the missile descends, friend and foe alike risk immolation amid the unleashed blast-wave. Such measures are as inhumane as they are desperate, yet in these times no sacrifice is too great to ensure the survival of Mankind.



UNIT TYPE: Vehicle (Tank).

WARGEAR: Deathstrike missile (pg 60), heavy bolter, searchlight, smoke launchers.

SPECIAL RULES:

No Ordinary Weapon: A deathstrike missile cannot be destroyed by a Weapon Destroyed result, only delayed. Similarly a Crew Stunned or Crew Shaken result does not prevent a Deathstrike missile from launching (see below).

The Hour is Night: The Deathstrike Missile Launcher may not fire on the first turn of the game, or if it has moved earlier in the turn it wishes to fire. In the Shooting phase, if you wish to fire the Deathstrike Missile, roll a D6 with the following modifiers:

- Each full, consecutive game turn in which the Deathstrike Missile Launcher has not moved: -1.
- Each Weapon Destroyed result applied to the Deathstrike Missile itself: -1.

If the result is a 4 or more, the Deathstrike missile can be fired. Note that a natural roll of a 6 will always result in the missile firing, regardless of negative modifiers.

⌈ Armour ⌋

BS F S R HP

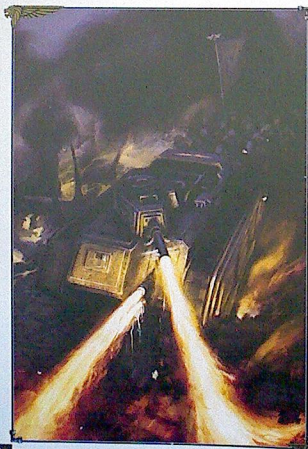
Deathstrike

3 12 12 10 3

HELLHOUNDS

Sacrificing the Chimera's transport capacity for larger engines and bulky canisters of volatile promethium, the Hellhound sports a monstrous turret-mounted flamethrower that discharges a self-igniting chemical. Typically deployed in dense terrain, the Hellhound excels at flushing dug-in infantry from their bunkers and boltholes. The roar and hiss of chemical flames fills the air as the Hellhound's inferno cannon opens fire. Fat sizzles and ammunition explodes as enemy infantry reel screaming from cover, ablaze from head to toe. As oily, reeking smoke fills the air, the survivors fall back in desperate disarray.

The Hellhound's only real disadvantage is the comparatively short range of its primary armament, a limitation that forces it to close with the foe during battle. When coupled with the understanding that a fully fuelled Hellhound is a massive firebomb waiting to happen, it is unsurprising that most Hellhound crews are drawn from punishment details and somewhat unbinged volunteers. These men, however, take a perverse pride in their maverick reputations. Many Hellhound crews, treated to the front-row spectacle of heretics and aliens burning in the fires of Imperial justice, begin to see their duties as akin to religious cleansing – such pious pyromania leads to fatalism and risk-taking, but also encourages deadly, enthusiastic efficiency.



DEVIL DOG

The Devil Dog replaces the Hellhound's primary armament with a snub-nosed melt cannon. Acquiring its name from the high-pitched howl this weapon makes upon firing, the Devil Dog is capable of punching far above its weight in armoured combat. Indeed, many Devil Dog crews style themselves as big game hunters or monster slayers, excelling in the eradication of enemy armour and exceptionally heavy infantry assets. A foe forced to fight protracted campaigns in dense terrain against the Imperial Guard soon learns to dread the hunched silhouette of the Devil Dog – those who don't soon find their vehicles reduced to molten slag by this aggressive and fast moving tank hunter.

'We flooded that bunker with fire and watched the heretics burn till they was nothin' but ash on the wind. It was beautiful Sarge, just... beautiful.'

- GUNNER 'SCORCH' HENNESSEY, CATACHAN IX ARMoured

BANE WOLF

A deceptively simple adaptation of the Hellhound, the Bane Wolf replaces its promethium with bulky canisters of toxic gas. This incredibly corrosive fume has been certified by the Adeptus Biologis as inimical to almost every lifeform in the galaxy. Ejected from the tank's chem cannon in hissing jets, the hideous substance chews through ceramite and chitin alike in microseconds. The victim is dissolved by the virulent chemicals, blood boiling and organs rupturing even as their skin erupts into bubbling lesions and sloughs from their crumbling bone until the targets are reduced to a slick of organic sludge to be ground beneath the tank's whirling tracks. Commonly, Bane Wolf crews are remote, taciturn individuals who do not mix with other Guardsmen. Their vehicles are as likely to see action quelling the uprisings of traitorous human cults as they are against deadly xenos threats, and to deploy the chem cannon against fellow humans, no matter how debased, can be a harrowing experience. It takes a particular kind of nihilist to crew such a short ranged and grotesque terror weapon.

	[Armour]				
	BS	F	S	R	HP
Hellhound	3	12	12	10	3
Devil Dog	3	12	12	10	3
Bane Wolf	3	12	12	10	3

UNIT TYPE: Vehicle (Fast, Tank).

WARGEAR:

Hellhound: Heavy bolter, inferno cannon.

Devil Dog: Heavy bolter, melt cannon (pg 61).

Bane Wolf: Heavy bolter, chem cannon (pg 60).

COMMISSAR YARRICK

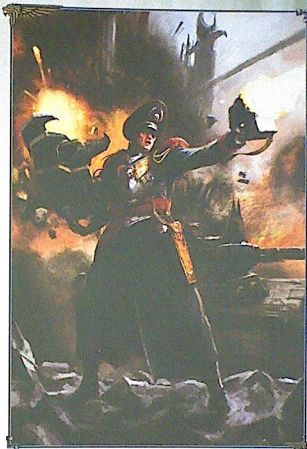
HERO OF HADES HIVE

Commissar Yarrick is a peerless Imperial hero. During the Second War for Armageddon, Yarrick rallied the defenders of Hades Hive against the Ork hordes of Warlord Ghazghkull Thraka when the city's fall seemed inevitable. Yarrick's courage and tenacity were an inspiration to his followers, carrying them through hardships untold to eventual victory despite a terrible cost in lives.

Heroes of Armageddon! You have withstood the evil savagery of the Orks, and they have nothing left for you to fear. So raise high the black banners of vengeance – now is our time!

– COMMISSAR YARRICK, FINAL ADDRESS TO THE DEFENDERS OF ARMAGEDDON

Yarrick's body is a patchwork of scars and bionics, yet the old Commissar fights on unbowed. In combat with the hulking Warboss Ugulhard during the final battle for Hades Hive, Yarrick lost an arm. He took the Ork's head in return, replacing his severed limb with Ugulhard's own power claw. When he lost an eye in a vicious fire fight, Yarrick ensured it was replaced with a powerful laser-bionic, playing to the Ork fear of his supposed 'evil eye'. Without the tireless efforts of Commissar Yarrick, Armageddon and its surrounding systems would surely have been lost to Ghazghkull's hordes, and his crusade to finally slay 'the Beast of Armageddon' continues to this day.



Commissar Yarrick

WS BS S T W I A Ld Sv
5 5 3 4 3 3 3 10 4+

UNIT TYPE: Infantry (Character).

WARGEAR: Carapace armour (pg 64), bolt pistol, storm bolter, close combat weapon, power claw, frag grenades, krak grenades.

WARLORD TRAIT: Draconian Disciplinarian (pg 27).

SPECIAL RULES: Aura of Discipline (pg 33), Chain of Command (pg 33), Eternal Warrior, Independent Character, Preferred Enemy (Orks), Senior Officer (pg 30), Summary Execution (pg 33), Voice of Command (pg 28).

Iron Will: If Yarrick loses his last Wound, place him on his side instead of removing him. At the start of your next turn, roll a D6. On a 3+ he regains a single Wound – place Yarrick as close to his previous position as possible whilst remaining more than 1" from any enemy models or impassable terrain. On a 1 or 2, Yarrick is removed as a casualty.

HEIRLOOMS OF CONQUEST

Bale Eye: The Orks of Armageddon believed that Old Man Yarrick could kill with but a glance, a superstition that the Commissar was keen to exploit to his advantage. The forbidding bale eye implanted in place of his own can project a powerful short-range blast of laser energy that will core out an opponent's skull at ten paces.

The Bale Eye can be used in the Shooting phase in addition to firing another weapon.

Range	S	AP	Type
6"	3	3	Pistol

Power Field: Yarrick is protected by a thrumming power field, a potent personal shield generator that bleeds the force from incoming attacks amid crackling skeins of golden lightning until it stops them altogether.

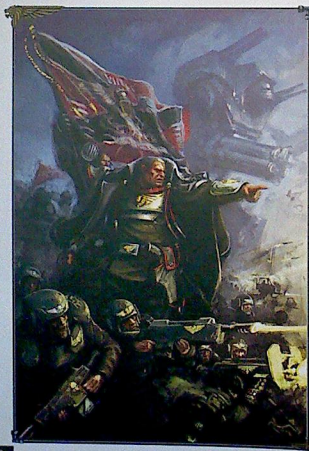
The Power Field gives Yarrick a 4+ invulnerable save.

LORD CASTELLAN CREED

COMMANDER OF THE CADIAN 8TH

Lord Castellan Ursarkar E. Creed was found, an orphan child, in the war-torn ruins of Kasr Gallan. Clutching a service pistol and a tattered copy of 'De Gloria Macharius', this hard eyed boy was adopted by the Guardsmen of the Cadian 8th who had found him. From a young age, Creed excelled as both soldier and tactician, rising swiftly through the Cadian Whiteshields to earn a command of his own. This stocky and intense young warrior possessed an intuitive grasp of strategy and was a natural leader. From squad-level decisions to exercises with vast regiments of military might, Creed displayed a genius that some whispered echoed that of Macharius himself. Blistering assaults, devious traps and impenetrable defences were Creed's trademarks, and within three decades the ragged orphan boy had earned acclaim as Cadia's greatest living commander. Only the strict structure of rank and privilege that governs the militarised society of Cadia now held Creed's meteoric career in check.

This was to change when an insidious Chaos plot saw the Cadian Governor Primus treacherously slain. Into the vacuum stepped Creed, who in the wake of his valiant counter-offensive at Tyrok Fields was publicly named Lord Castellan and Commander-in-Chief of the Cadian Military.



The Lord Castellan rose immediately to this new challenge, beginning his tireless work to strengthen the defences of the Cadian Gate. His efforts came not a moment too soon, for the hour has grown late and deadly foes stir once more within the Eye of Terror.

Wherever Creed goes, so too walks the bullish figure of Colour Sergeant Jarran Kell. Friends for decades, Kell would gladly give his life to preserve that of his oldest comrade. His vox-amplified voice rolls along the Imperial lines, ensuring the Lord Castellan's orders are followed to the letter.

	WS	BS	S	T	W	I	A	Ld	Sv
Lord Castellan Creed	4	4	3	3	3	3	3	10	4+
Colour Sergeant Kell	4	4	3	3	2	4	2	8	4+

UNIT TYPE: Infantry (Character).

WARGEAR:

Creed: Carapace armour (pg 64), two hot-shot laspistols, frag grenades, refractor field (pg 63).

Kell: Carapace armour (pg 64), laspistol, power sword, power fist, frag grenades, regimental standard (pg 63).

SPECIAL RULES:

Creed: Voice of Command (pg 28).

Supreme Commander: Creed can issue up to three orders a turn. Creed can issue orders that can only be issued by models with the Senior Officer special rule. Failed orders issued by Creed must be re-rolled.

Tactical Genius: If Creed is your Warlord he has 2 Warlord Traits instead of 1. You can either roll twice on the same Warlord Traits table or once each on two different Warlord Traits tables (if rolling twice on the same Warlord Traits table, re-roll any duplicate results).

Kell: Listen Up, Maggots! If Kell is in the same unit as Creed, Leadership tests for orders issued by Creed can be taken on Kell's Leadership, not that of the ordered unit.

Look Out - Arghh! If a Wound is allocated to a character in this model's unit (other than another model with this special rule), that character automatically passes its Look Out, Sir test if it can make one. The Wound must be allocated to the model with this special rule instead. If there is more than one model with this special rule in a unit when a Wound is allocated to a character, the owning player can choose which of them to re-allocate the Wound to.

Sworn Protector: Kell must declare a Glorious Intervention whenever possible and will automatically pass the test to take the place of a friendly character in an ongoing challenge.

COLONEL 'IRON HAND' STRAKEN

CATACHAN'S MAN OF ADAMANTIUM

Colonel 'Iron Hand' Straken is Catachan's most notorious and storied commanding officer. A veteran of decades of constant warfare, Straken has fought at the forefront of more battles and survived more wounds than most Imperial Guardsmen have eaten hot meals. Irrascible and gutsy in the extreme, Colonel Straken leads from the front with a vigour that belies his years. Having worked his way up from footslogging grunt to colonel of the entire Catachan II 'Green Vipers', Straken continues to share every hardship of the common soldier. Larger than life and twice as violent, Straken can always be found where the fighting is thickest. Bellowing a constant stream of orders and invective, the Colonel stands shoulder to shoulder with his fellow Catachans. Straken's lack of tolerance for any display of incompetence or cowardice is legendary, and his men redouble their efforts in their determination to live up to Straken's exacting standards.

