

# ASTRA MILITARUM

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## Codex: Astra Militarum

This Team uses the special rules and wargear lists found in Codex: Astra Militarum. If a rule differs from the Index, it will be clearly stated. Note that some units such as Rough Riders are found in Index: Imperium II.

The points are intended for the model **WITHOUT** the equipment listed, you need to add the costs of the wargear you can find in the Astra Militarum points values section of the Codex/Index.

## FACTION KEYWORDS

All models in this list have the **Imperium, Astra Militarum**, keywords. Where they belong to a set regiment or component of the Astra Militarum, it will appear in bold on their datasheet.

## The Voice Of Command

When a model with this special rule issues an order to an eligible target, all friendly models within 3" of the target and from the same regiment are affected.

## Voxcaster

A team leader within 3" of a model with a voxcaster may extend the range of its Voice of Command to 18". If the model receiving the order also has a vox-caster, it radiates 6" from that model rather than 3".

## Aura of Discipline

Each time a friendly non-vehicle model within range of this model's Inspiring Presence suffers a wound, roll a d6. On a 6+, that wound is discarded as the model fights on despite its injuries.

## Summary Execution

Any time a team leader with this special rule fails a rout or nerve test, choose a friendly infantry or cavalry model within 6" of this model and remove that model as a casualty. The rout or nerve test is considered successful and all friendly models within 18" re-roll to hit rolls of 1 until the beginning of the owning player's next turn.

## Medi-Pack

At the end of any of your Movement phases, a model with this item can attempt to heal a multi-wound unit. Select a <Regiment> model within 3" and roll a d6. On a roll of 4+, the model recovers a wound lost earlier in the battle.

Alternatively, a model with a medi-Pack can attempt to revive a single wound model that has been removed as a casualty. When removing casualties from the battlefield, mark the model's exact position with a token or marker. These markers can be targeted with a medi-pack but are ignored for all other purposes. On a roll of 4+, the model represented by the marker is revived.

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

## Regimental Doctrines

You may use any of the regimental doctrines found in Codex: Astra Militarum for free, or you may build your own regiment by choosing two of the doctrines below. If you do so, the cost of all of your <Regiment> units goes up by 1 point, except the Sentinel which goes up 10 points. You do not have to pay 1 point per doctrine.

Doctrine	Rules
<b>Reconnaissance</b>	After deployment, but before the first turn, all <regiment> units may make a free move and/or advance.
<b>Heavy</b>	All <regiment> units are equipped with carapace armour and gains a 4+ armour save. All <regiment> models may replace their lasguns or laspistols with hot-shot versions of the same. May not be taken with Stealth. Units that already have a 4+ save instead gain a 3+ save.
<b>Fusiliers</b>	All <regiment> models hit on rolls of 5 or 6 when firing overwatch.
<b>Feral</b>	All <regiment> units gain +1 to their strength characteristic.
<b>Penitent</b>	When taking any rout or nerve test, <regiment> models killed do not count toward it.
<b>Disciplined</b>	Orders issued to <regiment> units radiate an additional 3".
<b>Airborne</b>	All <regiment> units gain the Aerial Drop special ability.
<b>Sacristan</b>	All <regiment> units gain a 6+ invulnerable save that improves to a 5+ when they are within 6" of an objective or an officer.
<b>Gene-Forged</b>	All <regiment> units gain +1 to their Toughness characteristic.
<b>Inquisitorial</b>	All <regiment> units gain a chainsword and laspistol.
<b>Bloodthirsty</b>	All <regiment> may re-roll the dice to determine their charge range.
<b>Artillery</b>	All <regiment> units roll an additional die and choose the highest when shooting any weapon with a random number of shots.
<b>Stealth</b>	All <regiment> gain +2 instead of +1 to armour saves when gaining the benefits of cover. May not be taken with Heavy
<b>Gland Warriors</b>	All <regiment> units move 6" when advancing instead of 3". Additionally, when friendly <Regiment> units attack in the Fight phase, a hit roll of 6 generates another attack. These bonus attacks cannot themselves generate bonus attacks.
<b>Pious</b>	Whenever a <regiment> unit would lose a wound, roll a d6. On a 6+, that unit does not lose a wound. Furthermore, all <Regiment> units gain +1 to their Strength characteristic whilst they are within 6" of a Ministorum Priest.
<b>Born Killers</b>	All <regiment> units improve their WS by one to a max of 3+.
<b>Tunnel Rats</b>	From the Genestealer Cult lists in Index: Xenos II, add the power pick, heavy rock cutter and heavy rock drill to this team's melee weapons list and the seismic cannon and mining laser to their special weapons list.
<b>Forge-Blessed</b>	All <regiment> units can add 6" to the range of rapid fire weapons they use.
<b>Old Blood</b>	If a <Regiment> unit stood still in the Movement phase, its ranged attacks with lasguns re-roll to wound.
<b>Intelligence</b>	Whenever a tactical point is spent in a mission in which any <Regiment> model is participating, roll a d6. On a 5+, this kill team gains a tactical point.
<b>Witch-Bound</b>	Whilst any <regiment> unit is under the effects of a friendly psychic power, that unit re-rolls hit rolls of 1.
<b>Expeditionary</b>	All <regiment> units gain +1" to their Movement characteristic and are never slowed by difficult terrain.
<b>Naval</b>	All <regiment> units re-roll armour saves against weapons that have a random number of shots. Furthermore, models on this kill team may freely move and draw line of sight through each other.
<b>Engineers</b>	Enemy units attempting to charge a <Regiment> unit suffer a penalty of 3" on their charge roll.
<b>Grenadiers</b>	All <regiment> units start each mission with an extra frag and Krak grenade that is lost at the end of the mission if it is not used. Furthermore, <regiment> units may increase the range of their grenades by 3".

