



The Imperial Army
A fan Made supplement for
The Horus Heresy Age of Darkness.
THE ANVIL OF THE EMPEROR

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The Imperial Army

In the shadow of the god-like Legiones Astartes, the true burden of the Great Crusade was carried by mortal humanity.

The forces of the Emperor's mortal armies were divided into three broad tiers:

The Solar Auxilia stood at the pinnacle, elite, void-hardened, and superbly equipped cohorts, often fighting directly alongside the Legions as their most trusted mortal allies. Clad in advanced carapace armour and wielding volkite weapons, they were the finest mortal soldiers the Imperium could produce.

Beneath them marched the vast ranks of the Excertus Imperialis, the regular Imperial Army. These were the professional line regiments raised from compliant worlds across the galaxy. Armed with lasguns and supported by Chimeras, Leman Russ tanks, and massed artillery, they formed the steel spine of the Imperium's conquests, holding ground the Astartes could not afford to occupy and fighting the endless wars of consolidation.

At the bottom were the Imperialis Militia, second and third-line forces, conscripts, penal troops, and planetary levies. Poorly equipped and often poorly trained, they were frequently used as cannon fodder or garrison troops, though even they could prove surprisingly stubborn in defence.

When Horus raised his banner in rebellion, all three tiers were brutally torn apart. Solar Auxilia cohorts split along Legion lines, regular Army regiments turned upon one another with bitter familiarity, and Militia forces were thrown into the meat grinder by whichever side could conscript them first. This codex represents the regular Imperial Army, the countless millions of professional mortal soldiers who formed the true backbone of the Emperor's war machine. Neither as elite as the Solar Auxilia nor as expendable as the Militia, they fought with lasgun, bayonet, and bloody-minded endurance in a galaxy that had little regard for their lives.

Without them, the Imperium would never have been built.

DOCTRINES OF THE IMPERIAL ARMY

An Army which makes use of the Imperial Army List may have a number of Doctrines from the following list selected for it which apply to every Detachment in the army, each providing additional Special Rules to Models and options for Army Selection.

Doctrines List

- | | | |
|-------------------------------|--------------------------------------|---------------------|
| • Drop Troops | • Specialised environmental fighters | • Cameleoline |
| • Grenadiers | • Veteran Sentinel Pilots | • Cyber Enhancement |
| • Mechanised | • Light Infantry | • Warrior Weapons |
| • Die Hard | • Sharp Shooters | • Chem Inhalers |
| • Close Order Drill | • Enemies of Old Night | • Carapace armour |
| • Iron Discipline | • Combat Masters | • Veteran Sentinel |
| • Independent Morale Officers | • Auxilia Support | pilots |
| • Hardened Fighters | • Mechanicum Support | • Highly drilled |
| | • Chem Warfare Specialists | |

An Army that has Imperial Army as its primary force, it may select between 1 and 4 Doctrines, some Doctrines come with an optional cost associated with it, while others are compulsory. An Allied force may select between 1 and 3 Doctrines.

Doctrines are spread across 4 broad categories, Alternative structure, restricted units, Skills and Drills, and Equipment.

Explanation:

Each Doctrine will have a set of rules, special rules and/or restrictions, these special rules apply to all applicable units in your army, regardless of detachment, for example if you take Light Infantry, then all infantry in any detachment in your army gains the special rules or rules associated with that doctrine, even if they already possess a variation of that rule.

The only exception to this is **vehicles** and units with an armour value, they do not gain any of the special rules or rules listed unless otherwise stated in the Doctrine.

Units taken as support units reduce their Ballistic Skill to 3, if they have a higher ballistic skill, reduce the cost of such units by 15 points per model. any pintle mounted option they may receive from the Astartes, Solar Auxilia or Mechanicum are replaced with the Imperial Army options.

ADDITIONAL REACTION POINT

If an Army's Primary Detachment is from the Imperial Army Army List, the Controlling Player gains one additional Reaction Point if that Detachment or a Warlord Detachment from the same Army List includes any Models with the Regimental Commander Trait .

Doctrines: Alternate Structures

Drop Troops:

Any infantry or Sentinel unit may choose to be placed into reserves, if any such unit is in reserves, it may elect to deep strike when it becomes available.

