Battalion Detachment +3CP (Imperium - Astra Militarum) [36 PL, 586pts]
- HQ [10 PL, 160pts]
    - Commissar Yarrick [7 PL, 130pts]

HQ

Name	Description	Ref
Aura of Discipline	Any friendly ASTRA MILITARUM units within 6" of a COMMISSAR can use his Leadership instead of their own.	
Hero of Hades Hive	You can re-roll hit rolls of 1 made for friendly ASTRA MILITARUM units within 6" of Commissar Yarrick. You may re-roll and failed hit rolls for friendly ASTRA MILITARUM units within 6" of Commissar Yarrick when attacking ORK units.	
Iron Will	Roll a D6 each time Commissar Yarrick loses his final wound; on a roll of 3+ that wound is not lost.	
Power Field	Commisar Yarrick has a 4+ invulnerable save.	
Summary Execution	Friendly ASTRA MILITARUM units within 6" of a COMMISSAR can never lose more than one model as the result of any single failed Morale test.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Commissar Yarrick	6"	2+	2+	3	4	4	3	9	4+	Codex: Astra Militarum p55

Name	Range	Type	S	AP	D	Abilities	Ref
Bale Eye	6"	Pistol 1	3	-2	1		Codex: Astra Militarum p55
Bolt pistol	12"	Pistol 1	4	0	1	-	
Power Klaw	-	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	

- Company Commander [3 PL, 30pts]

Astra Militarum Orders, Chainsword, Laspistol

Name	Description	Ref
Refractor Field	This model has a 5+ invulnerable save.	
Senior Officer	This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order.	
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY	

units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.

Name	Effect	Ref
Bring it Down!	Re-roll wound rolls of 1 for all the models in the ordered unit until the end of the phase.	Index: Imperium 2 p10
First Rank, Fire! Second Rank, Fire!	All lasguns and all hot-shot lasguns in the ordered unit change their Type to Rapid Fire 2 until the end of the phase.	Index: Imperium 2 p10
Fix Bayonets!	This order can only be issued to units that are within 1" of an enemy unit. The ordered unit immediately fights as if it were the Fight phase.	Index: Imperium 2 p10
Forwards, for the Emperor!	The ordered unit can shoot this phase even if it Advanced in its Movement phase.	Index: Imperium 2 p10
Get back in the Fight!	The ordered unit can shoot this phase even if it Fell Back in its Movement phase.	Index: Imperium 2 p10
Move! Move! Move!	Instead of shooting this phase the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.	Index: Imperium 2 p10
Take Aim!	Re-roll hit rolls of 1 for all the models in the ordered unit until the end of the phase.	Index: Imperium 2 p10

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Company Commander	6"	3+	3+	3	3	4	3	8	5+/5++	Codex: Astra Militarum p30

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

- Troops [12 PL, 213pts]
  - Conscripts [4 PL, 78pts]

TROOPS
26x Conscript [78pts]

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Conscript	6"	5+	5+	3	3	1	1	4	5+	Codex: Astra Militarum p36

Name	Range	Type	S	AP	D	Abilities	Ref

| **Frag grenade** | 6" | | | | | | Grenade D6 | 3 | 0 | 1 | - |
| **Lasgun** | 24 | | | | | | Rapid Fire 1 | 3 | 0 | 1 | - |

- • Conscripts [4 PL, 72pts]

TROOPS
24x Conscript [72pts]

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Conscript	6"	5+	5+	3	3	1	1	4	5+	Codex: Astra Militarum p36

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Lasgun	24	Rapid Fire 1	3	0	1	-	

- • Conscripts [4 PL, 63pts]

TROOPS
21x Conscript [63pts]

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Conscript	6"	5+	5+	3	3	1	1	4	5+	Codex: Astra Militarum p36

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Lasgun	24	Rapid Fire 1	3	0	1	-	

- • Heavy Support [14 PL, 213pts]
  - • Cyclops Demolition Vehicle [3 PL, 40pts]

Cyclops [3 PL, 40pts]

Name	**Description**	**Ref**
Cyclops Demolition Charge	At the start of any of this model's Shooting phases, so long as it has not Advanced, it may choose to detonate its Cyclops demolition charge. When it does so, every unit (both friendly and enemy) within D6" is automatically hit by this weapon using the profile stated above – roll separately for each unit. Once this model has detonated its Cyclops demolition charge, remove it from play. Any Cyclops Demolition Vehicle that is removed from play in this way does not award Victory points in scenarios that offer Victory points for slaying enemy units.	
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 3+ it explodes, and each unit within 6" suffers D3 mortal wound.	
Vehicle Squadron	The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is	

treated as a separate unit for all rules purposes.