# TEAM LEADERS

Veteran Officer									
25									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran Officer	6"	3+	3+	3	3	3	3	8	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Chainsword</li> <li>- Frag Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Voice of Command</li> <li>- Refractor Field</li> <li>- Senior Officer</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its laspistol with an item from the Ranged Weapons list.</li> <li>- May replace its laspistol with a lasgun or bolter or shotgun.</li> <li>- May replace its Chainsword with a weapon from the Melee Weapons list.</li> <li>- May take items from the Armoury.</li> <li>- May take up to three Commendations.</li> <li>- May take up to two items from Spoils of War.</li> </ul>								
KEYWORDS	Infantry, Character, Veteran, Officer, Veteran Officer, <Regiment>								

Lord Commissar									
45									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord Commissar	6"	2+	2+	3	3	3	3	9	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Power Sword</li> <li>- Frag Grenade</li> </ul>								
RULES	- Aura of Discipline, Refractor Field, Summary Execution								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its bolt pistol with an item from the Ranged Weapons list.</li> <li>- May replace its power sword with up to two choices from the Melee Weapons list.</li> <li>- May take items from the Armoury.</li> <li>- May take up to two Commendations</li> <li>- May take up to two items from Spoils of War</li> </ul>								
KEYWORDS	Infantry, Character, Officer, Commissar, Lord Commissar, <b>Officio Prefectus</b>								

## Primaris Psyker

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Psyker	6"	3+	3+	3	3	3	3	8	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Force Stave</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- It's For Your Own Good!</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take items from the Armoury.</li> <li>- May take a single commendation.</li> <li>- May take carapace armour for 2 points. Improve this model's armour save to 4+.</li> <li>- May take a single item from Spoils of War.</li> </ul>								
Psyker	<p>This model can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Telepathica discipline.</p>								
KEYWORDS	<p>Infantry, Character, Psyker, Primaris Psyker, <b>Astra Telepathica</b>, <b>Scholastica Psykana</b></p>								

## Tempestor Prime

35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tempestor Prime	6"	3+	3+	3	3	3	3	8	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Hot-Shot Laspistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Voice of Command, Aerial Drop</li> <li>- Tempestus Command Rod</li> <li>- Mission Elite: If this unit is your team leader, you may take any number of Tempestus Scions on your kill team.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a chainsword or one item from the Melee Weapons list.</li> <li>- May replace its hot-shot laspistol with a tempestus command rod, a bolt pistol or a plasma pistol.</li> <li>- May take items from the Armoury.</li> <li>- May take up to two Commendations.</li> <li>- May choose a single item from Spoils of War.</li> </ul>								
KEYWORDS	<p>Infantry, Character, Officer, Tempestor Prime, <b>Militarum Tempestus</b></p>								

## Rough Rider Commander

36

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rough Rider Commander	10"	3+	3+	3	4	4	3	8	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Hunting Lance</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- The Rough Rider Commander rides an augmented mount that attacks with savage claws.</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Warstrider</li> <li>- Voice of Command</li> <li>- Refractor Field</li> <li>- Augmented Mount</li> <li>- Flanking Maneuvers (See Rough Rider)</li> <li>- Cavalry Officer: If this model is your team leader, you may take any number of veteran rough riders or rough riders on your team.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a chainsword</li> <li>- May take up to two items from the Melee Weapons list.</li> <li>- May take items from the Armoury.</li> <li>- May choose a single item from Spoils of War.</li> </ul>								
KEYWORDS	Character, Cavalry, Officer, Rough Riders, Rough Rider Commander <Regiment>								