Straken's high personal standards and ethic of 'getting stuck in' are matched by a determination never to waste good Catachan lives for ephemeral gains. The Colonel has nothing but scorn for officers who fritter away lives to further their own careers. This fact has caused endless

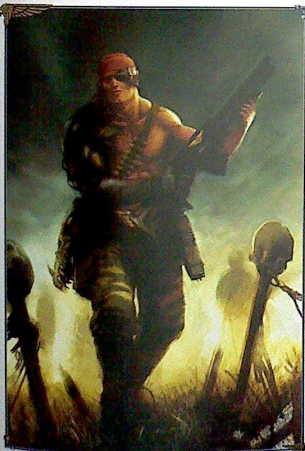
friction with the commanders of other regiments, yet Straken displays the same contempt for upper-echelon politics as he does for the foe. Straken's men all but deify their gung-ho commander, and have carried his battered body to safety almost as often as he has dragged theirs.

Regardless of the top brass' opinion, none can argue with Straken's breathtaking service record. Fighting initially under his mentor, the infamous Colonel Greiss, Straken has distinguished himself at the Battle of Moden's Ridge, the Dulma'in Cleansing, the Ulani Aftermath and the evacuation of Vartol City to name but a few. On Ulani IV Straken dragged a wounded comrade to safety across half a continent. On Vondal's Landing he repulsed a phalanx of Daemon Engines with only twenty-two men, ten lasguns and a case of short-fused mining charges. At the battle of the Red Rain Straken personally defeated the notorious Dark Eldar Archon Yrekh Drash in single combat, crushing the degenerate xenos' head in his whirling bionic fist.

'Medic! Stop whining, Brook, you've got another damned leg!'

- COLONEL 'IRON HAND' STRAKEN, BATTLE OF MODEN'S RIDGE

During his years of service the Colonel has suffered dozens of wounds in the line of duty, amongst the most serious being the arm he lost to a Mural land shark. This and a plethora of other grave injuries should, by rights, have killed the indomitable Catachan several times over. Straken, however, fights on with undiminished determination, his ravaged body riddled with an ever increasing number of gleaming bionics, and his orders punctuated by yells of 'Do I have to do everything myself?!



	WS	BS	S	T	W	I	A	Ld	Sv
Colonel Straken	5	4	6	4	3	3	3	9	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Flak armour (pg 64), plasma pistol, shotgun, close combat weapon, frag grenades, refractor field (pg 63).

WARLORD TRAIT: Implacable Determination (pg 27).

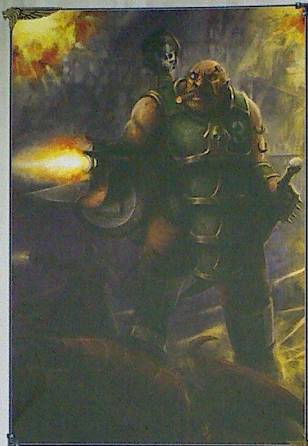
SPECIAL RULES: Fearless, Monster Hunter, Senior Officer (pg 30), Smash, Voice of Command (pg 28).

Cold Steel and Courage: Colonel Straken and all friendly units from *Codex: Astra Militarum* within 6" of him have the Counter-attack and Furious Charge special rules.

Gung-ho: Colonel Straken must always issue and accept a challenge whenever possible.

NORK DEDDOG

THE ULTIMATE BODYGUARD



Nork Deddog is an Ogryn bodyguard of legendary repute. Upon his recruitment into the Imperial Guard, Nork quickly displayed an uncommon level of mental aptitude. The surprisingly developed abhuman could sign his own name, count to four, and even speak in short sentences. It was not long before Nork was assigned to special duties as a regimental lifeguard for Colonel Greiss of the Catachan II.

When the regiment was committed to the ongoing war on Bator, it was soon apparent that Nork had found his sizeable niche. While Greiss was as vocally warlike as any good Catachan officer should be, he was old and physically frail. The men of the regiment soon became used to the old Colonel bellowing orders from the shelter of Nork's massive frame, the Ogryn's ripper gun mowing down the foe with shredding bursts as shots rebounded harmlessly from his bulky armour. After the disaster at Hill Gamma Zero, Deddog's reputation was cemented when he carried the badly wounded Greiss to safety through hostile territory, dragging the wreckage of the Colonel's Chimera behind him for cover the entire way.

Since that bloody conflict, Nork's skills as a bodyguard have been in great demand. His loyalty is beyond question, and

the hulking Ogryn would rather sustain terrible wounds than permit a single scratch upon his master. When Orks overran the command dugout at the battle of Chabda Bridge, Nork was the only one to stand his ground beside Sub-overlord Ven Vambold. During the ensuing brawl, Deddog bullied his way into the Orks' midst and subjected the xenos Warboss to a headbutt so ferocious that the monstrous Ork was hurled from the dugout to its death in the sizzling acid of the Chabda River far below.

Nork has saved the lives of well over one hundred officers, earning himself a chest-full of medals in the process. Dozens of war zones that would have descended into anarchy have instead seen the banners of Imperial victory raised high thanks to Nork's constant, selfless heroism. During the brief periods of peace between deployments, Nork experiences chronic discomfort whenever compelled to accompany his latest master to a social function or parade drill. However, such embarrassments only encourage Nork to fight all the harder when he returns to the field of battle, determined to prove his worth and bask in the satisfying glow of being the Imperial Guard's finest bodyguard.

	WS	BS	S	T	W	I	A	Ld	Sv
Nork Deddog	4	3	5	5	3	3	4	8	4+

UNIT TYPE: Infantry (Character).

WARGEAR: Carapace armour (pg 64), ripper gun (pg 62), frag grenades.

SPECIAL RULES: **Feel No Pain, Hammer of Wrath, Look Out – Arghh!** (pg 56), **Stubborn, Very Bulky.**

Heroic Sacrifice: If Nork loses his last Wound in close combat, he may immediately make his full complement of Attacks against the unit that killed him at the same Initiative step, even if he has already made his Attacks in that Fight sub-phase. These Attacks may be exchanged for a Thunderous Headbutt as described below. Nork re-rolls failed To Hit and To Wound rolls when making the attack(s) granted by this rule. He is then removed as a casualty.

Loyal to the End: Nork must declare a Glorious Intervention whenever possible and will automatically pass the test to take the place of a friendly character in an ongoing challenge. In addition, a Commissar or Lord Commissar will never shoot Nork as a result of the Summary Execution special rule.

Thunderous Headbutt: Nork may elect to exchange his normal attacks in close combat for a single Thunderous Headbutt with the following profile:

Range	S	AP	Type
-	+3	3	Melee, Concussive

KNIGHT COMMANDER PASK

CADIA'S ARMoured BLADE

Knight Commander Pask is Cadian's best-known tank ace, and his grizzled visage has graced propaganda bills across the Cadian Gate for decades. Yet it is on the field of battle, amid the fires of war and the snarl of engines, that Pask is truly at home. Possessing an instinctive nous for armoured combat on any scale, Pask claims to feel the tank he commands as an extension of his own body, and has left the wreckage of foes uncounted blazing in his wake.

The Victor lives in honour; the Vanquished dies in shame.

DEPARTMENTO MUNITORUM STRATEGIC PARABLES 27.2

The Knight Commander began his rise to fame as gunnery seneschal aboard the Leman Russ *Hand of Steel*, serving as part of the Cadian 423rd armoured regiment. Deployed onto the planet Cyris, the regiment formed part of a battle group tasked with halting the relentless advance of Waaagh! Gutcutta. At the battle of Genna's Rift the 423rd found themselves directly in the path of Gutcutta's final, massive armoured push. As the two lines of war machines crashed together, a lumbering Ork Battle Fortress ground its way over the *Hand of Steel*, crushing the tank's turret and commanding officer in the process.

Swiftly taking command of the battered vehicle, Pask had the driver swing around and, drawing a bead on the Ork war engine still grinding through the Cadian lines, executed it with a single pinpoint blast of lascannon fire. The Battle Fortress went up like the Saint Vanus Day fireworks and, as its flaming wreckage rained from the sky, Pask went on to rally the Cadian counter-attack, claiming a further fourteen confirmed armour-kills before the battle's end.

On the planet of Haytor's Hole, the *Hand of Steel* was wrecked by the last survivor of a squadron of Eldar Fire Prisms, though not before Pask's Leman Russ had cut its killer in half with its last, dying salvo. Declining the honour of commanding one of his regiment's mighty Baneblades, Pask instead chose to demonstrate his solidarity with the tankers of the 423rd. Claiming another Leman Russ as his new steed, Pask renamed her the *Hand of Steel*.

This ritual has been repeated on a dozen occasions in the decades since. Whether felling heretic Titans on Saint Cyllia's World or battling bio-titans amongst the Tyranid swarms in the Batran Traverse, it is a brave or foolish foe indeed that strays into the gun sights of Knight Commander Pask and his *Hand of Steel*.

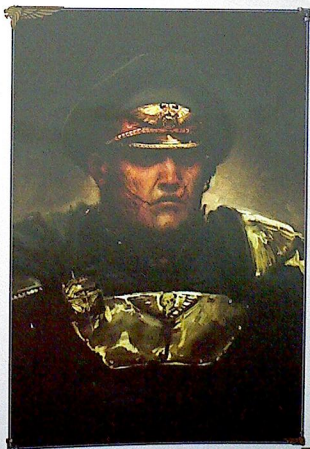
WARLORD TRAIT: Old Grudges (pg 27).

SPECIAL RULES: Leman Russ Commander (pg 32), Tank Orders (pg 32).

Crack Shot: Shots made by Pask's Leman Russ can re-roll armour penetration rolls against vehicles, including glancing or penetrating hits, but the second result must be kept. Furthermore, the turret-mounted weapon of Pask's vehicle gains an additional benefit depending on its type:

- When firing a battle cannon, vanquisher battle cannon, demolisher siege cannon or eradicator nova cannon, Pask can re-roll To Hit rolls.
- An exterminator autocannon or punisher gatling cannon fired by Pask has the Rending special rule.
- When firing an executioner plasma cannon, Pask may choose to fire an incandescent plasma blast instead of using the weapon's normal profile. This has the following profile:

Range	S	AP	Type
36"	7	2	Heavy 1, Large Blast, Blind, Gets Hot



WS BS S T W I A Ld Sv
Knight Commander Pask - 4 - - - - -

ARMOURY OF THE IMPERIUM

This section of the book lists the weapons and equipment used by the Imperial Guard, along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named special characters is detailed in the appropriate entry in the Heroes Beyond Number section (pages 27 to 59), while weapons and equipment used by all other types of units are detailed here.

RANGED WEAPONS

Profiles for the following ranged weapons are listed in the Reference. Their full rules can be found in the Warhammer 40,000 rulebook.

Autocannon	Lasgun
Autogun	Laspistol
Battle cannon	Meltagun
Bolt pistol	Missile launcher
Boltingun	Multi-laser
Flamer	Multi-melta
Heavy bolter	Plasma cannon
Heavy flamer	Plasma gun
Heavy stubber	Plasma pistol
Hot-shot lasgun	Shotgun
Hot-shot laspistol	Sniper rifle
Inferno cannon	Storm bolter
Lascannon	

CHEM CANNON

The chem cannon belches hideous clouds of toxic gas. So virulent and acidic is this weapon's payload that even the desecrated power armour of the rebel Traitor Legions cannot long withstand its ruling caress. Flesh and ceramite alike dissolve, running like blighted candle wax.

Range	S	AP	Type
Template	1	3	Heavy 1, Poisoned (2+)

DEATHSTRIKE MISSILE

Though these deadly artefacts are unpredictable and relatively rare, few weapons can unleash the same devastation as a Deathstrike missile. Mounting a variety of exceptionally deadly warheads and able to strike at targets across vast distances, they descend upon the foe like the fiery sword of the Emperor's justice.

The Deathstrike missile cannot fire directly.

Range	S	AP	Type
12"-Unlimited	10	1	Ordnance 1, Apocalyptic Blast, Barrage, Ignores Cover, One use only

Apocalyptic Blast: This weapon uses a 10" blast marker, but otherwise obeys all the rules for Blast weapons. If you do not have this blast marker, once the final impact point of the blast has been determined, measure 5" from the impact point. All models even partially within this radius are hit.

DEMOLISHER SIEGE CANNON

Short ranged but deadly, the demolisher siege cannon trades reach for power. Each demolisher shell is at least three times the size of a normal battle cannon round, its huge weight and high explosive core ensuring it will annihilate almost anything it hits.

Range	S	AP	Type
24"	10	2	Ordnance 1, Large Blast

DEMOLITION CHARGE

These man-portable explosives excel at destroying enemy armour, though the risks to those tasked with hurling them into the foe's midst are high.

Range	S	AP	Type
6"	8	2	Assault 1, Large Blast, One use only

EARTHSHAKER CANNON

The distinctive, looming barrel of the earthshaker cannon is a sight capable of striking fear into the Imperium's many foes. These long-necked artillery guns have an impressive range and can maintain a fearsome rate of fire, lobbing shell after shell into foes and reducing them to blasted ruin.