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Cyclops	10"	6+	4+	4	6	4	1	7	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
Cyclops Demolition Charge	*	Heavy 2D6	9	-2	D3	This weapon automatically hits its target. This weapon may only be used once per battle.	

- Manticore [7 PL, 133pts]

Heavy Bolter [8pts]

Name	Description	Ref
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	BRB
Vehicle Squadron	The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.	

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

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Manticore	*	6+	*	6	7	11	*	7	3+	Codex: Astra Militarum p52

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

- Sabre Weapons Battery [4 PL, 40pts]
- Sabre Gun Platform [2 PL, 20pts]

Defense Searchlight

- Sabre Gun Platform [2 PL, 20pts]

Defense Searchlight

Name	Description	Ref
Artillery Battery	A Artillery Battery and its Guardsmen Crew must be deployed as a single group within 3" of each other, and must remain within this distance	

Name		
Defense Searchlight	If this model has a defence searchlight, at the start of each Shooting phase it may select a single enemy model within 48" and line of sight. One friendly <REGIMENT> unit that attacks the chosen unit, adds 1 to any hit rolls until the end of the Shooting phase.	
Explodes (6+/6"/D3)	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	
Skyfire	Add 1 to all hit rolls made for this model against targets that can FLY. Subtract 1 from the hit rolls made for this model against all other targets.	

throughout the battle, but are otherwise treated as separate units. The Guardsmen Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the model that is shooting.

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Sabre Gun Platform										

Vanguard Detachment (Imperium - Space Marines) [6 PL, 55pts]

- Troops [6 PL, 55pts]
  - Scout Squad [6 PL, 55pts]

And They Shall Know No Fear

  - Scout Sergeant [11pts]

Bolt pistol, Combat knife

  - 4x Scout w/Boltgun [44pts]

Name	Description	Ref
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.	
Concealed Positions	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deploymeny zone and any enemy models.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Scout	6"	3+	3+	4	4	1	1	7	4+	
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+	

Name	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Vanguard Detachment +1CP (Imperium - Astra Militarum) [13 PL, 238pts]

- Elites [6 PL, 105pts]
  - Ratlings [2 PL, 35pts]

ELITES

- 5x Ratling [35pts]

5x Sniper Rifle [10pts]

Name	Description	Ref
Find the Best Spot	Instead of deploying normally, this unit may wait until both armies are fully deployed and then be placed anywhere on the board that is more than 18" from any enemy models.	
Naturally Stealthy	Models in this unit receive a 2+ bonus to their saving throw when they receive the benefits of cover instead of only +1.	
Shoot Sharp and Scarper	Immediately after making a shooting attack (other than firing Overwatch), this unit can move as if it were the Movement phase (though it cannot Advance as part of this move).	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ratling	5"	5+	3+	2	2	1	1	5	6+	Codex: Astra Militarum p43

Name	Range	Type	S	AP	D	Abilities	Ref
Sniper rifle	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.	

- Ratlings [2 PL, 35pts]

ELITES

- 5x Ratling [35pts]

5x Sniper Rifle [10pts]

Name	Description	Ref
Find the Best Spot	Instead of deploying normally, this unit may wait until both armies are fully deployed and then be placed anywhere on the board that is more than 18" from any enemy models.	
Naturally Stealthy	Models in this unit receive a 2+ bonus to their saving throw when they receive the benefits of cover instead of only +1.	
Shoot Sharp and Scarper	Immediately after making a shooting attack (other than firing Overwatch), this unit can move as if it were the Movement phase (though it cannot Advance as part of this move).	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ratling	5"	5+	3+	2	2	1	1	5	6+	Codex: Astra Militarum p43

Name	Range	Type	S	AP	D	Abilities	Ref

| Sniper rifle | 36" | Heavy 1 | 4 | 0 | 1 | This weapon may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage. |

- Ratlings [2 PL, 35pts]

  - 5x Ratling [35pts]

    5x Sniper Rifle [10pts]

Name	Description	Ref
Find the Best Spot	Instead of deploying normally, this unit may wait until both armies are fully deployed and then be placed anywhere on the board that is more than 18" from any enemy models.	
Naturally Stealthy	Models in this unit receive a 2+ bonus to their saving throw when they receive the benefits of cover instead of only +1.	
Shoot Sharp and Scarper	Immediately after making a shooting attack (other than firing Overwatch), this unit can move as if it were the Movement phase (though it cannot Advance as part of this move).	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ratling	5"	5+	3+	2	2	1	1	5	6+	Codex: Astra Militarum p43

Name	Range	Type	S	AP	D	Abilities	Ref
Sniper rifle	36"	Heavy 1	4	0	1	This weapon may target a CHARACTER even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.	