Any model armed with a Lasgun, may choose to swap it for a **Bullpup Las** for free, counting as a Lasgun for the purposes of weapon options.

In addition, an army with this Doctrine gains access to the Drop Troop Platoon detachment, this detachment can never include units with the **Vehicle** type.

Drop Troops may not be combined with Warrior weapons Doctrine.

Stormtrooper Regiment:

A crusade detachment replaces all troops options with Storm Troopers, no other troop selections may be taken in the Crusade primary detachment.

Infantry Sections with this doctrine may replace their Lasgun with the following.

Wargar: Hot Shot Lasgun, an Infantry Section may take Hotshot Lasguns for **20pts** per unit, this replaces their Lasgun, counting as a Lasgun for the purposes of weapon options..

Stormtrooper Regiment may not be combined with Warrior weapons Doctrine.

Enemies of old Night:

If this Doctrine is Selected, any Transport force organisation slot may be filled by a Rhino Transport. See Liber Astartes for cost.

Any Heavy Transport may be filled by a Land Raider **Explorator**.

Any Recon Slot may be filled by Land Speeder Phobos

In addition, any Veteran, Veteran Sergeant, and special weapons section, may exchange their Lasgun for a Bolter for 2pts per model.

Replace any instance of Legions Astartes (X) with the Imperial Army trait.

Mechanised:

Contrary to the usual way Transports are selected, this doctrine replaces the standard force organisation structure for Transports.

If this Doctrine is selected then for each Company Command Squad, Platoon Command Squad and Infantry section in your army, you must purchase a transport, these transports do not take up a Force organisation slot.

However, you may not select a Transport from any detachments that has them available, with the exception of Heavy Transports.

The Transport **MUST** be deployed with the unit or within 3" of it, though it does not have to be embarked upon the Transport. Mechanised may not be combined with Light Infantry.

Auxilia Support:

If this Doctrine is Selected, then a detachment that includes a heavy transport option, may select a Dracosan Armoured Transport, replace any instance of Solar Auxilia (X) with the Imperial Army Trait. See Liber Auxilia for cost.

In addition, Any infantry unit may upgrade their Lasguns to Lasrifles for **10pts** per unit, and may purchase Blast Chargers for 1pt per model, counting as a Lasgun for the purposes of weapon options.

Mechanicum Support:

If this Doctrine is selected, then a detachment that includes a heavy Transport option, may select a Triaros Armoured Conveyer, replace any instance of the Mechanicum (X) with the Imperial Army trait. See Liber Mechanicum for cost.

In addition add Arc Rifle to the Imperial Army Special Weapons list for **10pts** per model.

Doctrines: Skills and Drills

Die Hards:

All Infantry, Rough Rider Command and Rough Riders may be given this rule for **10pts** per unit.

A Unit with this Doctrine rule Gains the Feel no Pain 6+ special rule, this is **negated** by weapons with a strength 6 or higher.

Iron Dicipline:

All Infantry, Rough Rider Command and Rough Riders gains the following special rule.

A Unit with this Doctrine only take a panic test when losing 50% or more of their unit to a single round of shooting, in addition to +1 to its Leadership value.

Independent Morale Officer:

An army with this Doctrine gains access to the Morale Officer unit and Morale officer section detachment.

Close Order Drills:

All Infantry, Rough Rider Command and Rough Riders gains the following rule for **10pts** per unit.

As long as all models in the unit are in base to base contact with at least 1 other model, the unit gains the **Firestorm** and **Implacable Advance** Special Rules.

Highly Drilled:

Any Infantry unit with the Orders (X) special rule gains +1 to their leadership when issuing orders.

Hardened Fighters:

All Infantry, Rough Rider Command and Rough Riders and Sentinals gain the following rules for **10pts** per unit.

Models in this unit add +1 to their Weapon Skill to a maximum of 5.