Range	S	AP	Type
36-240"	9	3	Ordnance 1, Barrage, Large Blast

ERADICATOR NOVA CANNON

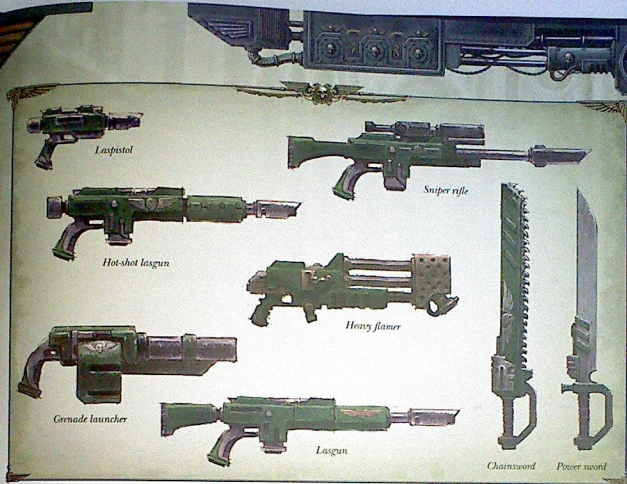
Firing shells that contain a sub-atomic core, the eradicator nova cannon is especially useful during sieges and urban warfare. Though it lacks the punch of more conventional ordnance, the shockwave produced by its shells' detonation is impossible to hide from, pulsing even the most dug in enemy infantry.

Range	S	AP	Type
36"	6	4	Heavy 1, Large Blast, Ignores Cover

EXECUTIONER PLASMA CANNON

A relic of ancient days, the executioner plasma cannon is a rare and incredibly potent weapon. Drawing its power from Ganyon-class plasma coils and able to spread its fury across a wide area, the executioner lives up to its name, bathing whole squads of the enemy's elite in searing plasma until they are nothing but ash.

Range	S	AP	Type
36"	7	2	Heavy 3, Blast, Gets Hot



EXTERMINATOR AUTOCANNON

Able to mow down swathes of infantry or light vehicles with ease, the churning thunder of the exterminator autocannon has been the last sound many foes of the Imperium have heard.

Range	S	AP	Type
48"	7	4	Heavy 4, Twin-linked

GRENADE LAUNCHER

Grenade launchers can fire a range of deadly rounds.

	Range	S	AP	Type
Frag grenade	24"	3	6	Assault 1, Blast
Krak grenade	24"	6	4	Assault 1

GRENADIER GAUNTLET

These simple gauntlets lob frag-bombs into the midst of the foe.

Range	S	AP	Type
12"	4	6	Assault 1, Blast

HELLFURY MISSILES

Hellfury missiles saturate their targets with blazing submunitions.

Range	S	AP	Type
72"	4	5	Heavy 1, Large Blast, Ignores Cover, One use only

HELLSTRIKE MISSILES

These missiles can tear through heretic armour and xenos flesh alike.

Range	S	AP	Type
72"	8	3	Ordnance 1, One use only

HOT-SHOT VOLLEY GUN

These weapons are borne into battle by Tempestus Scions to deal with armoured enemy infantry. Perfect for bringing down Traitor Space Marines or xenos warriors, hot-shot volley guns fire with a distinctive spitting sound.

Range	S	AP	Type
24"	4	3	Salvo 2/4

HYDRA AUTOCANNON

Essentially a long-barrelled, outsize autocannon on an anti-aircraft mount, the Hydra autocannon is guided by its predictive logic spirit to fill the skies with saving lines of deadly fire.

Range	S	AP	Type
72"	7	4	Heavy 2, Skyfire

MELTA CANNON

This weapon swiftly reduces armoured targets to molten slag.

Range	S	AP	Type
24"	8	1	Heavy 1, Blast, Melta

MULTIPLE ROCKET POD

These pods fire salvos of short-fused fragmentation missiles.

Range	S	AP	Type
24"	4	6	Heavy 1, Large Blast

MORTAR

Mortar barrages can swiftly slaughter tight-packed enemy infantry.

Range	S	AP	Type
48"	4	6	Heavy 1, Barrage, Blast

PUNISHER GATLING CANNON

An unsuitable anti-infantry weapon that epitomises the Departmento Munitorum's approach to warfare, the punisher slaughters its targets through the application of its overwhelming rate of fire.

Range	S	AP	Type
24"	5	-	Heavy 20

RIPPER GUN

These huge, drum-fed guns are as crude and direct as their wielders.

Range	S	AP	Type
12"	5	-	Assault 3

STORM EAGLE ROCKETS

Each storm eagle rocket delivers multiple high explosive warheads into the heart of enemy formations.

Storm eagle rockets cannot fire directly.

Range	S	AP	Type
24-120"	10	4	Ordnance D3, Barrage, Large Blast

STORMSHARD MORTAR

The hollow shells fired by the stormshard mortar are packed with thousands of inch-long steel flechettes, each industrially sharpened into the shape of an aquila. Thus when a stormshard shell airbursts above the foe it fills the target zone with lethal, whistling clouds of inescapable Imperial justice.

Range	S	AP	Type
48"	4	6	Heavy 2, Barrage, Blast, Ignores Cover, Shred

MELEE WEAPONS

Profiles for the following melee weapons are listed in the Reference. Their full rules can be found in the Warhammer 40,000 rulebook.

Close combat weapon
Force weapons

Power fist
Power weapons

HUNTING LANCE

Tipped with a single-use explosive head, on the charge the hunting lance hits home with punishing force sufficient to tear even a Chaos Space Marine in two.

A hunting lance is a close combat weapon. However, the first time a model with a hunting lance charges into close combat, for the duration of that phase it adds +2 to its Initiative and counts as being armed with a weapon with the following profile:

Range	S	AP	Type
-	+2	3	Melee, Specialist Weapon, One use only

TAUROX BATTLE CANNON

A light artillery piece, the Tauxox battle cannon is fitted with advanced recoil-pardoners and auto-targeters that allow it to fire effectively whilst on the move.

Range	S	AP	Type
48"	7	4	Heavy 1, Blast

TAUROX GATLING CANNON

Though smaller than the monstrous punisher cannon from which it was adapted, the Tauxox gatling cannon is nonetheless a fearsome weapon. These weapons lay down an impressive curtain of anti-infantry fire, scything down those foes who would seek to overrun their Militarum Tempestus passengers in the field.

Range	S	AP	Type
24"	4	-	Heavy 10

TAUROX MISSILE LAUNCHER

The Tauxox missile launcher is extremely versatile, able to fire spreads of missiles over long distances and suppress enemy infantry or armour with equal ease.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

VANQUISHER BATTLE CANNON

A weapon for the true tank ace, the vanquisher battle cannon is the pinpoint rapier to the battle cannon's crunching mace, firing shaped, high explosive shells that can punch through the thickest armour to the ruin of their hapless target.

Range	S	AP	Type
72"	8	2	Heavy 1, Armourbane

SERVO-ARM

Tech-Priest Engineers and their Servitor minions often sport powerful servo-arms. These mechanised limbs can be turned with equal ease to complex battlefield repairs, or crushing the life from the foe. Though these weapons are slow to strike, once the blessed hydraulics of the servo-arm's claw have locked in and begun to squeeze, foes face a hideous and inexorable death.

Range	S	AP	Type
-	x2	1	Melee, Specialist Weapon, Unwieldy



SPECIAL ISSUE WARGEAR

Profiles for the following items are listed in the Reference. Their full rules can be found in the *Warhammer 40,000* rulebook:

Frag grenades*
Krak grenades

Melta bombs
*See assault grenades

BRUTE SHIELD

These shields resemble large and resilient energised bucklers. They are carried by some Bullgryns, serving equally well in combat as a defensive measure and handy bludgeon.

A brute shield confers a 5+ invulnerable save. In addition, a model with a brute shield re-rolls failed To Wound rolls when resolving Hammer of Wrath hits.

CAMO GEAR

Whether sophisticated cameline cloaks, artfully attached foliage or primitive face-paint, camo gear provides its wearer with a modicum of concealment in dense terrain.

A model with camo gear counts its cover save as being 1 point better than normal. Note that this means it always has a cover save of at least 6+, even in the open.

MEDI-PACK

Medi-packs contain all the necessary drugs, dressings and surgical tools to get a wounded Imperial Guardsman back in the fight, or save the lives of vital personnel.

A unit that contains at least one model with a medi-pack has the Feel No Pain special rule.

PLATOON STANDARD

Flying proudly above the Imperial Guard lines, these standards serve as vital rallying points in the chaos of battle.

A unit that contains a model with a platoon standard counts as scoring an additional Wound for the purposes of calculating assault results.

REFRACTOR FIELD

Often carried by high-ranking officers and Imperial heroes, shimmering refractor fields refract incoming energy around their bearer, batting aside blasts and swinging blades that would otherwise lay them low.

A refractor field confers a 5+ invulnerable save.

REGIMENTAL STANDARD

Memorials to the regiment's fallen and honour-totems to those who still fight, regimental standards are potent symbols of Imperial pride; any Guardsmen that fight in the shadow of such a banner are inspired to acts of selfless valour.

A regimental standard follows the same rules as a platoon standard. In addition, any friendly units from *Codex: Astra Militarum* within 12" of a model with a regimental standard re-roll failed Morale, Fear and Pinning tests.

ROSARIUS

A rosarius is a badge of faith common amongst members of the Ecclesiarchy. Each incorporates a powerful conversion field that protects its wearer from the weapons of the God-Emperor's enemies.

A rosarius confers a 4+ invulnerable save.



SLABSHIELD

The slabshield is a towering wall of protective armaplast. Heavy-duty magnetic strips along the shield's edges allow it to be locked together with others of its kind for maximum protective effect.

If a model with a slabshield is in base contact with one or more models with a slabshield from the same unit, it adds +1 to its Armour Save. Furthermore, if a target (friend or foe) is partially obscured from the firer's view by at least one model with a slabshield, it receives +1 to its cover save.

SNARE MINES

Snare mines consist of Munitorium issue proximity detonators or snare-wire, hooked up to whatever explosives can be scraped together.

Enemy units that charge a unit with snare mines count as having made a disordered charge.

VOX-CASTER

A vox-caster is a reliable communications array connected to the tactical command net via tight-beam transmitters.

Failed Leadership tests for orders issued to a unit with a vox-caster can be re-rolled, provided the officer's unit also has a vox-caster. An officer may not use a vox-caster's ability on his own unit.



ARMOUR

CARAPACE ARMOUR

Carapace armour is made up of large, rigid plates of armaplas or ceramic moulded to fit the wearer.

Carapace armour confers a 4+ Armour Save.

FLAK ARMOUR

Cheap and easy to produce, flak armour comprises several layers of ablative thermoplas materials and impact absorbent carbifibres.

Flak armour confers a 5+ Armour Save.

POWER ARMOUR

Made from thick ceramic plates and electronically motivated fibre-bundles, power armour is some of the best protective armour available to the servants of the Imperium. Amongst the ranks of the Imperial Guard it is a rarity reserved for Tech-Priest Engineers.

Power armour confers a 3+ Armour Save.

ASTRA MILITARUM VEHICLE EQUIPMENT

Rules for the following vehicle upgrades can be found in the *Warhammer 40,000* rulebook:

Dozer blade
Extra armour
Heavy stubber
Hunter-killer missile

Searchlight
Smoke launchers
Storm bolter

AUGUR ARRAY

These 'spyboxes' feed intelligence back to command elements behind the lines. Strategic servitors compile and redistribute this data in order to refine the coordinates issued to support elements in the field.

If you attempt to bring a unit on from reserve using Deep Strike, and the location chosen for its deployment is within 6" of a vehicle with an augur array, that unit does not scatter. The augur array must have been on the battlefield at the start of the turn in order for it to be used.

CAMO NETTING

Whether rare cameoline netting or crude webbing woven with local flora, camo netting helps conceal a vehicle from prying eyes.

A vehicle with camo netting counts its cover save as being 1 point better than normal. Note that this means it always has a cover save of at least 6+, even if it is in the open.

ENCLOSED CREW COMPARTMENT

Some artillery vehicles are fitted with additional armour plating to protect the exposed crew carriage.

Vehicles with the enclosed crew compartment upgrade no longer have the 'Open-topped' portion of their unit type.

FIRE BARRELS

Though discouraged by the *Officio Prefectus*, some crews lash short-fused barrels of promethium to their tanks' hulls. In a pinch, these barrels can be set alight and cut loose, showering nearby enemies in blazing fuel.

The first time an enemy unit attempts to charge a vehicle with fire barrels, that unit suffers D6 Strength 4 AP5 hits. These hits are Randomly Allocated.

RECOVERY GEAR

Many crews load their vehicles with collections of tools, tow cables and other useful kit that can make the difference between digging an immobilised vehicle out of a tight spot or having to abandon it to its fate.

If a vehicle with recovery gear is Immobilised, then in subsequent turns it may attempt to repair itself. To make the attempt, roll a D6 at the end of the Movement phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that this does not restore a Hull Point.

RELIC PLATING

Occasionally a crew will achieve an empathic relationship with the machine spirit of their battle tank. When such a crew perishes, their remains may be interred within their vehicle, spirits lingering protectively to drive away the baleful energies of the void.

A vehicle with the relic plating upgrade has the Adamantium Will special rule.



HEIRLOOMS OF CONQUEST

The sacred relics of the Imperial Guard are items of incredible rarity. Only one of each of the following items may be chosen per army – there is only one of each of these items in the galaxy!