## Mounted Commissar

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mounted Commissar	10"	3+	3+	3	4	4	3	8	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Chainsword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- The Mounted Commissar rides an augmented mount that attacks with savage claws.</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Warstrider</li> <li>- Augmented Mount</li> <li>- Aura of Discipline</li> <li>- Summary Execution</li> <li>- Cavalry Officer: If this model is your team leader, you may take any number of death riders or rough riders on your team.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace chainsword with an item from Melee Weapons.</li> <li>- May exchange laspistol for bolt pistol or plasma pistol.</li> <li>- May take items from the Armoury.</li> <li>- May choose a single item from Spoils of War.</li> </ul>								
KEYWORDS	Character, Cavalry, Mounted Commissar, Commissar, <b>Officio Prefectus</b>								



# CORE

For every 4 veterans or guardsmen on your team, you may include a Veteran Sergeant or a Sergeant.

Veteran Sergeant										
										7
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Veteran Sergeant	6"	4+	3+	3	3	1	2	7	5+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Frag Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Chain of Command: If an officer issues an order to this model, the effects of the order radiate 6" instead of 3". Furthermore, friendly &lt;regiment&gt; units within 6" of this model may use its leadership instead of their own.</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take a chainsword, power sword, power axe or power maul.</li> <li>- This model may replace its laspistol with a choice from the Ranged Weapon list.</li> <li>- This model may replace its laspistol with a lasgun, shotgun or bolter.</li> <li>- May take items from the Armoury.</li> <li>- One veteran sergeant on your team may take a single Commendation.</li> </ul>									
KEYWORDS	Infantry, Sergeant, Veteran, <Regiment>									

Sergeant										
										5
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sergeant	6"	4+	4+	3	3	1	2	7	5+	
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Frag Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Chain of Command: If an officer issues an order to this model, the effects of the order radiate 6" instead of 3". Furthermore, friendly &lt;regiment&gt; units within 6" of this model may use its leadership instead of their own.</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take a chainsword, power sword, power axe or power maul.</li> <li>- This model may replace its laspistol with a choice from the Ranged Weapon list.</li> <li>- This model may replace its laspistol with a lasgun or shotgun.</li> <li>- May take items from the Armoury.</li> <li>- One sergeant on your team may take a single Commendation.</li> </ul>									
KEYWORDS	Infantry, Sergeant, <Regiment>									

For every 4 Tempestus Scions on your team, you may include a Tempestor

<b>Tempestor</b>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tempestor	6"	4+	3+	3	3	1	2	7	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Hot-Shot Laspistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Clarion Vox Net: If an officer issues an order to this model, the effects of the order radiate 6" instead of 3". Furthermore, friendly Militarum Tempestus units within 6" may use this model's leadership instead of their own.</li> <li>- Aerial Drop</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May take a chainsword, power sword, power axe or power maul.</li> <li>- This model may replace its hot-shot laspistol with a choice from the Ranged Weapon list.</li> <li>- This model may replace its hot-shot laspistol with a hot-shot lasgun.</li> <li>- May take items from the Armoury.</li> <li>- One tempestor on your team may take a single Commendation.</li> </ul>								
KEYWORDS	Infantry, Tempestor, Tempestus Scion, <b>Militarum Tempestus</b>								

For every 4 Rough Riders or Death Riders on your team, you may include a Rough Rider Sergeant or Death Rider Ridemaster

<b>Rough Rider Sergeant</b>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rough Rider Sergeant	6"	4+	3+	3	3	2	2	7	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Frag Grenade</li> <li>- Chainsword</li> <li>- Hunting Lance</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Purebred Steed</li> <li>- Flanking Maneuvers</li> <li>- Chain of Command: If an officer issues an order to this model, the effects of the order radiate 6" instead of 3". Furthermore, friendly &lt;regiment&gt; units within 6" of this model may use its leadership instead of their own.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its chainsword with a power sword, power axe, power lance or power maul.</li> <li>- This model may replace its laspistol with a plasma pistol or bolt pistol.</li> <li>- May take items from the Armoury.</li> <li>- One rough rider sergeant on your team may take a single Commendation.</li> </ul>								
KEYWORDS	Cavalry, Sergeant, Rough Riders, Rough Rider Sergeant, <b>&lt;Regiment&gt;</b>								