- Heavy Support [7 PL, 133pts]

  - Manticore [7 PL, 133pts]

    Heavy Bolter [8pts]

Name	Description	Ref
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	BRB
Vehicle Squadron	The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.	

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

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Manticore	*	6+	*	6	7	11	*	7	3+	Codex: Astra Militarum p52

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

Vanguard Detachment (Imperium - Adeptus Ministorum) [8 PL, 150pts]
- HQ [8 PL, 150pts]
  - Celestine [8 PL, 150pts]

Acts of Faith, Shield of Faith

Celestine [8 PL, 150pts]

Name	Description	Ref
Armour of Saint Katherine	Celestine has a 4+ invulnerable save. Furthermore, any Geminae Superia in her unit also have a 4+ invulnerable save thanks to her divine protection.	Index: Imperium 2 p96
Beacon of Faith	All friendly ADEPTA SORORITAS units within 6" of Celestine add 1 to their Shield of Faith invulnerable saves. All friendly ADEPTUS MINISTORUM and ASTRA MILITARUM units that are within 6" of Celestine gain a 6+ invulnerable save	Index: Imperium 2 p96
Healing Tears	At the start of each of your Movement phases, you can set up a single slain Geminae Superia with all her wounds restored within 2" of Celestine and more than 1" away from any enemy models.	Index: Imperium 2 p96
Miraculous Intervention	Once per game, if Celestine loses her last wound, roll a D6. On a roll of 2+ she is not removed, but is instead resurrected with all her wounds restored; set you Celestine's model within 2" of a Geminae Superia. If it is impossible to do so - because, for example, no Geminae Superia remain in play- you can instead place Celestine anywhere on the battlefield that is more than 9" away from any enemy models. On a roll of 1 Celestine is needed elsewhere, remove any remaining Geminae Superia, and count Celestine and her bodyguard as having been slain for the purposes of any mission rules or victory conditions.	Index: Imperium 2 p96
Saintly Blessing	At the start of any of your turns, you can pick a friendly ADEPTA SORORITAS unit within 6" of Celestine that has the Acts of Faith ability and perform an Act of Faith with it. This is in addition to the Act of Faith you are normally allowed to perform in a turn	Index: Imperium 2 p96

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Saint Celestine	12	2+	2+	3	3	7	6	9	2+	Index: Imperium 2

Name	Range	Type	S	AP	D	Abilities	Ref
The Ardent Blade (melee)	Melee	Melee	+4	-3	2		Index: Imperium 2 p158
The Ardent Blade (shooting)	8"	Assault D6	5	-1	1	This weapon automatically hits its target.	Index: Imperium 2 p157

Battalion Detachment +3CP (Imperium - Astra Militarum) [48 PL, 969pts]

- HQ [4 PL, 80pts]
  - Tempestor Prime [2 PL, 40pts]
    Astra Militarum Orders, Chainsword, Tempestus Command Rod

Name	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Tempestus Command Rod	A model with a Tempestus command rod may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second.	
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.	

Name	Effect	Ref
Bring it Down!	Re-roll wound rolls of 1 for all the models in the ordered unit until the end of the phase.	Index: Imperium 2 p10
First Rank, Fire! Second Rank, Fire!	All lasguns and all hot-shot lasguns in the ordered unit change their Type to Rapid Fire 2 until the end of the phase.	Index: Imperium 2 p10
Fix Bayonets!	This order can only be issued to units that are within 1" of an enemy unit. The ordered unit immediately fights as if it were the Fight phase.	Index: Imperium 2 p10
Forwards, for the Emperor!	The ordered unit can shoot this phase even if it Advanced in its Movement phase.	Index: Imperium 2 p10
Get back in the Fight!	The ordered unit can shoot this phase even if it Fell Back in its Movement phase.	Index: Imperium 2 p10
Move! Move! Move!	Instead of shooting this phase the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.	Index: Imperium 2 p10

Take Aim!	Re-roll hit rolls of 1 for all the models in the ordered unit until the end of the phase.								Index: Imperium 2 p10

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor Prime	6"	3+	3+	3	3	4	3	8	4+	Codex: Astra Militarum p39

Name	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

- Tempestor Prime [2 PL, 40pts]
  Astra Militarum Orders, Chainsword, Tempestus Command Rod

Name	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Tempestus Command Rod	A model with a Tempestus command rod may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second.	
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.	