Specialised Environmental fighters (X):

Any Infantry unit may be upgraded to be Specialised environmental fighters for **10pts** per unit,

- Can see through 6" of medium area terrain.
- Gains +1 to the cover saves to a maximum of 4+
- Move through cover
- Infantry Platoons may upgrade a single model to take a heavy flamer for 10pts, this replaces the Heavy Weapons Team options if selected.
- A single unit with the Specialised Environmental Fighters rule may Infiltrate into a piece of area terrain, to a minimum of 12" from the nearest enemy unit and not within the enemy deployment zone
- Any Infantry unit Upgraded to have Specialised Enviromental Fighters, reduces its 5+ armour save to 6+ armour save, other saves are not affected by this rule.

Specialised Environmental Fighters may not be combined with special equipment Cameleoline Or Carapace armour.

Veteran Sentinel Pilots:

Gives access to the Sentinel Patrol detachment.

In addition, all Sentinels taken in that detachment gain +1 Weapon Skill and Balistic Skill, to a maximum of 4, for **10 points** per model.

Master Riders:

All Rough Rider Command and Rough Riders gain the following special rules for 10pts per unit.

Fast (2), Impact (WS), and Move Through Cover

This Doctrine may not be combined with Mechanised.

Doctrines: Skills and Drills

Light Infantry:

All Infantry, Rough Rider Command, Rough Riders and Sentinals, gain the following rules for **10pts** per unit.

- Move Through cover
- Infiltrate (12") (non Sentinals)
- Infantry Platoons, Company Command, Platoon command and Special weapon squads may take a Long Las in lieu of another special weapon for **5pts**

This Doctrine may not be combined with Carapace armour or Mechanised.

Sharpshooters:

Any model with the Imperial Army trait, including **Vehicles**, and a Ballistic Skill of 3, gains the Heavy (BS) special rule for **10pts** per unit.

Vehicles may take this trait for **15pts** per model.

Combat Masters:

All Infantry, Rough Rider Command and Rough Riders, and Sentinals gain the following rules for **10pts** per unit.

- This unit can never have its **Leadership** reduced to less than 5 due to casualties caused in close combat.
- A unit with this Doctrine can elect to Disengage from a combat, even if it lost that combat, it must first pass a **Panic test**, if passed continue as normal, if failed, it gains the routed status.

Veterans:

An army that includes this doctrine unlocks the Hardened veterans detachment

Models taken as part of that detachment cannot have their leadership and cool reduced by weapons with a status effect.

Special Equipment:

Chem inhalers:

All infantry, Command Troop, Rough Rider Command and Rough Riders, gain the following special rule for **10pts** per unit.

Chem High:

A unit with this special rule never gains the panic status, instead it gains the **suppressed** status should it fail a panic test, in addition a unit with this special rule does not take a panic test due to 25% casualties from a shooting attack, this is changed to 50% casualties

This Doctrine may not be combined with Sharpshooters

Cameleoline:

All Infantry units, gain the following rules for **10pts** per unit.

- Smokescreen
- +1 to any cover saves they are eligible to take, **special rules that reduce Shroud (x) damage mitigation tests, also affect this rule.**

This Doctrine may not be combined with Specialised Environmental Fighters.

Doctrines: Special Équipement

Carapace Armour:

Any Infantry, Rough Rider Command and Rough Riders may upgrade to have Carapace armour for **15pts** per unit.

Carapace armour confers a 4+ armour save.

This Doctrine may not be combined with Light Infantry or Specialised Environmental Fighters.

Cyber Enhancement:

Any Infantry, Rough Rider Command and Rough Riders may upgrade to have Cyber Enhancements for **10pts** per unit. Cyber Enhancement confers the following special rule.

- 6+ Invulnerable save

Chem Warfare Specialist:

Any Infantry unit that can take a heavy weapon, may take a Heavy Flamer in lieu of other choices.

In addition: Any Mortar, Quad Launcher, and Heavy Mortar may take Chem Shells for 10pts per model.

Any Flamer may upgrade to a Alchem Flamer for 5pts per model.

Any Heavy Flamer may upgrade to a Heavy Alchem Flamer for 10pts per model

This Doctrine may not be combined with Specialised Environmental Fighters or Light Infantry.

Warrior Weapons:

Infantry Platoons, Ogryns and Special weapons Platoons gain the following options:

Infantry Platoons: Troopers may exchange their Lasgun for one of the following weapons.