## Veteran Rough Rider Sergeant

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran Rough Rider Sergeant	10"	3+	3+	3	4	2	3	7	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Hunting Lance</li> <li>- Frag Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Purebred Steed, Flanking Maneuvers</li> <li>- Chain of Command: If an officer issues an order to this model, the effects of the order radiate 6" instead of 3". Furthermore, friendly &lt;regiment&gt; units within 6" of this model may use its leadership instead of their own.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace hunting lance with an item from the <b>Melee Weapons</b> list.</li> <li>- May replace laspistol with an item from the <b>Ranged Weapons</b> list or a lasgun or a hot-shot lasgun.</li> <li>- May take items from the <b>Armoury</b>.</li> <li>- One Veteran Rough Rider Sergeant on your team may take a single Commendation.</li> </ul>								
KEYWORDS	Cavalry, Sergeant, Veteran, Rough Rider, Veteran Rough Rider Sergeant <Regiment>								

## Veteran

6

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veteran	6"	4+	3+	3	3	1	1	6	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Lasgun</li> <li>- Frag Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Voxcaster</li> <li>- Team Standard: A unit carrying this item may present it once per mission at the start of the shooting phase. Friendly &lt;Regiment&gt; units within 6" of this unit may shoot and assault even if they advanced this turn.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- Any veteran may replace its lasgun with a shotgun.</li> <li>- For every five veterans on your team, one may take a vox-caster for 5 points.</li> <li>- Another veteran on your team may replace its lasgun with a heavy flamer</li> <li>- Another veteran on your team may take a team standard for 10 points.</li> <li>- Another veteran on your team may take a med-pack for 10 points.</li> <li>- For every three veterans on your team, one that is not upgraded as above may replace its lasgun with a choice from the Special Weapons list.</li> <li>- One veteran on your team may take a single Commendation.</li> </ul>								
KEYWORDS	Infantry, Veteran <Regiment>								

## Guardisman

4

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Guardisman	6"	4+	4+	3	3	1	1	6	5+
EQUIPMENT	- Lasgun - Frag Grenade								
RULES	- Voxcaster								
OPTIONS	- One guardsman on your team may take a vox-caster - For every five guardsmen on your team who are not upgraded as above, one may replace its lasgun with a choice from the Special Weapons list. - For every five guardsmen on your team, one may take a voxcaster.								
KEYWORDS	Infantry, <Regiment>, Guardsman								

## Conscript

3

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Conscript	6"	5+	5+	3	3	1	1	4	5+
EQUIPMENT	- Lasgun - Frag Grenade								
RULES	- The Very Old & the Very Young: When a friendly officer issues an order that affects one or more Conscripts, roll a d6 for all affected conscripts. On a roll of 4+, the order affects them normally. On a 1-3, the order does not affect the Conscripts (though it affects other units normally)								
OPTIONS	- None.								
KEYWORDS	Infantry, Conscript								

## 0 – 5 Tempestus Scion

9

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+
EQUIPMENT	- Hot-Shot Lasgun - Frag Grenade - Krak Grenade								
RULES	- Aerial Drop								
OPTIONS	- One tempestus scion on your team may take a med-pack for 10 points. - Another scion on your team may take a voxcaster. For every further five scions, another may take a voxcaster. - Another tempestus scion on your team may take a team standard for 5 points. - For every five tempestus scions on your team two that are not upgraded as above may each replace their hot-shot lasguns with choices from the Special Weapons list or with a hot-shot volleygun. - One tempestus scion on your team may take a single Commendation.								
KEYWORDS	Infantry, Tempestus Scion, <b>Militarum Tempestus</b>								

Servitor										
										2
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Servitor	5"	5+	5+	3	3	1	1	6	4+	
EQUIPMENT	- Servo-Arm									
RULES	- Mindlocked - Canticles of the Omnissiah: (Amended) Servitors are subject to any friendly Canticles of the Omnissiah.									
OPTIONS	- One servitor may replace its servo arm with a heavy bolter, multi-melta or plasma cannon.									
KEYWORDS	Infantry, Servitor									

For every five Veterans on your team, you may include a Veteran Heavy Weapons Team.

Veteran Heavy Weapons Team										
										6
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Guardsman	6"	4+	3+	3	3	2	2	6	5+	
EQUIPMENT	- Lasgun - Frag Grenade									
RULES	- None.									
OPTIONS	- This model must take a choice from the Heavy Weapons list or a sniper rifle.									
KEYWORDS	Infantry, Veteran, Heavy Weapons Team <Regiment>									

For every five Guardsmen on your team, you may include a Heavy Weapons Team

Heavy Weapons Team										
										4
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Guardsman	6"	4+	4+	3	3	2	2	6	5+	
EQUIPMENT	- Lasgun - Frag Grenade									
RULES	- None.									
OPTIONS	- This model must take a choice from the Heavy Weapons list or a sniper rifle.									
KEYWORDS	Infantry, Heavy Weapons Team <Regiment>									

You may include up to five of the following units in any combination in your kill team.