THE TACTICAL AUTO-RELIQUARY OF TYBERIUS

Built into the gold-chased skull of Lord Commander Lucellin Tyberius himself, this device contains a web of psycho-circuitry containing Tyberius' memory engrams and tactical acumen – and with it, his curmudgeonly and overbearing personality. Borne aloft by its own gravitic motors, the device observes and evaluates an officer's decisions. The moment it considers an order poorly chosen, the skull cuts into the vox and loudly overrides its exasperated owner. In imperious, static-laden tones, the auto-reliquary will countermand the officer's orders and issue a barrage of its own from Tyberius' store of tactical insights.

When rolling Leadership tests for orders issued by an officer with the Tactical Auto-Reliquary, any successful Leadership test that results in a double will count as Inspired Tactics. However, if you roll a double 1 while using the Tactical Auto-Reliquary, you still benefit from Inspired Tactics, though the officer has 'accidentally' shut the device out of the vox network – it may no longer be used this game.

THE LAURELS OF COMMAND

The Laurels of Command are a callous and controversial means to ensure obedience. Concealed within their peerless artistry is a band of empathic-impulsion circuitry which allows the wearer limited control over the minds of indoctrinated individuals via subliminal suggestion. Under their effects even cowards fight to the last, while orders are executed in perfect synchronisation. However, if the officer wearing the Laurels is slain, the echoes of his death can leave his subordinates reeling in confusion.

Whenever a friendly unit from *Codex: Astra Militarum* within 6" of the bearer is required to take a Morale check, the bearer of the Laurels may choose whether they pass or fail. However, if the model with the Laurels is removed as a casualty, all friendly units from *Codex: Astra Militarum* within 6" must take an immediate Pinning test.

KUROV'S AQUILA

General Kurov was one of the most gifted officers in Imperial history. Upon retirement, he recorded dozens of tactical treatises that were translated into vox-ghosts by the Adeptus Mechanicus and uploaded into a two-headed avian servitor referred to as 'Kurov's Aquila'. A senior officer who possesses this prestigious tool can turn to it for tactical guidance, addressing his questions to the hunched machine-bird. In response, the servitor's mindfolded head will vocalise the most relevant vox-ghost in Kurov's stentorian tones. The other head's eyes glow above its bound-shut beak as they project a hololithic display of Kurov himself, arms folded and dress uniform immaculate, his image flickering as it reveals the secrets of the foe.

The officer, and all friendly units from *Codex: Astra Militarum* within 6", have the Preferred Enemy special rule. In addition, the bearer may re-roll a single failed Leadership test per turn.

THE BLADE OF CONQUEST

The greatest Imperial Guard commander ever to bstride the stars, Warmaster Solar Macharius reclaimed a thousand souls for the Emperor. Upon his death he was enshrined as a saint, the six ornate blades of his subordinate generals laid upon the altar to his glory. Only one of these weapons has been reclaimed to active service. The Blade of Conquest is a beautiful example of bladesmithing, but its true worth lies in the authority it symbolises. Any man who wields this sword can light a righteous fire in the hearts of his men, for they fight in the shadow of Saint Solar himself.

Range	S	AP	Type
-	+1	3	Melee, Master-crafted



THE EMPEROR'S BENEDICTION

Wielded by a succession of brutal, uncompromising Commissars, this masterwork bolt pistol is feared by all. Its elementary but bloodthirsty machine spirit has been blamed for a series of unfortunate 'accidents' on the field of battle. In spite of this, the Officio Prefectus view the Emperor's Benediction as an artefact of some distinction – some say that it can taste cowardice even before the reprehensible act has been committed.

Range	S	AP	Type
12"	5	4	Pistol, Precision Shot, Master-crafted

THE DEATHMASK OF OLLANIUS

Ollanius the Pious is the epitome of Imperial sainthood, believed martyred at the hands of Horus himself. In the millennia since his passing, Ollanius' deathmask has been revered as a holy relic; whosoever wears this ancient artefact is granted the determination and endurance of the famous martyr himself. The mask is a terrifying piece of craftsmanship, depicting in obsidian and void-fired bronze the agonised visage of a tortured angel. It is said that, in the presence of traitors, the Deathmask will weep tears of blood.

The bearer of the Deathmask of Ollanius gains a +4 invulnerable save, and has the It Will Not Die and Fear special rules.





REGIMENTAL COLOURS

An Astra Militarum army presents an exciting challenge for modellers and painters alike. The wide range and broad scope of models available makes for a varied collection, while the ordered ranks of Imperial Guardmen gives them an impressive tabletop presence. Infantry, artillery, aircraft and tanks, the Imperial Guard have it all.



Colonel 'Iron Hand' Straken



Lord Castellán Ursarkur Creed



Colour Sergeant Jarran Kell



Ministorum Priest



Officer of the Fleet



Astropath



Master of Ordnance



Engineer and Servitor with plasma cannon



Primaris Psyker



Wyrdwane Psykers



OFFICIO PREFECTUS



Lord Commissar



Commissar Yarrick



Commissar with power sword and plasma pistol



Commissars



A staunch Cadian officer bellows orders, commanding his men to advance upon the foe.



Codrus Company Command Squad



Codrus Company Commanders



The massed ranks of the Imperial Guard, drawn up for battle.



Cadian Guardsman with plasma gun



Cadian Guardsman with meltagun



Cadian Guardsmen with sniper rifles



A selection of Cadian Guardsmen including a Sergeant and a Guardsman wielding a flamer



Cadian Guardsmen



Cadian Conscript



Cadian Heavy Weapons Teams



Catachan Company Command Squad



Sergeant Harker



Catachan officers are tough, grizzled fighters.



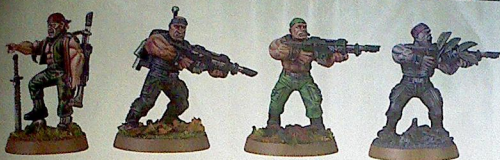
Catachan Heavy Weapons Team with autocannon



Catachan Heavy Weapons Team with mortar



These Catachan Scout Sentinels are equipped for infantry support duties and painted in camouflage schemes.



Catachan Guardsmen with lasguns



Catachan Veterans, armed and equipped for a range of combat situations and posed to look both heroic and hard-bitten



Catachan Guardsman with heavy flamer



Catachan Guardsmen with sniper rifles



A Catachan Infantry Platoon advances alongside their armoured support.



Tallarn Sergeant with plasma pistol



Tallarn Guardsman



*Mordian Guardsman with
grenade launcher*



Mordian Guardsman



Valhallan Guardsman with lasguns



Valhallan Sergeant with bolt pistol



Valhallan Guardsman with lasguns



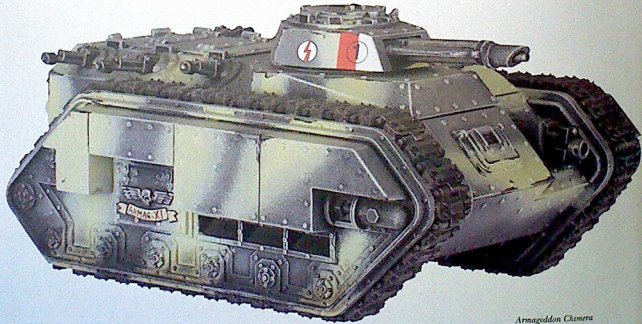
*Armageddon Platoon
Commander*



Armageddon Guardsman with lasguns



*Armageddon Guardsman
with grenade launcher*



Armageddon Chimera



Vostroyan Company
Commander



Vostroyan Guardsman with
regimental standard



Vostroyan Guardsman with
medipack



Vostroyan Guardsman
with vox-caster



Vostroyan Sergeant



Vostroyan Guardsmen



As the fires of war rage around them, the men of the Vostroyan Firstborn stand firm.



Cadian Taurus with twin-linked autocannon



Vostroyan Chimera with multi-laser, storm bolter and dozer blade



Catachan Hellhound Flame Tank



Cadian Basilisks draw up in formation, ready to bombard the foe



A Cadixan Leman Russ battle tank acting as the mount for a Tank Commander



Catachan Leman Russ Punisher with sponson-mounted plasma cannons



Leman Russ Executioner



A Codian Tank Commander marshals his squadron of Leman Russ battle tanks and advances with infantry support.

MILITARUM TEMPESTUS



Tempestor Prime



Tempestus Scion with platoon standard



Taurox Prime



*Tempestus Scion
with vox-caster*



*Tempestus Scion with
grenade launcher*



*Tempestus Scion with
hot-shot lasgun*



Tempestus Scion with medo-pack



*Tempestus Scion
with hot-shot lasgun*



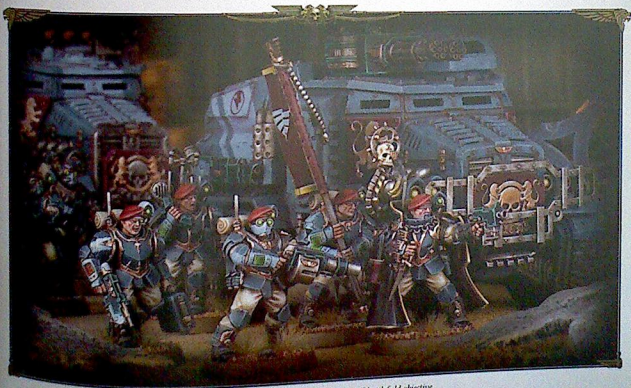
*Tempestus Scion with
hot-shot volley gun*



*Tempestus Scion with
plasma gun*



Tempestus



A Tempestus Prime disembarks to seize a crucial battlefield objective.

MILITARUM AUXILLA



Nork Deldogge, Ogryn Bodyguard



Ogryn with ripper gun



Ogryn with ripper gun



Bullgryn with power maul and brute shield



Bullgryn with grenade gauntlet and slabshield



Bullgryn Bone'ad with grenade gauntlet and slabshield



Bullgryn with power maul and brute shield



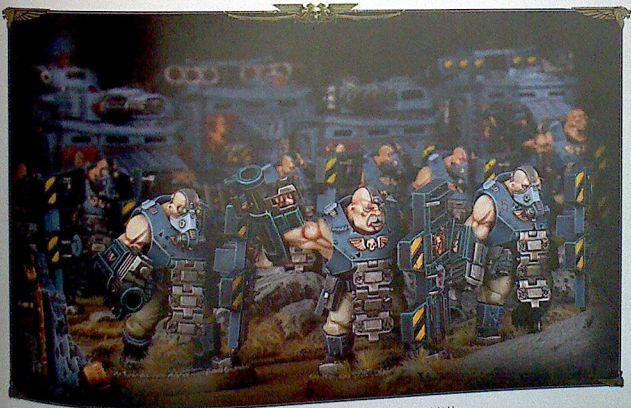
Bullgryn with grenade gauntlet and slabshield



Bullgryn with power maul and brute shield



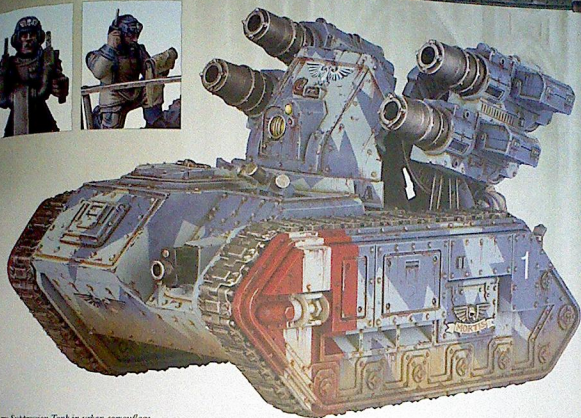
Ratlings with sniper rifles



Bullgryns advance, enemy fire rattling harmlessly from their upraised slabshields.



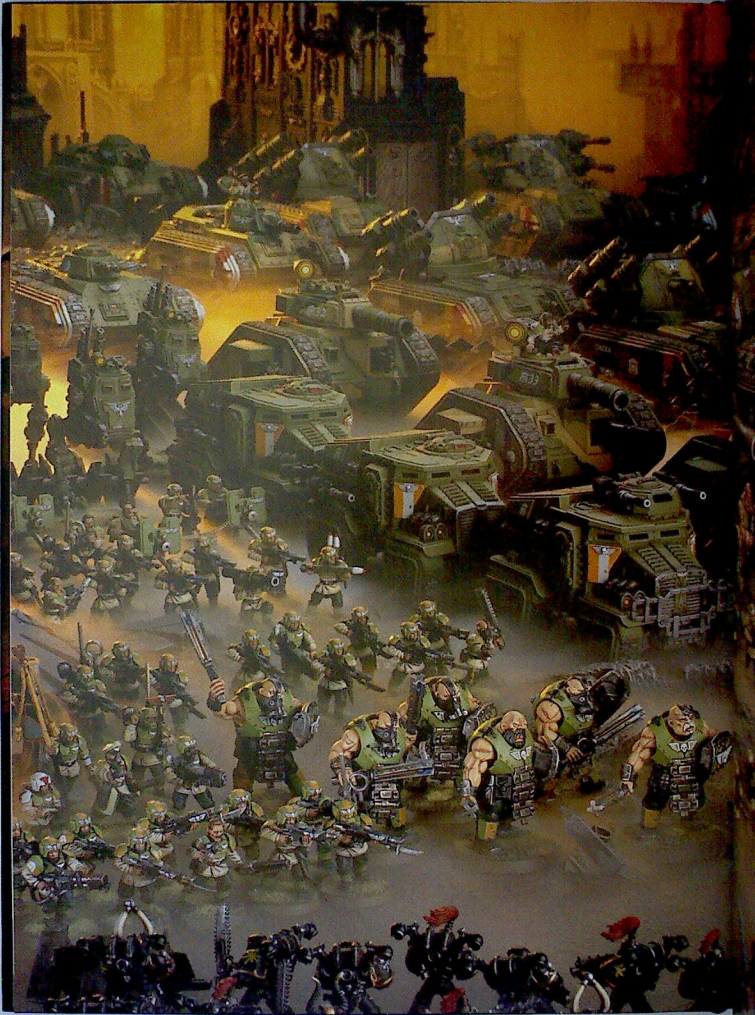
Valkyrie Assault Carrier with lascannon and hellstrike missiles



Wyvern Suppression Tank in urban camouflage



Cadian Hydra Flok Tank





THE HAMMER OF THE EMPEROR

The following army list enables you to field an army of valiant Imperial Guardsmen, using them to fight battles using the missions included in the *Warhammer 40,000* rulebook and other supplements.