Close combat weapon----- Free

Chainsword----- 1pt

Chainaxe----- 2pts

1 in 3 troopers may exchange their Lasrifle for one of the following weapons.

Charnable Weapon----- 3pts

Power Weapon----- 5pts

Power Fist----- 10pts

Special weapons Squads: in lieu of taking a special weapon, may take one of the following weapons.

Charnable Weapon----- 3pts

Power Weapon----- 5pts

Power Fist----- 10pts

Ogryn Brute Troop, any model may select a weapon from the following list, this replaces their Ripper Gun.

Power Weapon----- 5pts

Power Fist----- 10pts

Thunder Hammer----- 10pts

Any model may take an **Assault Shield** in addition to one of the above weapons for 5pts per model.

This Doctrine may not be combined with Drop Troops, Grenadiers or Mechanised.

Orders Of the Imperial Army

How Orders Work:

The Imperial Army army list, the Imperial Army acts differently on the battlefield from Solar Auxila or Imperial Militia. One of the main differences is the Orders System, these are a mix of Actions and Reactions, each Order will contain all the rules needed and how they work, what units they impact and how they are triggered. An action is simply targetting a friendly unit to issue it an order.

How to use Orders: When either triggered, or when the active player chooses to use them, the model with the Command type must make a **Leadership test**, if passed the order goes off as normal, if failed then the order fails and no other orders may be issued by that unit this turn.

Each Order has a range associated with it, such as 12" for example, this is called the **Command Range**.

A Unit under the effects of the Pinned (X) status effect may not issue any other order than "Get Back in the Fight" and this order can only be issued to its own unit.

Brief example explanation:

- Trigger event, such as being targeted by enemy unit.
- Choose an order that is triggered by an enemy unit targeting a friendly unit.
- In this instance we will use the First Rank Fire, Second Rank Fire Order.
- Check if the friendly unit is within Command Range
- If the friendly unit is within Command Range, the unit containing the Command model takes a Leadership test.
- If the Leadership test is passed, immediately spend a reaction point and follow the action of the Order.
- If the Leadership test is failed, do not spend a reaction point, no Reaction is considered to have taken place for either unit.

For the Purposes of Reactions, the unit that is the Target of the Order is considered to have used the reaction should a leadership test be passed, not the unit issuing the order.

Restrictions:

The Only Units that may issue orders are Company Command Squads, Platoon Command Squads and any unit that has the Orders (X) special rule, some units may only issue a specific order, where this is the case it will be noted in their special rules.

Example

Company Command Squads may issue 2 orders per turn, Platoon command squads may issue 1 order per turn, Rough Rider command squads may issue one order per turn, unless otherwise stated.

Some units will have a specific order in their special rules, where this is the case, only the order listed may be used under the Orders (X) special rule.

Additional Units, Allied Units and Orders

If a model taken from an Allied force joins a unit that contains models with the Imperial Army, it is not affected by any orders issued to that unit, nor can it issue any orders if it has the Command Unit Type.

The Only Exception to this rule is the **Legion Overseer**, this unit replaces Master of Auxilia with Master of the Imperial Army, the unit joined does not reduce its leadership and cool, and the Overseer may Issue Orders with the **Order (2)** special rule as if it had the Imperial Army Trait, this is intended to represent the Legion Overseer receiving training and working within the Imperial Army command structure.

Imperial Army Orders

In addition to those reactions found in the main rulebook, Imperial Army units gain access to the following reactions, these do not replace similar rules found in the main rulebook. Some of these Orders are not reactions however, where this is the case it will be clearly indicated.

SHOOTING PHASE: ACTION.

First Rank FIRE!, Second Rank FIRE!

*This **Action** allows the Player to make a Shooting Attack for a Unit that **with +1 FP for select weapons** and within 12" of a Imperial Army Command Unit.*

Target: Select a friendly unit within 12" of a Imperial Army Command unit, the Command unit then makes a leadership test, if passed the target unit gains the following rule.

All Las Pistols, Lasguns, Las Rifles, Hotshot Lasguns, Hotshot Las Pistols, Bulpup Las, Hotshot Volley guns and Shotguns, gain the following benefit.