<b>Rough Rider</b>									
<b>8</b>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rough Rider	10"	4+	4+	3	3	2	1	6	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Frag Grenade</li> <li>- Chainsword</li> <li>- Hunting Lance</li> </ul>								
RULES	- Purebred Steed, Flanking Maneuvers								
OPTIONS	<ul style="list-style-type: none"> <li>- For every 3 rough riders on your team, one may replace its hunting lance with a choice from the Special Weapons list.</li> <li>- One rough rider on your team may take a single Commendation.</li> </ul>								
KEYWORDS	Cavalry, Rough Riders, <Regiment>								

<b>Veteran Rough Rider</b>									
<b>10</b>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rough Rider	10"	3+	4+	3	4	2	2	6	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Laspistol</li> <li>- Chainsword</li> <li>- Frag Grenade</li> <li>- Hunting Lance</li> </ul>								
RULES	- Purebred Steed, Flanking maneuvers								
OPTIONS	<ul style="list-style-type: none"> <li>- For every 3 veteran rough riders on your team, one may replace its hunting lance with a choice from the Special Weapons list.</li> <li>- One veteran rough rider on your team may take a single Commendation.</li> </ul>								
KEYWORDS	Cavalry, Rough Rider, Veterans, <Regiment>								

<b>Tempestus Biker</b>									
<b>13</b>									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tempestus Biker	14"	4+	3+	3	4	2	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Hotshot Laspistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- The biker rides a combat bike which includes a storm bolter.</li> </ul>								
RULES	- Flat Out: When this model advances, it moves 6" instead of 3.								
OPTIONS	<ul style="list-style-type: none"> <li>- For every 3 Tempestus bikers on your team, one may replace its hunting lance with a choice from the Special Weapons list.</li> <li>- This model may replace its hotshot laspistol with a hunting lance or a shotgun.</li> <li>- One tempestus biker on your team may take a single Commendation.</li> </ul>								
KEYWORDS	Biker, Tempestus Biker, <b>Militarum Tempestus</b>								

# SPECIAL

## 0 – 1 Junior Officer

18

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Junior Officer	6"	3+	3+	3	3	2	2	7	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Lasipistol</li> <li>- Chainsword</li> <li>- Frag Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Voice of Command</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its lasipistol with an item from the Ranged Weapons list.</li> <li>- May replace its Chainsword with a weapon from the Melee Weapons list.</li> <li>- May take items from the Armoury.</li> <li>- May take a single Commendation.</li> </ul>								
KEYWORDS	Infantry, Officer, Junior Officer, <Regiment>								

## 0 – 1 Ministorum Priest

17

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ministorum Priest	6"	4+	4+	3	3	2	2	7	6+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Lasipistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Zealot</li> <li>- Rosarius</li> <li>- War Hymns</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>- This model may replace its lasipistol with a bolt pistol, a plasma pistol or an inferno pistol.</li> <li>- This model may take an eviscerator, autogun, plasmagun, shotgun, boltgun, condemnor boltgun, storm bolter or combi-weapon.</li> <li>- May take items from the Armoury.</li> <li>- May take a single Commendation.</li> </ul>								
KEYWORDS	Infantry, Ministorum Priest, <b>Adeptus Ministorum</b>								

## 0 – 1 Techpriest Engineeer

25

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Techpriest Engineeer	6"	4+	3+	3	3	2	2	7	3+
EQUIPMENT	- Omnissian Axe - Laspistol - Servo Arm - Frag & Krak Grenade								
RULES	- Master of Machines - Bionics								
OPTIONS	- May take items from the Armoury. - May take a single Commendation.								
KEYWORDS	Infantry, Tech-Priest, Engineeer, <b>Adeptus Mechanicus</b> , <b>Cult Mechanicus</b>								

## Ogryn

30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ogryn	6"	3+	4+	5	5	3	3	7	5+
EQUIPMENT	- Ripper Gun - Frag Bomb								
RULES	- Avalanche of Muscle								
OPTIONS	- One ogryn on your team may take a single Commendation.								
KEYWORDS	Infantry, Ogryn, <b>Militarum Auxilia</b>								

## Bullgryn

35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bullgryn	6"	3+	4+	5	5	3	3	7	4+
EQUIPMENT	- Grenadier Gauntlet - Slabshield - Frag Bombs								
RULES	- Avalanche of Muscle - Slabshield - Bruteshield								
OPTIONS	- May replace grenadier gauntlet with bullgryn maul. - May replace slabshield with brute shield. - One bullgryn on your team may take a single Commendation.								
KEYWORDS	Infantry, Ogryn, Bullgryn, <b>Militarum Auxilia</b>								