USING THE ARMY LIST

The Astra Militarum army list is split into six sections: HQ, troops, dedicated transports, elites, fast attack and heavy support. All of the squads, vehicles and characters in the army are placed into one of these categories depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army following the guidelines given in the *Warhammer 40,000* rulebook.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit.

More information about the background and rules for the Imperial Guard and their options can be found in the *Heroes Beyond Number* section, while examples of the Citadel miniatures you will need to represent them can be found in the *Regimental Colours* section.



OGRYNS										130 Points
	WS	BS	S	T	W	I	A	Ld	Sv	
Ogryn	4	3	5	5	3	2	3	6	5+	Unit Type
Ogryn Bone 'ead	4	3	5	5	3	2	4	7	5+	Infantry
										Unit Composition
										2 Ogryns
										1 Ogryn Bone 'ead
										Page
										44

Wargear: • Flak armour • Ripper gun • Frag grenades	Special Rules: • Hammer of Wrath • Stubborn • Very Bulky	Options: • May include up to seven additional Ogryns 40 pts/model • The squad may take a Chimera or Taurox as a Dedicated Transport (pg 97)
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Each unit entry in the Astra Militarum army list contains the following information:

1 Unit Name: At the start of each army list entry you will find the name of the unit alongside the points cost of the unit before any upgrades.

2 Unit Profile: This section will show the profile of any models the unit can include, even if they are upgrades.

3 Unit Type: This refers to the unit type rules in the *Warhammer 40,000* rulebook. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

4 Unit Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

5 Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

6 Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the *Heroes Beyond Number* section of this book or the *Special Rules* section of the *Warhammer 40,000* rulebook.

7 Options: This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points', and 'pts/model' stands for 'points per model'.

Dedicated Transport: Where applicable, this option refers to any Transports the unit may take. These have their own army list entries. Dedicated Transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transports section of the *Warhammer 40,000* rulebook explains how Dedicated Transports work.

Warlord Traits: Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in its army list entry.

Heirlooms of Conquest: Some entries have unique Heirlooms of Conquest, listed here.

ASTRA MILITARUM WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the army list that follows may include wargear options from one or more of these lists – in each instance, the army list entry will tell you (in bold text) exactly which of these lists you may use.

Ranged Weapons..... Page 60

- A model can replace his laspistol with one of the following:
- Bolt pistol..... 1 pt
 - Boltgun..... 1 pt
 - Plasma pistol..... 15 pts

Special Weapons..... Page 60

- Sniper rifle¹..... 2 pts
- Flamer..... 5 pts
- Grenade launcher..... 5 pts
- Hot-shot volley gun²..... 10 pts
- Meltagun..... 10 pts
- Plasma gun..... 15 pts
- Demolition charge³..... 20 pts

¹ Cannot be taken by Rough Riders, Militarum Tempestus Scions or Militarum Tempestus Command Squad.

² Militarum Tempestus Scions and Militarum Tempestus Command squad only.

³ Special Weapons Squad only.

Heavy Weapons..... Page 60

- Mortar..... 5 pts
- Autocannon or heavy bolter..... 10 pts
- Missile launcher (with frag and Krak missiles)..... 15 pts
- o May also take flakk missiles..... 10 pts
- Lascannon..... 20 pts

Special Issue Wargear..... Page 63

- Krak grenades..... 2 pts
- Carapace armour..... 5 pts
- Melta bombs..... 5 pts
- Camo gear..... 10 pts

Melee Weapons

A model can replace his close combat weapon with one of the following:

- Power weapon..... 15 pts
- Power fist..... 25 pts

Heirlooms of Conquest..... Page 65

Only one of each heirloom may be taken per army.

- The Emperor's Benediction¹..... 5 pts
- The Laurels of Command²..... 25 pts
- The Tactical Auto-Reliquary of Tyberius²..... 25 pts
- The Blade of Conquest³..... 25 pts
- The Deathmask of Ollianus..... 30 pts
- Kurov's Aquila²..... 60 pts

¹ Lord Commissar only. Replaces bolt pistol.

² Company Commander only.

³ Replaces the character's close combat weapon.

ASTRA MILITARUM VEHICLE EQUIPMENT

PAGE 64

A model can take up to one of the following:

- Searchlight..... 1 pt
- Relic plating..... 3 pts
- Dozer blade¹..... 5 pts
- Heavy stubber or storm bolter¹..... 5 pts
- Recovery gear..... 5 pts
- Smoke launchers..... 5 pts
- Extra armour..... 10 pts
- Fire barrels¹..... 10 pts
- Hunter-killer missile..... 10 pts
- Camo netting..... 15 pts
- Enclosed crew compartment²..... 15 pts
- Augur array..... 25 pts

¹ May not be taken by Armoured Sentinels or Scout Sentinels.

² Open-topped Tanks only.



HQ

COMMISSAR YARRICK

145 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Commissar Yarrick	5	5	3	4	3	3	3	10	4+

Unit Type
Infantry (Character)

Unit Composition
1 (Unique) Page
55

Wargear:

- Carapace armour
- Bolt pistol
- Storm bolter
- Close combat weapon
- Power claw
- Frag grenades
- Krak grenades

Heirlooms of Conquest:

- Bale Eye
- Power Field

Warlord Trait:

- Draconian Disciplinarian

Special Rules:

- Aura of Discipline
- Chain of Command
- Eternal Warrior
- Independent Character
- Iron Will
- Preferred Enemy (Orks)
- Senior Officer
- Summary Execution
- Voice of Command

COMPANY COMMAND SQUAD

60 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander	4	4	3	3	3	3	3	9	5+
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+
Astropath	3	4	3	3	1	3	1	7	5+
Master of Ordnance	3	4	3	3	1	3	1	7	5+
Officer of the Fleet	3	4	3	3	1	3	1	7	5+

Unit Type
Infantry (Character)
Infantry
Infantry
Infantry
Infantry
Infantry

Unit Composition
1 Company Cdr.
4 Veterans Page
30
30
30
31
31
31

Wargear

(Company Commander):

- Flak armour
- Lasipistol
- Close combat weapon
- Frag grenades
- Refractor field

Wargear (Veterans):

- Flak armour
- Lasgun
- Frag grenades

Wargear (Veteran Weapons Team):

- Flak armour
- Lasgun
- Frag grenades

Wargear (Astropath, Master of Ordnance and Officer of the Fleet):

- Flak armour
- Close combat weapon
- Frag grenades

Special Rules

(Company Commander):

- Senior Officer
- Voice of Command

Special Rules

- (Veteran Weapons Team):
- Heavy Weapon Team

Special Rules (Astropath):

- Psyker (Mastery level 1)

Special Rules

(Master of Ordnance):

- Artillery Bombardment

Special Rules

(Officer of the Fleet):

- Navy Orders

Psyker:

- Astropaths generate their powers from the Telepathy discipline.

Options:

- May add any of the following:
 - One Astropath 25 pts
 - One Master of Ordnance 20 pts
 - One Officer of the Fleet 20 pts
 - o Any of these may exchange their close combat weapon for a laspistol free
- The Company Commander may take items from the **Melee Weapons, Ranged Weapons, Special Issue Wargear and/or Heirlooms of Conquest** lists.
- The Company Commander may replace his laspistol with a shotgun free
- Any Veteran may replace his lasgun with a laspistol and close combat weapon free
- One Veteran may carry a vox-caster 5 pts
- One other Veteran may replace his lasgun with a heavy flamer 10 pts
- One other Veteran may carry a medi-pack 15 pts
- One other Veteran may carry a regimental standard 15 pts
- Two other Veterans may form a Veteran Weapons Team who must take one item from the **Heavy Weapons** list.
- Any remaining Veteran that has not been upgraded with one of the options above may replace his lasgun with one item from the **Special Weapons** list.
- All Veterans (including any Veteran Weapons Team) may take any of the following:
 - Krak grenades 1 pt/model
 - Carapace armour 2 pts/model
 - Camo gear 2 pts/model
- The squad may take a Chimera or Taurox as a Dedicated Transport (pg 97).

HQ

LORD CASTELLAN CREED

One Company Command Squad in your army may replace its Company Commander with Lord Castellan Creed.

80 Points

Lord Castellan Creed	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
	4	4	3	3	3	3	3	10	4+	Infantry (Character)	1 (Unique)	56

Wargear:

- Carapace armour
- Two hot-shot laspistols
- Frag grenades
- Refractor field

Warlord Trait:

- If Creed is your Warlord, he receives 2 Warlord Traits instead of the usual 1 (see page 27).

Special Rules:

- Supreme Commander
- Tactical Genius
- Voice of Command

COLOUR SERGEANT KELL

If a Company Command Squad includes Lord Castellan Creed then it may replace one Veteran with Colour Sergeant Kell.

75 Points

Colour Sergeant Kell	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
	4	4	3	3	2	4	2	8	4+	Infantry (Character)	1 (Unique)	56

Wargear:

- Carapace armour
- Laspistol
- Power fist
- Power sword
- Frag grenades
- Regimental standard

Special Rules:

- Listen Up, Maggots!
- Look Out - Arghh!
- Sworn Protector

No Veteran may carry a regimental standard in a Company Command Squad that includes Kell.

COLONEL 'IRON HAND' STRAKEN

One Company Command Squad in your army may replace its Company Commander with Colonel 'Iron Hand' Straken.

130 Points

Colonel Straken	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
	5	4	6	4	3	3	3	9	3+	Infantry (Character)	1 (Unique)	57

Wargear:

- Flak armour
- Plasma pistol
- Shotgun
- Close combat weapon
- Frag grenades
- Refractor field

Warlord Trait:

- Implacable Determination

Special Rules:

- Cold Steel and Courage
- Fearless
- Gung-ho
- Monster Hunter
- Senior Officer
- Smash
- Voice of Command

NORK DEDDOG

One Company Command Squad in your army may add Nork Deddog.

85 Points

Nork Deddog	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
	4	3	5	5	3	3	4	8	4+	Infantry (Character)	1 (Unique)	58

Wargear:

- Carapace armour
- Ripper gun
- Frag grenades

Special Rules:

- Feel No Pain
- Hammer of Wrath
- Heroic Sacrifice
- Look Out - Arghh!

- Loyal to the End
- Stubborn
- Thunderous Headbutt
- Very Bulky

HQ

TANK COMMANDER

30 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Tank Commander	-	4	-	-	-	-	-	-	-	Vehicle (Tank, Heavy, Character)	1 Tank Commander	32

Special Rules:

- Leman Russ Commander
- Tank Orders

Options:

- The Tank Commander must take one Leman Russ from those listed on page 102.
- The Tank Commander's squadron must include 1-2 other Leman Russ tanks chosen from those listed on page 102.
- Tanks in the Tank Commander's Leman Russ Squadron may take upgrades as for a normal Leman Russ.
- One Tank Commander may be upgraded to Knight Commander Pask (see below) 40 pts

KNIGHT COMMANDER PASK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition:	Page
Knight Commander Pask	-	4	-	-	-	-	-	-	-	Vehicle (Tank, Heavy, Character)	1 (Unique)	59

Special Rules:

- Crack Shot
- Leman Russ Commander
- Tank Orders

Warlord Trait:

- Old Grudges

LORD COMMISSAR

65 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Lord Commissar	5	5	3	3	3	3	3	10	5+	Infantry (Character)	1 Lord Commissar	33

Wargear:

- Flak armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Refractor field

Special Rules:

- Aura of Discipline
- Chain of Command
- Independent Character
- Stubborn
- Summary Execution

Options:

- May take items from the Melee Weapons, Special Issue Wargear and/or Heirlooms of Conquest lists.
- May replace his bolt pistol with one of the following:
 - Boltgun free
 - Plasma pistol 15 pts

COMMISSAR

25 Points

You may include one Commissar for every Company Command Squad or Platoon Command Squad in your army. They do not take up a Force Organisation slot, and do not qualify as a mandatory HQ selection. Before the battle, immediately after determining Warlord Traits, each Commissar must be assigned to a different unit from the following list, which they then cannot leave: Company Command Squad, Platoon Command Squad, Infantry Squad, Special Weapons Squad, Heavy Weapons Squad, Conscripts, Veterans, Ogryns, Bullgryns, Militarum Tempestus Command Squad, Militarum Tempestus Scions.