+ 1 Firepower until the end of the current shooting phase.

SHOOTING PHASE: ACTION.

Target Designated!

This Action allows the Player to designate an enemy unit within line of sight in order to engange the range of friendly units.

Target: Select a friendly unit within 12" of a Imperial Army Reconnaissance section, the Recon Section Scout Sergeant then makes a leadership test, if passed the target unit gains the following effects.

All Ranged weapons within the target unit gain +6" range and reduce the Barrage (X) rule by 1 to a minimum of Zero, this has no effect on the Melta rule.

This Order may be issued to units with the Vehicle type.

SHOOTING PHASE: REACTION.

Take COVER! go to ground!

This Reaction allows the Reactive Player to make a Damage mitigation save for a Unit that is the target of an enemy Shooting Attack and within 12" of a Imperial Army Command Unit.

Trigger: The Reactive Player may declare a **Take COVER! Go to ground!** Reaction in the Shooting Phase, during Step 3 of the Shooting Attack sequence of any Shooting Attack made by the Active Player.

Cost: The Reactive Player must pass a successful Leadership test to spend 1 point of their Reaction Allotment, in order to declare a **Take COVER! Go to ground!** Reaction - this cost is paid as soon as the leadership test is passed, if the test is failed, no cost is paid.

Target: The Target Unit is always the Unit whose being targetted triggering the Reaction . The Reacting Unit is always the Unit that was the target of the Shooting Attack that triggered the Reaction . Process, not the command unit issuing this **Order**.

1. Once a **Take COVER! Go to ground!** Reaction has been declared The Active Player must resolve all remaining Steps of the Shooting Attack process as normal, up to the start of Step 11.

2. Before resolving Step 11, the Reactive Player makes a **Shouded** Damage mitigation test with the Reacting Unit for every wound that would be allocated to a model. **Until the end of the Phase**, the unit has the **Shroud (5+)** special rule.

3. Once the Damage mitigation rolls made as part of this Reaction has been completely resolved, the Players must then finish resolving Step 11 of the original Shooting Attack that triggered the Reaction, the Reacting unit gains the **Pinned** Status effect at the end of this step.

This Order may not be used on models with the **Vehicle** type.

Shooting Phase: Action

Bring it down!

This Order allows a target unit to be better able to bring down large targets

Target: Select a friendly unit within 12" of a Imperial Army Command unit, the Command unit then makes a leadership test, if passed the target unit gains the following rules when targeting enemy Vehicles, Walkers, Autometa units, **and units that include a model with bulky (5) or more.**

All Las Pistols, Lasguns, Las Rifles, Hotshot Lasguns, Hotshot Las Pistols, Bulpup Las, Hotshot Volley guns, gain the **Rending (6+)** special rule.

Weapons with the **Heavy** trait count as stationary for the purposes of this shooting attack and gain +1 Ballistic skill to a maximum of 4.
This Order may not be used on models with the **Vehicle** type.

Movement Phase: Action

Get Back in the fight!

This Order allows a target unit to regroup from the effects of a status.

Target: Select a friendly unit within 12" of a Imperial Army Command unit, and is under the effects of a status. The command unit then takes a leadership test, if passed apply the following to the target unit.

The unit under the effects of a status immediately loses a single status effect, if it is under the effects of multiple status's, then the controlling player may choose which one to remove.

This Order may not be used on models with the **Vehicle** type.

Shooting Phase: Action

Fire on my target!

This Order allows a target unit to deny cover to an enemy unit.

Target: Select a friendly unit within 12" of a Imperial Army Command unit, the Command unit then makes a leadership test, if passed the target unit gains the following rules when targetting an enemy unit in cover.

Ranged weapons in this unit gain the ignores cover special rule for the durations of the current phase.

Ignores Cover: When targetting an enemy unit that is benefitting from any form of cover, reduce that cover save by 1, for example a 5+ cover save becomes a 6+ cover save.

In addition, the unit under the effect of this order can see through 6" of **Medium** area terrain and 3" of **Heavy** Area terrain.

This Order may not be used on models with the **Vehicle** type.