Ratling									
5									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ogryn	6"	5+	3+	2	2	1	1	5	6+
EQUIPMENT	- Sniper Rifle								
RULES	<ul style="list-style-type: none"> <li>- Find the Best Spot</li> <li>- Shoot Sharp and Scarper</li> <li>- Naturally Stealthy</li> </ul>								
OPTIONS	- None.								
KEYWORDS	Infantry, Ratling, <b>Militarum Auxilia</b>								

0 – 1 Astropath									
13									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Astropath	6"	5+	6+	3	3	2	1	6	6+
EQUIPMENT	- Telepathica Stave								
RULES	<ul style="list-style-type: none"> <li>- Psyker</li> <li>- Astral Divination</li> <li>- Telepathic Assault</li> </ul>								
OPTIONS	- None.								
Psyker	This model can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Telepathica discipline.								
KEYWORDS	Infantry, Astropath, Psyker, <b>Astra Telepathica, Scholastica Psykana</b>								

0 – 3 Wyrdvane Psyker									
8									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wyrdvane Psyker	6"	5+	4+	3	3	1	1	7	6+
EQUIPMENT	<ul style="list-style-type: none"> <li>- Wyrdvane Stave</li> <li>- Laspistol</li> </ul>								
RULES	<ul style="list-style-type: none"> <li>- Psyker</li> <li>- Choir of Minds: When you choose a wyrdvane psyker to manifest a power roll 1d6 instead of 2d6 add 1 to the psychic test for each friendly wyrdvane psyker within 6"</li> </ul>								
Psyker	One Wyrdvane Psyker on your team may attempt to manifest a psychic power in each friendly Psychic phase and the same or another may attempt to deny one psychic power in each enemy Psychic phase. Choose which will manifest the power each time you attempt to manifest. All of the Wyrdvane Psykers on your team must know the same psychic powers. They know the <i>Smite</i> power and one psychic power from the Telepathica discipline.								
KEYWORDS	Infantry, Psyker, <b>Astra Telepathica, Scholastica Psykana</b>								

## 0 – 1 Tactica Ordnance Specialist

15

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ordnance Specialist	6"	4+	3+	3	3	2	1	6	5+
EQUIPMENT	- Laspistol - Mortar (the mortar does not need to be modeled on this model; it is outside the battlefield).								
RULES	- Augmented Gunnery: At the beginning of the Shooting Phase, choose up to two <regiment> infantry models that are armed with heavy weapons within 6" of this model. These models re-roll hit and wound rolls of 1 for the duration of the phase.								
OPTIONS	- May take items from the Armoury. - May take a single Commendation.								
KEYWORDS	Infantry, Tactica, Tactica Ordnance Specialist, <Regiment>								

## Commissar

25

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Commissar	6"	3+	3+	3	3	2	3	8	5+
EQUIPMENT	- Bolt Pistol - Frag Grenade								
RULES	- Aura of Discipline - Summary Execution								
OPTIONS	- May take a chainsword. - May take up to two items from the Melee Weapons list. - May take items from the Armoury. - May take a single Commendation.								
KEYWORDS	Infantry, Commissar, <b>Officio Prefectus</b>								

## 0 – 1 Scout Sentinel

35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+
EQUIPMENT	- Multilaser								
RULES	- Explodes - Scout Vehicle - Smoke Launchers								
OPTIONS	- May replace multilaser with heavy flamer, multi-melta, autocannon, missile launcher or lascannon. - May take a sentinel chainsaw. - May take one of the following for 5 points: Veteran: Increase BS to 3+. Gains the Veteran Keyword. Militarum Tempestus: Gains the Militarum Tempestus Regiment, increase BS to 3+.								
KEYWORDS	Vehicle, Scout Sentinel <Regiment>								

## Crusader

11

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Crusader	6"	3+	4+	3	3	1	2	7	4+
EQUIPMENT	- Power Sword								
RULES	- Shield of Faith, Zealot - Storm Shield - Militant Order: In the Fight phase, this unit adds 1 to wound rolls if it charged, was charged or performed a heroic intervention.								
OPTIONS	- None.								
KEYWORDS	Infantry, Adeptus Ministorum, Crusader								