Only one Commissar can join each unit in this manner.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Commissar	4	4	3	3	1	3	2	9	5+	Infantry (Character)	1 Commissar	33

Wargear:

- Flak armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:

- Stubborn
- Summary Execution

Options:

- May take items from the Melee Weapons lists.
- May replace his bolt pistol with one of the following:
 - Boltgun free
 - Plasma pistol 15 pts

HQ

MINISTORUM PRIEST

Each Astra Militarum detachment may include 0-3 Ministorum Priests. They do not take up a Force Organisation slot, and do not qualify as a mandatory HQ selection.

25 Points

Ministorum Priest	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
	3	3	3	3	1	3	2	7	5+	Infantry (Character)	1 Ministorum Priest	34

Wargear:

- Flak armour
- Lasipistol
- Close combat weapon
- Frag grenades
- Rosarius

Special Rules:

- Independent Character
- War Hymns
- Zealot

Options:

- May take one of the following:
 - Autogun
 - Plasma gun

free

15 pts

PRIMARIS PSYKER

Each Astra Militarum detachment may include 0-3 Primaris Psykers. They do not take up a Force Organisation slot, and do not qualify as a mandatory HQ selection.

50 Points

Primaris Psyker	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
	4	4	3	3	2	3	2	9	5+	Infantry (Character)	1 Primaris Psyker	34

Wargear:

- Flak armour
- Lasipistol
- Force weapon
- Frag grenades
- Refractor field

Special Rules:

- Independent Character
- It's For Your Own Good
- Psyker (Mastery Level 1)

Psyker:

- Primaris Psykers generate their powers from the Biomancy, Divination, Pyromancy, and Telekinesis disciplines.

Options:

- May upgrade to Psyker (Mastery Level 2)

25 pts

ENGINEER

Each Astra Militarum detachment may include 0-3 Engineers, and you may include one unit of Servitors for every Engineer in your army. These selections do not take up a Force Organisation slot, and do not qualify as a mandatory HQ selection.

40 Points

Engineer	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
	3	3	3	3	1	3	1	8	3+	Infantry (Character)	1 Engineer	35

Wargear:

- Power armour
- Lasipistol
- Power axe

- Servo-arm
- Frag grenades
- Krak grenades

Special Rules:

- Awaken the Machine
- Blessings of the Omnissiah
- Independent Character

Options:

- May take melita bombs

5 pts

SERVITORS

10 Points

Servitor	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
	3	3	3	3	1	3	1	8	4+	Infantry	1 Servitor	35

Wargear:

- Servo-arm

Special Rules:

- Mindlock

Options:

- May include up to four additional Servitors
- Up to two Servitors may replace their servo-arm with a:
 - Heavy bolter or multi-melta
 - Plasma cannon

10 pts/model

10 pts/model

15 pts/model

TROOPS

INFANTRY PLATOON

Composition: 1 Platoon Command Squad, 2-5 Infantry Squads, 0-5 Heavy Weapons Squads, 0-3 Special Weapons Squads and 0-1 Conscript Squad. Each Infantry Platoon counts as a single Troops slot on the force organisation chart.

PLATOON COMMAND SQUAD

30 Points

Each Infantry Platoon must include one (and only one) Platoon Command Squad.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Platoon Commander	4	4	3	3	1	3	2	8	5+	Infantry (Character)	1 Platoon Commander	36
Guardsmen	3	3	3	3	1	3	1	7	5+	Infantry	4 Guardsmen	
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+	Infantry		

Wargear:

- Flak armour
- Lasgun (Guardsmen/Heavy Weapons Team only)
- Laspistol (Platoon Commander only)
- Close combat weapon (Platoon Commander only)
- Frag grenades

Special Rules:

- Heavy Weapons Team (Heavy Weapons Team only)
- Voice of Command (Platoon Commander only)

Options:

- The Platoon Commander may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Platoon Commander may take melta bombs 5 pts
- Any Guardsman may replace his lasgun with a laspistol and close combat weapon free
- One Guardsman may carry a vox-caster 5 pts
- One other Guardsman may replace his lasgun with a heavy flamer 10 pts
- One other Guardsman may carry a platoon standard 10 pts
- One other Guardsman may carry a medi-pack 15 pts
- Two other Guardsmen may form a Heavy Weapons Team who must take one item from the **Heavy Weapons** list.
- Any remaining Guardsman that has not been upgraded with one of the options above may replace his lasgun with one item from the **Special Weapons** list.
- The entire squad may take Krak grenades 1 pt/model
- The squad may take a Chimera or Taurox as a Dedicated Transport (pg 97).

INFANTRY SQUAD

50 Points

Each Infantry Platoon must include between two and five Infantry Squads.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Guardsmen	3	3	3	3	1	3	1	7	5+	Infantry	9 Guardsmen	36
Sergeant	3	3	3	3	1	3	2	8	5+	Infantry (Character)	1 Sergeant	
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+	Infantry		

Wargear:

- Flak armour
- Lasgun (Guardsmen/Heavy Weapons Team only)
- Laspistol (Sergeant only)
- Close combat weapon (Sergeant only)
- Frag grenades

Special Rules:

- Combined Squad
- Heavy Weapons Team (Heavy Weapons Team only)

Options:

- The Sergeant may take items from the **Ranged Weapons** lists.
- The Sergeant may replace his close combat weapon with a power weapon 15 pts
- The Sergeant may take melta bombs 5 pts
- One Guardsman may carry a vox-caster 5 pts
- Two other Guardsmen may form a Heavy Weapons Team who must take one item from the **Heavy Weapons** list.
- One remaining Guardsman that has not been upgraded with one of the options above may replace his lasgun with one item from the **Special Weapons** list.
- The entire squad may take Krak grenades 1 pt/model
- The squad may take a Chimera or Taurox as a Dedicated Transport (pg 97).



TROOPS

HEAVY WEAPONS SQUAD

Each Infantry Platoon may include up to five Heavy Weapons Squads.

45 Points

Heavy Weapons Team	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
	3	3	3	3	2	3	2	7	5+	Infantry	3 Heavy Weapons Teams	36
Wargear: • Flak armour • Lasgun • Frag grenades												
Special Rules: • Heavy Weapons Team												
Options: • Each Heavy Weapons Team must take one item from the Heavy Weapons list. • The entire squad may take Krak grenades..... 3 pts												

SPECIAL WEAPONS SQUAD

Each Infantry Platoon may include up to three Special Weapons Squads.

30 Points

Guardsmen	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
	3	3	3	3	1	3	1	7	5+	Infantry	6 Guardsmen	36
Wargear: • Flak armour • Lasgun • Frag grenades												
Options: • Three Guardsmen must replace their lasgun with one item from the Special Weapons list. • The entire squad may take Krak grenades..... 6 pts												



CONSCRIPTS

Each Infantry Platoon may include one squad of Conscripts.

60 Points

Conscript	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
	2	2	3	3	1	3	1	5	5+	Infantry	20 Conscripts	36
Wargear: • Flak armour • Lasgun • Frag grenades												
Options: • May include up to 30 additional Conscripts..... 3 pts/model												



TROOPS

VETERANS

60 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Veteran	3	4	3	3	1	3	1	7	5+	Infantry	9 Veterans	38
Veteran Sergeant	3	4	3	3	1	3	2	8	5+	Infantry (Character)	1 Veteran Sergeant	
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+	Infantry		

Wargear:

- Flak armour
- Lasgun (Veteran/Veteran Weapons Team only)
- Lasistol (Veteran Sergeant only)
- Close combat weapon (Veteran Sergeant only)
- Frag grenades

Special Rules:

- Heavy Weapons Team (Veteran Weapons Team only)

Options:

- The Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- Any Veteran may replace his lasgun with a shotgun *free*
- One Veteran may carry a vox-caster *5pts*
- One other Veteran may replace his lasgun with a heavy flamer *10 pts*
- Two other Veterans may form a Veteran Weapons Team who **must** take one item from the **Heavy Weapons** list.
- Up to two (or three, if no heavy flamer is taken) remaining Veterans that have not been upgraded with one of the options above may replace their lasgun with one item from the **Special Weapons** list.
- The squad may take a Chimera or Taurox as a Dedicated Transport (pg 97).
- The squad may take Krak grenades *10 pts*
- The squad can choose any of the following doctrines:
 - **Grenadiers:** The squad replaces its flak armour with carapace armour *15 pts*
 - **Forward Sentries:** The squad has camo gear and snare mines *10 pts*
 - **Demolitions:** The entire squad has melta bombs. One Veteran carries a demolition charge in addition to his other equipment *30 pts*

SERGEANT HARKER

55 Points

One squad of Veterans in your army may replace its Veteran Sergeant with Sergeant Harker. If a squad includes Sergeant Harker it may not take the Grenadiers doctrine.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sergeant Harker	4	4	4	3	1	3	2	8	5+	Infantry (Character)	1 (Unique)	38

Wargear:

- Flak armour
- Close combat weapon
- Frag grenades
- Krak grenades

Heirloom of

- Conquest:
- Payback

Special Rules:

- Relentless



DEDICATED TRANSPORTS

CHIMERA

65 Points

Chimera

[Armour]
BS F S R HP
3 12 10 10 3

Unit Type
Vehicle (Tank, Transport)

Unit Composition
1 Chimera
Page 40

Wargear:

- Multi-laser
- Heavy bolter
- Searchlight
- Smoke launchers

Special Rules:

- Amphibious
- Lasgun Arrays
- Mobile Command Vehicle

Transport Capacity:

- Twelve models

Options:

- May take items from the Astra Militarum Vehicle Equipment list.
- May replace heavy bolter with a heavy flamer..... *free*
- May replace multi-laser with either a heavy flamer or a heavy bolter..... *free*

TAUROX

50 Points

Taurox

[Armour]
BS F S R HP
3 11 10 10 3

Unit Type
Vehicle (Transport)

Unit Composition
1 Taurox
Page 41

Wargear:

- Twin-linked autocannon

Special Rules:

- All-terrain APC

Transport Capacity:

- Ten models

Options:

- May take items from the Astra Militarum Vehicle Equipment list.

TAUROX PRIME

80 Points

Taurox Prime

[Armour]
BS F S R HP
4 11 10 10 3

Unit Type
Vehicle (Fast, Transport)

Unit Composition
1 Taurox Prime
Page 41

Wargear:

- Taurox battle cannon
- Twin-linked hot-shot volley gun

Transport Capacity:

- Ten models

Special Rules:

- All-terrain APC

Options:

- May take items from the Astra Militarum Vehicle Equipment list.
- May replace Taurox battle cannon with:
 - Twin-linked Taurox galling cannon..... 10 pts
 - Taurox missile launcher..... 20 pts
- May replace twin-linked hot-shot volley gun with twin-linked autocannon..... *free*



ELITES

OGRYNS

130 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	4	3	5	5	3	2	3	6	5+
Ogryn Bone 'ead	4	3	5	5	3	2	4	7	5+

Unit Type

Infantry
Infantry (Character)

Unit Composition

2 Ogryns
1 Ogryn Bone 'ead

Page
44

Wargear:

- Flak armour
- Ripper gun
- Frag grenades

Special Rules:

- Hammer of Wrath
- Stubborn
- Very Bulky

Options:

- May include up to seven additional Ogryns 40 pts/model
- The squad may take a Chimera or Taurox as a Dedicated Transport (pg 97).

BULLGRYNS

145 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Bullgryn	4	3	5	5	3	2	3	6	4+
Bullgryn Bone 'ead	4	3	5	5	3	2	4	7	4+

Unit Type

Infantry
Infantry (Character)

Unit Composition

2 Bullgryns
1 Bullgryn Bone 'ead

Page
44

Wargear:

- Carapace armour
- Grenadier gauntlet
- Frag grenades
- Slabshield

Special Rules:

- Hammer of Wrath
- Stubborn
- Very Bulky

Options:

- May include up to seven additional Bullgryns 45 pts/model
- Any model may replace his grenadier gauntlet and slabshield with a power maul and brute shield 15 pts/model
- The squad may take a Chimera or Taurox as a Dedicated Transport (pg 97).

RATLINGS

30 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Ratling	2	4	2	2	1	4	1	6	5+

Unit Type

Infantry

Unit Composition

3 Ratlings

Page
43

Wargear:

- Flak armour
- Lasipistol
- Sniper rifle

Special Rules:

- Infiltrate
- Shoot Sharp and Scarper
- Stealth

Options:

- May include up to seven additional Ratlings 10 pts/model

WYRDVANE PSYKERS

60 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Wyrdvane Psyker	2	3	2	3	1	3	1	8	5+

Unit Type

Infantry

Unit Composition

5 Wyrdvane Psykers

Page
42

Wargear:

- Flak armour
- Lasipistol
- Close combat weapon

Special Rules:

- Brotherhood of Psykers (Mastery Level 1)

Options:

- May include up to five additional Wyrdvane Psykers 12 pts/model
- The squad may take a Chimera or Taurox as a Dedicated Transport (pg 97).

Psyker:

Wyrdvane Psykers generate their powers from the **Biomancy**, **Divination**, **Pyromancy**, and **Telekinesis** disciplines.

ELITES

MILITARUM TEMPESTUS PLATOON

Each Militarum Tempestus Platoon **must** include between one and three squads of Militarum Tempestus Scions and may include a Militarum Tempestus Command Squad.