Movement Phase: Action

MOVE MOVE MOVE!

This Order allows a target unit to move faster in the movement phase.

Target: Select a friendly unit within 12" of a Imperial Army Command unit, the Command unit then makes a leadership test, if passed the target unit gains the following rule.

The unit that is the target of this order gains the **Fast (6")** special rule, for the duration of this phase.

This Order may not be used on models with the **Vehicle** type.

Imperial Army Detachments:

The following Detachments may only be used by Imperial Army armies, these do not replace those found in the Main Rule book. Each detachment presented here will also indicate which unit or if a Doctrine unlocks it. Unless otherwise stated, these detachments are **Auxillery** detachments.

Infantry Platoon. Auxillery Platoon Command Squad.



Troops



Troops



Support



War-Engines

Prime

Troop Slots in this detachment may only be occupied by Infantry Sections.
Other slots in this detachment may only be occupied by Fire Support Troops, Sentinals or Special Weapons sections.

Drop Troop Platoon: Apex Detachment. High Command, Doctrine



Troops



Troops



Support



War-Engines

Prime

Troop Slots in this detachment may only be occupied by Infantry Sections with the Deep Strike special rule.
Support slots and War Engines in this detachment may only be occupied by Sentinals (Non Heavy) and Special Weapons sections with the Deep Strike Special rule.

Deep Strike Assault.

When deploying units from this Detachment, it must be deployed via Deep Strike, to do so, place one Infantry Section following the usual rules for Deep Strike and Reserves, you MUST then deploy any other units from this detachment within 6" of a model in that Section, within coherency. A single reserves roll is made for the entire Platoon Detachment.

Morale officer section: Doctrine, Auxillery



Command



Command



Command

Prime

Command slots in this detachment may only be occupied by Morale officer sections, Command units in this detachment do not unlock further detachment choices.

Hardened Veterans Apex Detachment High Command, Doctrine



Elites



Elites



Elites



Elites

Prime

Prime

Elite slots in this detachment may only be occupied by Hardened Veteran units

Sentinel Patrol Detachment Doctrine, Auxillery



War-Engines



War-Engines



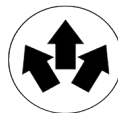
War-Engines

War Engine slots in this detachment may only be occupied by Sentinel Patrols.

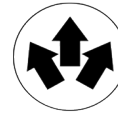
Rough Rider Phalanx. Auxillery, Rough Rider Command



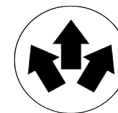
Command



Recon



Recon



Recon

Prime

Command and Recon slots may only be occupied by Rough Rider command and Rough Rider units

Army Lists of the Imperial Army

In the shadowed crucible of the Great Crusade, as the Emperor's Legiones Astartes carved a path of fire and conquest across the stars, the true weight of humanity's ambition fell upon the shoulders of the Imperial Army. Numbering in the billions, these mortal warriors drawn from the reclaimed worlds of Terra and a thousand thousand distant colonies

Due to the differences between the more Elite Solar Auxilia and the ad hoc Imperial Militia, the Imperial army has some differences in units and make up. The following is a list of Restricted units that cannot be taken in a normal Imperial Army force, except as Allies.

You may however choose to unlock restricted units by using one of your Doctrine points, so for example if you wish to take a Levy unit to use as Conscripts, you spend a Doctrine point to unlock the unit, it then gains the Imperial Militia (Imperial Army) type, and otherwise retains all rules and costs associated with it apart from Irregulars as explained below.

Restricted Units

- Command Troop
- Discipline Master
- Rogue Psyker
- Grenadier Troop
- Beastmaster Troop
- Levy Troop
- Infantry Troop
- Reconnaissance troop
- Rapier Troop
- All Terrain Patrol
- Militia Arvus Lighter
- Militia Industrial Rig
- Militia Hauler
- Militia Gorgon Transporter
- All Terrain Patrol
- Militia Leman Russ
- Militia Malcador Heavy Tank
- Militia Baneblade and Variants

Imperial Militia Modifications and adjustments.

Due to the different Organisations make up of the Imperial army, a few modifications are needed.