# ARMOURY

ITEM	DESCRIPTION
Bionics (3 pts)	Each time a model with this upgrade loses a wound, roll a d6. On a 6+, the wound is not lost.
Marksman's Honour (4 pts)	Bearer re-roll 1's to hit with shooting.
Master-crafted weapon (4 pts)	Choose a non-named weapon this model is carrying. Improve its AP by 1. May not be applied to a named weapon.
Smoke Grenade (2 pts)	One use only. During the shooting phase, place a marker within 8" of this unit. No models, friend or foe, may draw line of sight through an imaginary cloud 5" around this marker. Models can shoot in and models can shoot out. Any model even partially in the area of effect gains the benefits of cover. This lasts until the start of the user's next Movement phase.
Stun Grenade (2 pts)	One use only. During the shooting phase, choose an enemy model within 8" of the bearer and roll a d6. On a 3+, that model and any enemy models within 3" of it may not fire overwatch during the next charge phase.
Grav Flare (9 pts)	One use only. At the end of the Movement phase, when friendly units are set up from reserve, they will not have to test for damage if they are set up within 6" of this model, subject to all of the other restrictions and criteria.
Lascutter (7 pts)	Bulkhead cutter. Stats are below.
Personal Vox (3 pts)	This model counts as being equipped with a voxcaster.
Camo Cloak (4 pts)	This model gains an additional +1 to armour saves when benefitting from cover.
Snare Mines (8 pts)	When an enemy unit comes within 1" of this unit during the enemy Charge phase, roll a d6. On a 5+, that model takes a mortal wound.
Combat Stimm (7 pts)	Declare the use of this item at the beginning of any Fight phase. For the duration of the phase, this model gains +1 to hit and wound rolls. After all its attacks have been resolved, its Wounds characteristic is lowered by 1 for the rest of the mission. Note that this is not the same as taking a wound or losing a wound.
Flak Pack (8 pts)	(Techpriest Only) Once per game, the techpriest may designate a ruin that it is currently standing in. For the rest of the mission, any infantry unit in this ruin (friend or foe) gains a 6+ invulnerable save against shooting attacks.
Rocket Tube (10 pts)	Single-use anti-tank weapon. Stats are below.

## Commendations

Grizzled officers and stoic NCOs alike often come to their kill teams with a wealth of experience and accolades.

**Honorifica Imperialis** (8 points) – One of a variety of regional and campaign medals. An Honorifica shows that its owner has survived not only a notable action,

but the Munitorum and Commissariat scrutiny of that action.

A single wound model with this Commendation gains a wound. Multi-wound models may not benefit from this.

**Medalion Crimson** – Awarded for conspicuous gallantry while wounded in action. Recipients of the

Medalions frequently have extensive augmetics in addition to this award and can fight on with even the most dolorous wounds.

(2/5 points) when a model with this Commendation loses a wound, roll a d6. On a 6+, the wound is discarded. The first point cost is for single wound models, the second is for multi-wound models.

**Macharian Cross** – This medal is awarded for effective application of the *Tactica Imperialis* where the recipient's actions carried the day.

(8 points, Team Leader only) A kill team led by a living model with this Commendation may spend a tactical point any time the opponent spends one or more tactical points. If it does so, the opponent must spend an additional tactical point, or the action fails and the opponent's points are still spent.

**Scarlet Wing** – Awarded for a successful airborne deployment into a "highly dangerous" drop zone leading to a successful action.

(5 points) a model with this Commendation never has to roll to see if it is available from reserves and never has to test for damage when using the Aerial Drop special rule.

**Duelist's Brassard** – Deemed both an accolade and a curse by those who have been awarded one, the Duelist's Brassard is awarded for those who have displayed conspicuous skill at arms while engaging what the Munitorum designates as a "significant threat."

(5/10 points) Enemy units attempting to attack a unit with this Commendation in the Fight phase suffer a -1 on their rolls to do so. The first cost is for a single

wound model, the second cost is for multi-wound models.

**Crimson Skull** – The crimson skull is awarded to combat medics who have rendered aid under fire, usually to an officer who went on to survive the battle. Such an individual can perform medical miracles, even in the black heart of battle.

(10 points, units with medi-pack only) when this model heals a multi-wound character, it heals d3 wounds instead of a single wound. Furthermore, this model can resuscitate multi-wound models that have been removed as casualties as though they were single wound models. They return to the mission with a single wound.

**Winged Skull** – Earned by those who have shown inspirational leadership and initiative, this medal is based upon a similar honour used by the mighty space marines.

(6 points) – A unit with this commendation may, once per mission, issue an order as though it had the Voice of Command special rule. This is identical to a normal order, save that it affects *Astra Militarum* units rather than <Regiment> units.