MILITARUM TEMPESTUS COMMAND SQUAD

Each Militarum Tempestus Platoon may include one (and only one) Militarum Tempestus Command Squad.

85 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Tempestus Scion	3	4	3	3	1	3	1	7	4+
Tempestus Prime	4	4	3	3	2	4	2	9	4+

Unit Type

Infantry
Infantry (Character)

Unit Composition

4 Tempestus Scions
1 Tempestus Prime

Page

39

Wargear:

- Carapace armour
- Hot-shot lasgun (Tempestus Scion only)
- Hot-shot laspistol (Tempestus Prime only)
- Close combat weapon (Tempestus Prime only)
- Frag grenades
- Krak grenades

Special Rules:

- Clarion Vox-net
- Deep Strike
- Move Through Cover
- Voice of Command (Tempestus Prime only)

Options:

- The Tempestus Prime may take items from the **Melee Weapons** list.
- The Tempestus Prime may replace his hot-shot laspistol with one of the following:
 - Bolt pistol *free*
 - Plasma pistol *15 pts*
- One Tempestus Scion may carry a vox-caster *5 pts*
- One other Tempestus Scion may carry a platoon standard *10 pts*
- One other Tempestus Scion may carry a medi-pack *15 pts*
- Up to four Tempestus Scions that have not been upgraded with one of the options above may replace their hot-shot lasgun with one item from the **Special Weapons** list.
- The squad may take a Chimera or Taurox Prime as a Dedicated Transport (pg 97)

MILITARUM TEMPESTUS SCIONS

Each Militarum Tempestus Platoon in your army **must** include between one and three squads of Militarum Tempestus Scions.

70 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Tempestus Scion	3	4	3	3	1	3	1	7	4+
Tempestus	3	4	3	3	1	3	2	8	4+

Unit Type

Infantry
Infantry (Character)

Unit Composition

4 Tempestus Scions
1 Tempestus

Page

39

Wargear:

- Carapace armour
- Hot-shot lasgun (Tempestus Scion only)
- Hot-shot laspistol (Tempestus only)
- Close combat weapon (Tempestus only)
- Frag grenades
- Krak grenades

Special Rules:

- Deep Strike
- Move Through Cover

Options:

- May include up to five additional Tempestus Scions *12 pts/model*
- The Tempestus may take items from the **Melee Weapons** list.
- The Tempestus may replace his hot-shot laspistol with one of the following:
 - Bolt pistol *free*
 - Plasma pistol *15 pts*
- One Tempestus Scion may carry a vox-caster *5 pts*
- Up to two Tempestus Scions that have not been upgraded with one of the options above may replace their hot-shot lasgun with one item from the **Special Weapons** list.
- The squad may take a Chimera or Taurox Prime as a Dedicated Transport (pg 97)



FAST ATTACK

SCOUT SENTINEL SQUADRON

35 Points

	[Armour]								Unit Type	Unit Composition	Page
Scout Sentinel	WS	BS	S	F	S	R	I	A	HP	Vehicle (Walker, Open-topped)	1 Scout Sentinel
	3	3	5	10	10	10	3	1	2		45

- Wargear:
- Multi-laser

- Special Rules:
- Move Through Cover
 - Scout

- Options:
- May include up to two additional Scout Sentinels 35 pts/model
 - Any Scout Sentinel may take items from the *Astra Militarum Vehicle Equipment* list.
 - Any Scout Sentinel may replace its multi-laser with one of the following:
 - Heavy flamer free
 - Autocannon 5 pts/model
 - Missile launcher 5 pts/model
 - Lascannon 10 pts/model

ARMoured SENTINEL SQUADRON

40 Points

	[Armour]								Unit Type	Unit Composition	Page
Armoured Sentinel	WS	BS	S	F	S	R	I	A	HP	Vehicle (Walker)	1 Armoured Sentinel
	3	3	5	12	10	10	3	1	2		45

- Wargear:
- Multi-laser

- Options:
- May include up to two additional Armoured Sentinels 40 pts/model
 - Any Armoured Sentinel may take items from the *Astra Militarum Vehicle Equipment* list.
 - Any Armoured Sentinel may replace its multi-laser with one of the following:
 - Heavy flamer free
 - Autocannon 5 pts/model
 - Missile launcher 5 pts/model
 - Lascannon 10 pts/model
 - Plasma cannon 10 pts/model

ROUGH RIDERS

55 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Rough Rider	3	3	3	3	1	3	1	7	5+	Cavalry	4 Rough Riders	45
Rough Rider Sergeant	3	3	3	3	1	3	2	8	5+	Cavalry (Character)	1 Rough Rider Sergeant	

- Wargear:
- Flak armour
 - Laspistol
 - Close combat weapon
 - Hunting lance
 - Frag grenades
 - Krak grenades

- Options:
- May include up to five additional Rough Riders 11 pts/model
 - The Rough Rider Sergeant may replace his laspistol and/or close combat weapon with one of the following:
 - Plasma pistol 15 pts
 - Power weapon 15 pts
 - The Rough Rider Sergeant may take melta bombs 5 pts
 - Up to two Rough Riders may replace their hunting lance with one item from the *Special Weapons* list.

FAST ATTACK

HELLHOUND SQUADRON

VARIOUS

	[Armour]					Unit Type	Unit Composition	Page	Points
	BS	F	S	R	HP				
Hellhound	3	12	12	10	3	Vehicle (Tank, Fast)	1 Hellhound,	54	125 pts
Devil Dog	3	12	12	10	3	Vehicle (Tank, Fast)	1 Devil Dog	54	135 pts
Bane Wolf	3	12	12	10	3	Vehicle (Tank, Fast)	or 1 Bane Wolf	54	130 pts

Wargear:

- Heavy bolter
- Inferno cannon (Hellhound only)
- Melta cannon (Devil Dog only)
- Chem cannon (Bane Wolf only)

Options:

- May include up to two additional Hellhounds, Devil Dogs or Bane Wolves in any combination for the points costs listed above.
- Any model may take items from the *Astra Militarum Vehicle Equipment* list.
- Any model may replace its heavy bolter with one of the following:
 - Heavy flamer *free*
 - Multi-melta 10 pts/model



VALKYRIE SQUADRON

125 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Valkyrie	3	12	12	10	3	Vehicle (Flyer, Hover, Transport)	1 Valkyrie	48

Wargear:

- Multi-laser
- Two hellstrike missiles
- Extra armour
- Searchlight

Special Rules:

- Grav Chute Insertion

Transport Capacity:

- Twelve models

Options:

- May include up to two additional Valkyries 125 pts/model
- Any Valkyrie may replace its multi-laser with a lascannon 10 pts/model
- Any Valkyrie may replace both of its hellstrike missiles with two multiple rocket pods 10 pts/model
- Any Valkyrie may take a pair of spionsons armed with heavy bolters 20 pts/model

VENDETTA SQUADRON

170 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Vendetta	3	12	12	10	3	Vehicle (Flyer, Hover, Transport)	1 Vendetta	48

Wargear:

- Three twin-linked lascannons
- Extra armour
- Searchlight

Special Rules:

- Grav Chute Insertion

Transport Capacity:

- Six models

Options:

- May include up to two additional Vendettas 170 pts/model
- Any Vendetta may replace two twin-linked lascannons with two hellfury missiles *free*
- Any Vendetta may take a pair of spionsons armed with heavy bolters 20 pts/model

HEAVY SUPPORT

LEMAN RUSS SQUADRON

VARIOUS

	[Armour]					Unit Type	Unit Composition	Page	Points
	BS	F	S	R	HP				
Leman Russ Battle Tank	3	14	13	10	3	Vehicle (Tank, Heavy)	1 Leman Russ Tank	46	150 pts
Leman Russ Exterminator	3	14	13	10	3	Vehicle (Tank, Heavy)	of any kind	46	130 pts
Leman Russ Vanquisher	3	14	13	10	3	Vehicle (Tank, Heavy)		47	135 pts
Leman Russ Eradicator	3	14	13	10	3	Vehicle (Tank, Heavy)		47	120 pts
Leman Russ Demolisher	3	14	13	11	3	Vehicle (Tank, Heavy)		47	170 pts
Leman Russ Punisher	3	14	13	11	3	Vehicle (Tank, Heavy)		47	140 pts
Leman Russ Executioner	3	14	13	11	3	Vehicle (Tank, Heavy)		47	155 pts

Wargear:

- Heavy bolter
- Searchlight
- Smoke launchers
- Battle cannon (Leman Russ Battle Tank only)
- Exterminator autocannon (Leman Russ Exterminator only)
- Vanquisher battle cannon (Leman Russ Vanquisher only)
- Eradicator nova cannon (Leman Russ Eradicator only)
- Demolisher siege cannon (Leman Russ Demolisher only)
- Punisher gatling cannon (Leman Russ Punisher only)
- Executioner plasma cannon (Leman Russ Executioner only)

Options:

- May include up to two additional Leman Russ Battle Tanks, Exterminators, Vanquishers, Eradicators, Demolishers, Punishers or Executioners in any combination for the points costs listed above.
- Any model may take items from the **Astra Militarum Vehicle Equipment list**.
- Any model may replace its heavy bolter with one of the following:
 - Heavy flamer.....free
 - Lascannon.....10 pts/model
- Any model may take a pair of sponsons armed with:
 - Heavy flammers.....10 pts/model
 - Heavy bolters.....20 pts/model
 - Multi-meltas.....20 pts/model
 - Plasma cannons.....30 pts/model

HYDRA BATTERY

70 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Hydra	3	12	10	10	3	Vehicle (Tank, Open-topped)	1 Hydra	49

Wargear:

- Two twin-linked Hydra autocannons
- Heavy bolter
- Searchlight
- Smoke launchers

Options:

- May include up to two additional Hydras.....70 pts/model
- Any Hydra may take items from the **Astra Militarum Vehicle Equipment list**.
- Any Hydra may replace its heavy bolter with a heavy flamer.....free



HEAVY SUPPORT

BASILISK BATTERY

125 Points

Basilisk	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
	3	12	10	10	3	Vehicle (Tank, Open-topped)	1 Basilisk	50

Wargear:

- Heavy bolter
- Searchlight
- Smoke launchers
- Earthshaker cannon

Options:

- May include up to two additional Basilisks 125 pts/model
- Any Basilisk may take items from the *Astra Militarum Vehicle Equipment list*.
- Any Basilisk may replace its heavy bolter with a heavy flamer free

WYVERN BATTERY

65 Points

Wyvern	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
	3	12	10	10	3	Vehicle (Tank, Open-topped)	1 Wyvern	51

Wargear:

- Two twin-linked stormshard mortars
- Heavy bolter
- Searchlight
- Smoke launchers

Options:

- May include up to two additional Wyverns 65 pts/model
- Any Wyvern may take items from the *Astra Militarum Vehicle Equipment list*.
- Any Wyvern may replace its heavy bolter with a heavy flamer free

MANTICORE

170 Points

Manticore	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
	3	12	10	10	3	Vehicle (Tank)	1 Manticore	52

Wargear:

- Storm eagle rockets
- Heavy bolter
- Searchlight
- Smoke launchers

Special Rules:

- Limited Ammunition

Options:

- May take items from the *Astra Militarum Vehicle Equipment list*.
- May replace its heavy bolter with a heavy flamer free

DEATHSTRIKE

160 Points

Deathstrike	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
	3	12	12	10	3	Vehicle (Tank)	1 Deathstrike	53

Wargear:

- Deathstrike missile
- Heavy bolter
- Searchlight
- Smoke launchers

Special Rules:

- No Ordinary Weapon
- The Hour is Nigh

Options:

- May take items from the *Astra Militarum Vehicle Equipment list*.
- May replace its heavy bolter with a heavy flamer free

REFERENCE

All of the rules and tables here are condensed for ease of reference. If you need the full rule, see its entry in the main pages of the book.

ARMY SPECIAL RULES (PG 27)

Heavy Weapons Team: For all game purposes, each Heavy Weapons Team or Veteran Weapons Team is treated as a single model with the Bulky special rule.



SPECIAL RULES

All-terrain APC (pg 41): Re-roll all failed Dangerous Terrain tests.

Amphibious (pg 40): Treats all water features as clear terrain.

Artillery Bombardment (pg 31): Shooting attack, resolved separately from other Barrage weapons in the same unit:

Range	S	AP	Type
Infinite	9	3	Ordnance 1, Barrage, Large Blast

Scatters 2D6" if a Hit is rolled. If an arrow is rolled, scatters 3D6". If the model has line of sight reduce scatter by his Ballistic Skill.

Aura of Discipline (pg 33): Any friendly unit within 6" uses this model's Leadership for Fear, Morale or Pinning tests.

Awaken the Machine (pg 35): Instead of shooting, choose a friendly Astra Militarum vehicle within 12". That vehicle gains Power of the Machine Spirit until the end of the turn.

Blessings of the Ommissiah (pg 35): Instead of shooting, repair a friendly vehicle that the model is in base contact with or embarked upon. Roll a D6 and add 1 for each Servitor with a servo-arm in the unit. On a 5+ restore a Hull Point or repair a Weapon Destroyed or Immobilised result.

Chain of Command (pg 33): May only be your Warlord if you have no models with the Senior Officer special rule.