Name	Effect	Ref
Bring it Down!	Re-roll wound rolls of 1 for all the models in the ordered unit until the end of the phase.	Index: Imperium 2 p10
First Rank, Fire! Second Rank, Fire!	All lasguns and all hot-shot lasguns in the ordered unit change their Type to Rapid Fire 2 until the end of the phase.	Index: Imperium 2 p10
Fix Bayonets!	This order can only be issued to units that are within 1" of an enemy unit. The ordered unit immediately fights as if it were the Fight phase.	Index: Imperium 2 p10
Forwards, for the Emperor!	The ordered unit can shoot this phase even if it Advanced in its Movement phase.	Index: Imperium 2 p10

Get back in the Fight!	The ordered unit can shoot this phase even if it Fell Back in its Movement phase.	Index: Imperium 2 p10
Move! Move! Move!	Instead of shooting this phase the ordered unit immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.	Index: Imperium 2 p10
Take Aim!	Re-roll hit rolls of 1 for all the models in the ordered unit until the end of the phase.	Index: Imperium 2 p10

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor Prime	6"	3+	3+	3	3	4	3	8	4+	Codex: Astra Militarum p39

Name	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

- Troops [9 PL, 196pts]
    - Militarum Tempestus Scions [3 PL, 72pts]
    - 2x Scion [20pts]
  2x Hot-shot Lasgun [2pts]
    - Scion w/ Special Weapon [21pts]
  Meltagun [12pts]
    - Scion w/ Special Weapon [21pts]
  Meltagun [12pts]
    - Tempestor [10pts]
  Chainsword, Hot-shot Laspistol [1pts]

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor	6"	3+	3+	3	3	1	2	7	4+	Codex: Astra Militarum p39
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	BRB
Hot-shot Laspistol	6"	Pistol 1	3	-2	1	-	BRB
Krak grenade	6"	Grenade 1	6	-1	D3	-	

| **Meltagun** | 12" | Assault 1 | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |

- Militarum Tempestus Scions [3 PL, 62pts]
  - 2x Scion [20pts]
    - 2x Hot-shot Lasgun [2pts]
  - Scion w/ Special Weapon [16pts]
    - Plasma gun [7pts]
  - Scion w/ Special Weapon [16pts]
    - Plasma gun [7pts]
  - Tempestor [10pts]
    - Chainsword, Hot-shot Laspistol [1pts]

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor	6"	3+	3+	3	3	1	2	7	4+	Codex: Astra Militarum p39
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	BRB
Hot-shot Laspistol	6"	Pistol 1	3	-2	1	-	BRB
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	

- Militarum Tempestus Scions [3 PL, 62pts]
  - 2x Scion [20pts]
    - 2x Hot-shot Lasgun [2pts]
  - Scion w/ Special Weapon [16pts]
    - Plasma gun [7pts]
  - Scion w/ Special Weapon [16pts]
    - Plasma gun [7pts]
  - Tempestor [10pts]
    - Chainsword, Hot-shot Laspistol [1pts]

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestor	6"	3+	3+	3	3	1	2	7	4+	Codex: Astra Militarum p39
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-	BRB
Hot-shot Laspistol	6"	Pistol 1	3	-2	1	-	BRB
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	

- Elites [6 PL, 148pts]
  - Militarum Tempestus Command Squad [3 PL, 84pts]
  - Tempestus Scion [21pts]

Meltagun [12pts]

  - Tempestus Scion [21pts]

Meltagun [12pts]

  - Tempestus Scion [21pts]

Meltagun [12pts]

  - Tempestus Scion [21pts]

Meltagun [12pts]

Name	Description	Ref
Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	

- Militarum Tempestus Command Squad [3 PL, 64pts]
  - Tempestus Scion [16pts]

Plasma gun [7pts]

  - Tempestus Scion [16pts]

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Aerial Drop	During deployment, you can set up this model in a high altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. At the end of any of your movement phases the model can make an aerial drop - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+	Codex: Astra Militarum p39

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	

- • Heavy Support [29 PL, 545pts]
  - • Manticore [7 PL, 133pts]

Heavy Bolter [8pts]

Name	Description	Ref
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	BRB
Vehicle Squadron	The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.	

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

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Manticore	*	6+	*	6	7	11	*	7	3+	Codex: Astra Militarum p52

Name	Range	Type	S	AP	D	Abilities	Ref

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

- Manticore [7 PL, 133pts]

Heavy Bolter [8pts]

Name	Description	Ref
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	BRB
Vehicle Squadron	The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.	

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

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Manticore	*	6+	*	6	7	11	*	7	3+	Codex: Astra Militarum p52

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

- Wyverns [15 PL, 279pts]

HEAVY SUPPORT

- Wyvern [5 PL, 93pts]

Heavy Bolter [8pts]

- Wyvern [5 PL, 93pts]

Heavy Bolter [8pts]

- Wyvern [5 PL, 93pts]

Heavy Bolter [8pts]

Name	Description	Ref
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the

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

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

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Wyvern	*	6+	*	6	6	11	*	7	3+	Codex: Astra Militarum p51

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