**Valoris Imperator** – Also known as the madman's medal, it is awarded for 20 standard years of service. Truly, it is rare to find an individual insane enough to survive the apocalyptic battlefields of the 41<sup>st</sup> millennium, much less someone who would willingly return to them for over two terran decades.

(10 points, one per kill team) A model with this commendation gains a 5+ invulnerable save. Additionally, in campaign play, this model may re-roll its injury result if it was removed as a casualty during a mission.

## Spoils of War

While the loot acquired by rank-and-file guardsmen in theaters of war tends to be of the portable wealth variety, officers and leaders are more discerning in their battlefield souvenirs. Often, senior officers will accrue large amounts of keepsakes and memento

mori from multiple battlefields. They will occasionally bestow these items on younger officers whom they favor, if only to make room in their own collections. These items are not necessarily unique but are

sufficiently rare that only one instance of a given item can ever be possessed by a kill team.

### Reveille (10 points)

Combi-weapons are rare amongst the Astra Militarum and for good reason: they are temperamental and heavy. Reveille, however, was deliberately built to be rugged and reliable. The stats for Reveille can be found below.

### Merciless (6 points) (Commissar Only)

Commissar Gage was a legend among the Officio Praefectus: a brilliant duelist and an even better officer. Munitorum historians eventually pieced together that Commissar Gage was ultimately killed leading the Alamo 131<sup>st</sup> in storming the Solemnos tomb complex on Verion. A Deathwatch kill team later found his blade, *Merciless*, still stuck in a tomb spyder. The stats for Merciless can be found below.

### Antax-Pattern Carapace (7 points)

There are as many different patterns of carapace armour as there are industrialized regiments of the Astra Militarum, but for some reason, Antax is favoured almost galaxy-wide for both its comfort and protection. Antax-Pattern carapace gives its owner a 4+ armour save. Failed armour saves made by a model wearing this armour may be re-rolled.

### Beloved Mascot (7 pts)

Many regiments go into battle with a mascot of some sort. Usually, these animals are adopted as foundlings from whatever dangerous fauna is capable of surviving Astra Militarum actions. War is not kind to these animals and may have extensive augmetics, but are nonetheless beloved by the men and women who serve next to them. You may add a regimental mascot (datasheet found below) to your kill team. It does not take up any slots from model allowance. It otherwise functions like any other member of your team.

Regimental Mascot									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mascot	10"	4+	4+	3	3	1	3	8	5+
EQUIPMENT	- None								
RULES	- Mascot: This model may never hold or contest an objective. - Attack Animal: In the Fight phase, instead of making any attacks, this unit may choose an enemy unit within 1". That enemy unit takes a -1 on hit rolls.								
OPTIONS	- This model may have the Fly keyword for 3 points. - This model may have a 5+ invulnerable save for 3 points. - This model may have an armour save of 4+ for 2 points.								
KEYWORDS	Character, Beast, Regimental Mascot								



## Ranged Weapons

Name	Type	Range	STR	AP	DMG	Notes
<b>Reveille</b>						
-Boltgun	Rapid Fire 1	24"	4	-1	1	When attacking with this weapon, choose one of the profiles to the left. Alternatively, you may choose to fire the boltgun and one of the listed grenade types, but with -1 to hit with those attacks.
-Frag Grenade	Assault d6	24"	4	-	1	
-Krak Grenade	Assault 1	24"	6	-2	D3	
<b>Rocket Tube</b>	Heavy 1	18"	8	-2	D6	One use only.

## Melee Weapons

Name	Type	Range	STR	AP	DMG	Notes
<b>Merciless</b>	Melee	-	+1	-3	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
<b>Lascutter</b>	Melee	-	6	-3	D3	Each time the bearer fights, it may attack once instead of making its normal attacks. This weapon does double damage to targets designated as structures.

## Philosophies

We Were Soldiers (1 TP): Choose one of the criteria below:

- All core units share the Militarum Tempestus keyword.
- All core units share the Veteran keyword.
- All core units share the Cavalry keyword.

Band of Brothers (2 TP): Every special and core unit on your team share the <Regiment> Keyword.

Light Brigade (2 TP) The only heavy weapon used by your kill team is a mortar.

## Actions

Break On Through (1 TP) Use at the start of any friendly Charge phase. Choose a <Regiment> unit. That unit and all friendly <Regiment> units within 3" of it may charge even if they advanced this turn, though not if they received the Move! Move! Move! order.

Disposable Heroes (2 TP) Use after an order has been issued. Immediately issue a different order to the same target. Both orders stack.

Gimme Shelter (1 TP) Use when your opponent has selected one of your units as a target. You can add 1 to saving throws you make for this unit and all friendly units within 3" until the end of the phase.