Clarion Vox-net (pg 39): Any unit from the same platoon within 18" uses this model's Leadership for any Fear, Morale or Pinning tests.



Combined Squad (pg 37): Decide before determining your Warlord Traits which, if any, squads with this rule will combine in each platoon. Those that do are treated as a single unit for the whole game.

WARLORD TRAITS TABLE (PG 27)

(Tank Commander Warlords roll a D3 on this table.)

D6	WARLORD TRAIT
1	Grand Strategist: Nominate D3 units; these gain Outflank.
2	Old Grudges: During Deployment, before deploying Infiltrators and before Scouts redeploy, choose one Warhammer 40,000 codex. Your Warlord and his unit have Preferred Enemy against all enemy units from that codex.
3	Draconian Disciplinarian: Friendly Astra Militarum units within 12" do not take Morale tests for suffering 25% or more casualties.
4	Implacable Determination: The Warlord and his unit have Relentless.
5	Bellowing Voice: The Warlord has Voice of Command. If he already has Voice of Command, he can issue orders to friendly Astra Militarum units within 18".
6	Master of Command: The Warlord has Voice of Command. If he already has Voice of Command, he can issue one additional order each turn.

It's For Your Own Good (pg 35): If it is in a unit with a Commissar (of any type) and suffers Perils of the Warp, remove this model as a casualty after resolving the usual effects.

Lasgun Arrays (pg 40): Six models (max three per array) may fire lasguns from the Chimera's arrays, if they are not using the Chimera's fire points. Use the Chimera's BS for these shots regardless of how far it has moved. These shots may be at different targets to the Chimera, but all shots from the same array must be at the same target.

Leman Russ Commander (pg 32): Commands from a Leman Russ tank with BS4. Killed if his tank is Wrecked or suffers an Explodes! result. May not leave his Leman Russ Squadron, which is an HQ choice.

Limited Ammunition (pg 52): Carries four one use only rockets. One can be fired each turn. Each rocket counts as a separate weapon when determining Weapon Destroyed results.

Look Out - Arghh! (pg 56): Look Out. Sir rolls automatically pass, but the reallocated Wound must be applied to this model.

Mindlock (pg 35): Unless it includes an Engineer, this unit rolls a D6 at the start of its turn. On a roll of a 4+, there is no effect. Otherwise the unit may not move, shoot, charge, or follow orders until the beginning of its next turn. It must still complete compulsory moves.

Mobile Command Vehicle (pg 40): Orders can be issued from within a Chimera. Measure range and line of sight from the Chimera's hull.

Navy Orders (pg 31): May take a Leadership test at the beginning of each turn, before Reserve Rolls are made. If successful, he chooses one of the following:

- You receive +1 to all Reserve Rolls this turn.
- Your opponent suffers -1 to all Reserve Rolls in their next turn.

No Ordinary Weapon (pg 53): Cannot be destroyed by a Weapon Destroyed result, and Crew Stunned or Crew Shaken result does not prevent launch (see The Hour is Nigh).

Senior Officer (pg 30): This model may issue two orders per turn.

Shoot Sharp and Scarper (pg 43): Can make a shooting attack and then Run in the same Shooting phase.

Summary Execution (pg 33): If the model's unit fails a Fear, Morale or Pinning test, you may roll a D6; on a 3+ you choose and remove a model from the unit, on a 1-2 your opponent chooses. The Commissar cannot be chosen. The unit is then treated as having passed the test.



Tank Orders (pg 32): May roll 2D6 at the beginning of each Shooting phase. If the total is 9 or less, he chooses one of the following:

- The Tank Commander and his unit immediately move Flat Out, moving 6+D6".
- The Tank Commander can shoot at a different target to his unit.
- The Tank Commander's unit must shoot and then use their smoke launchers.

The Hour is Nigh (pg 53): May not fire on the first turn or if it has moved. To fire, roll a D6; add +1 to the result for each consecutive game turn in which it has not moved, take -1 from the result for each Weapon Destroyed result. On a 4 or more, or on a natural roll of a 6, the missile can be fired.

Voice of Command (pg 28): May issue one order at the start of each of your Shooting phases unless locked in combat, falling back, Gone to Ground or embarked in a vehicle or building.

Select an order and a unit within 12". The unit must make a Leadership Test; if passed, they gain the effects of the order. If a double 1 is rolled, all further orders issued this turn are successful. If a double 6 is rolled, no further orders may be issued this turn.

War Hymns (pg 34): May take a Leadership test at the beginning of each Fight sub-phase in which he is locked in combat. If successful, he chooses one of the following:

- He and his unit re-roll failed armour and invulnerable saves.
- He gains Smash.
- He and his unit re-roll failed rolls To Wound.



ASTRA MILITARUM ORDERS (PG 29)

'Take Aim!'

The ordered unit gains Precision Shot.

'Smile at Will!'

The ordered unit gains Split Fire.

'First Rank, Fire! Second Rank, Fire!'

The ordered unit's lasguns or hot-shot lasguns each fire an additional shot.

'Forwards, for the Emperor!'

The ordered unit must Run after shooting.

'Move! Move! Move!'

The ordered unit Runs; roll 3D6 and use the highest.

'Suppressive Fire!'

The ordered unit's ranged weapons have Pinning.

'Bring it Down!'

Senior Officer only. The ordered unit's shooting attacks gain Tank Hunter and Monster Hunter.

'Fire on my Target!'

Senior Officer only. The ordered unit's shooting attacks gain Ignores Cover.

'Get Back in the Fight!'

Senior Officer only. The ordered unit immediately regroups, or recovers from having Gone to Ground.

SPECIAL ISSUE WARGEAR (PG 63)

Brute Shield: Confers a 5+ invulnerable save in close combat (including against Overwatch) and can re-roll To Wound rolls when resolving Hammer of Wrath hits.

Camo Gear: +1 cover save, even in the open.

Medi-pack: The model's unit has Feel No Pain while the model is alive.

Platoon Standard: Counts as scoring an additional Wound for the purposes of calculating close combat results.

Refractor Field: A refractor field grants the bearer a 5+ invulnerable save.

Regimental Standard: Counts as scoring an additional Wound for the purposes of calculating close combat results, and friendly units within 12" re-roll failed Fear, Morale and Pinning tests.

Rosarius: Confers a 4+ invulnerable save.

Slabshield: If a model with a slabshield is in base contact with one or more models with a slabshield from the same unit, it has +1 Armour Save. If any target is partially obscured by a model with a slabshield, it receives +1 to its cover save.

Snare Mines: Enemy units that charge a unit with snare mines count as having made a disordered charge.

Vox-caster: Failed Leadership tests for orders issued to a unit with a vox-caster can be re-rolled, provided the officer's unit also has a vox-caster. An officer may not use a vox-caster's ability on his own unit.

ARMOUR

Carapace Armour: 4+ Armour Save.

Flak Armour: 5+ Armour Save.

Power Armour: 3+ Armour Save.

ASTRA MILITARUM VEHICLE EQUIPMENT (PG 64)

Augur Array: Friendly units deep striking within 6" do not scatter.

Camo Netting: +1 cover save, even in the open.

Enclosed Crew Compartment: Is no longer Open-topped.

Fire Barrels: The first enemy unit to charge this vehicle suffers D6 Strength 4 AP5 Randomly Allocated hits.

Recovery Gear: If Immobilised, can attempt to repair itself; roll a D6 at the end of the Movement phase; on a 6, it is no longer Immobilised. This does not restore a Hull Point.

Relic Plating: Confers Adamantium Will.



PROFILES

HQ

RANGED WEAPONS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Adjutant	3	4	3	3	1	3	1	7	5	In	51
Colonel Iron Hand Straken	3	4	3	3	1	3	1	9	5	In (ch)	57
Colonel Sergeant Kell	4	4	3	3	2	2	8	4	5	In (ch)	56
Commissar	4	4	3	3	1	3	2	9	5	In (ch)	55
Commissar Varrick	5	5	4	3	3	3	10	4	4	In (ch)	55
Company Commander	4	4	3	3	1	3	1	8	5	In (ch)	55
Engineer	4	4	3	3	1	3	1	8	5	In (ch)	55
Knight Commander Palk	4	4	3	3	1	3	1	10	4	Tk, Hv (ch)	59
Lord Cavalman Creed	4	4	3	3	1	3	1	10	4	In (ch)	56
Lord Commander	3	4	3	3	1	3	1	7	5	In	51
Master of Ordnance	3	4	3	3	1	3	1	7	5	In	51
Minister of Peace	3	4	3	3	1	3	1	7	5	In (ch)	54
North Dodeling	4	4	3	3	1	3	1	8	4	In (ch)	58
Officer of the Fleet	4	4	3	3	1	3	1	7	5	In	51
Private Parker	4	4	3	3	1	3	1	8	4	In (ch)	54
Servant	3	4	3	3	1	3	1	8	4	In	55
Tank Commander	4	4	3	3	1	3	1	7	5	Tk, Hv (ch)	52
Veteran	3	4	3	3	1	3	1	7	5	In	50
Veteran Weapons Team	3	4	3	3	1	3	2	7	5	In	50

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Concept	2	2	5	5	1	1	5	5	5	In	36
Guardman	3	3	3	3	1	3	1	7	5	In	36
Heavy Weapons Team	3	3	3	3	2	2	7	5	5	In	36
Platoon Commander	4	4	3	3	1	3	2	8	5	In (ch)	36
Sergeant	3	3	3	3	1	3	2	8	5	In (ch)	36
Sergeant Barker	4	4	3	3	1	3	2	8	5	In (ch)	38
Veteran	3	4	3	3	1	3	1	7	5	In	38
Veteran Sergeant	3	4	3	3	1	3	2	8	5	In (ch)	38
Veteran Weapons Team	3	4	3	3	2	2	7	5	5	In	38

DEDICATED TRANSPORTS

	BS	F	S	R	HP	Unit Type	Pg
Chimera	3	12	10	10	3	Tk, T	40
Taurox Prime	4	11	10	10	3	F, T	41
Taurox	3	11	10	10	3	T	41

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Bolliquin	4	4	3	3	1	3	1	6	4	In	41
Bolliquin Bone Lead	4	4	3	3	1	3	1	6	4	In (ch)	44
Ogryn	4	4	3	3	1	3	2	6	5	In	44
Ogryn Bone Lead	4	4	3	3	1	3	2	6	5	In (ch)	44
Raling	2	4	2	2	1	4	1	6	5	In	45
Tempestor	3	4	3	3	1	3	2	8	4	In (ch)	59
Tempestor Prime	4	4	3	3	2	2	9	4	4	In (ch)	59
Weapon Specialist	3	4	3	3	1	3	1	7	4	In	39
Weaponry Parker	2	5	2	5	1	3	1	8	5	In	42

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Rough Rider	3	3	3	3	1	3	1	7	5	Cv	45
Rough Rider Sergeant	3	3	3	3	1	3	2	8	5	Cv (ch)	45

	WS	BS	S	F	S	R	I	A	HP	Unit Type	Pg
Armoured Sentinel	3	5	12	10	10	3	1	2	5	Tk, F	54
Bane Wolf	3	5	12	10	10	3	1	2	5	Tk, F	54
Devil Dog	3	5	12	10	10	3	1	2	5	Tk, F	54
Hellhound	3	5	12	10	10	3	1	2	5	Tk, F	54
Sentinel	3	5	10	10	10	3	1	2	5	W, O	45
Skullcrusher	3	5	12	10	10	3	1	2	5	F, H, T	48
Vindicator	3	5	12	10	10	3	1	2	5	F, H, T	48

HEAVY SUPPORT

NEW SUPPORT									
[Armour]									
	BS	F	S	R	HP		Unit Type	Pg	
Assault	3	12	10	10	3		Tk, O	53	
Assault	3	12	10	10	3		Tk, O	53	
Assault	3	12	10	10	3		Tk, O	53	
Assault	3	12	10	10	3		Tk, O	53	
Assault	3	12	10	10	3		Tk, O	53	
Assault	3	12	10	10	3		Tk, O	53	
Assault	3	12	10	10	3		Tk, O	53	
Assault	3	12	10	10	3		Tk, O	53	
Assault	3	12	10	10	3		Tk, O	53	
Assault	3	12	10	10	3		Tk, O	53	

MELEE WEAPONS

Weapon	Range	S	AP	Type
Cave combat weapon	-	User	-	Melee
Force axe	-	x1	2	Melee, Force, Unusually
Force sword	-	x2	2	Melee, Concussive, Force
Force stave	-	User	3	Melee, Force
Force sword	-	x2	5	Melee
Hunting lance	-	-	-	Specialist Weapon, One use only
Krak grenade	-	6	4	Armo/Barrage, Unusually
Melta bomb	-	8	1	Armo/Barrage, Unusually
Power axe	-	x1	2	Melee, Unusually
Power fist	-	x2	2	Melee, Specialist Weapon, Unusually
Power lance	-	x1	3	Melee
Power maul	-	x2	4	Melee, Concussive
Power sword	-	User	3	Melee
Servo-arm	-	x2	1	Melee, Specialist Weapon, Unusually

UNIT TYPES

Unit Types: Cavalry = Cv, Infantry = In, Character = (ch)
 Vehicle Types: Fast = F, Flyer = Fl, Heavy = Hv, Hover = H,
 Open-topped = O, Tank = Tk, Transport = T, Walker = W





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