Any unit with the Imperial Militia (Imperial Army) and the **Irregulars** rule, loses the Irregulars rule, but retain the Second line rule. **Baneblades and Variants lose Second line and gain Ballistic skill 4 for 100pts each.**

Any Instance of **Militia Rifle** or **Militia Pistol** in the army list is replaced with **Lasgun** and **Laspistol** respectively, any options associated with exchanging a Militia Rifle or Militia Pistol for another weapon is retained, simply replace the Lasgun/Laspistol instead.

In addition, units added to your army in this way are not considered allies, but a part of your main force in all regards, and do not take up the allies allowance.

WARGEAR LISTS

These Wargear lists are used with many of the Units in this Army List. Where a Wargear Option on a Unit references a Wargear list from those below, one of the options from that list can be selected for that Model and the Points cost listed added to the cost of that Unit.

Imperial Army Officer Weapons

- Bolt pistol.....+2 Points
- Blast pistol.....+3 Points
- Needle pistol.....+5 Points
- Hand flamer.....+5 Points
- Plasma pistol.....+5 Points
- Archeotech Pistol..... +2 Points
- Charnabal weapon.....+5 Points
- Power weapon.....+10 Points
- Power fist..... +15 Points
- Thunder Hammer..... +15 Points

Imperial Army Melee Weapons

- Close combat weapon..... Free
- Chainsword.....+2 Points
- Chainaxe.....+2 Points
- Power weapon+5 Points
- Power fist.....+10 Points

Imperial Army Pistols

- Bolt pistol.....+2 Points
- Blast pistol.....+3 Points
- Plasma pistol.....+5 Points

Imperial Army Sponson Weapons

- Heavy Bolters----- +10pts
- Heavy Flamers----- +10pts
- Plasma Cannons----- +20pts
- Multi Meltas----- +30pts

Imperial Army Special Weapons

- Heavy stubber.....+5 Points
- Flamer.....+5 Points
- Grenade launcher+10 Points
- Plasma gun.....+10 Points
- Meltagun..... +15 Points

Imperial Army Heavy Weapons

- Twin heavy stubber+10 Points
- Mortar.....+10 Points
- Multi-laser.....+10 Points
- Heavy bolter.....+10 Points
- Heavy flamer.....+10 Points
- Missile launcher +15 Points
- Autocannon +20 Points
- Lascannon.....+25 Points

Imperial Army Pintle Weapons

- Pintle Mounted combi-bolter+5 Points
- Pintle Mounted heavy stubber+5 Points
- Pintle Mounted grenade launcher+10 Points
- Pintle Mounted heavy flamer+10 Points
- Pintle Mounted Multi Laser+10 Points



High Command

Company Command Squad

UNIT COMPOSITION: 1 Commander, 4 Companions

The Unit may include up to 5 Additional Companions for 10pts each

HIGH COMMAND

80 Points

At the heart of every Imperial Army company stands its Company Command Squad. A small but vital cadre of veteran officers, aides, and specialists who direct the brutal machinery of war. Led by a seasoned Company Commander (often a Captain or equivalent rank), this elite retinue includes vox-operators for coordinating artillery and air support, standard bearers to uphold regimental honour, medicae personnel to staunch the endless flow of casualties, and trusted bodyguards armed with the finest weapons the regiment can muster.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Commander	6	5	5	3	3	4	4	4	9	10	8	7	5+	4+
Companion	6	4	4	3	3	2	3	2	8	8	7	7	5+	5+
Heavy Weapons Team	6	4	4	3	3	2	3	2	8	8	7	7	5+	5+

WARGEAR

- Lasgun
- Las pistol
- Frag Grenades
- Krak Grenades
- Close combat weapon
- Charnable weapon (Commander only)

TRAITS

- Imperial Army
- Regimental Commander
- Allegiance (X)

OPTIONS

- The Commander may exchange their Las pistol and/or Charnable weapon and for a weapon in the Imperial Army Officer Weapons list.
- Any companion may exchange their Las Pistol and purchase a weapon in the Imperial Army pistols list.
- Any Companion may exchange their Close Combat Weapon and purchase a Close Combat Weapon in the Imperial Army Melee weapons list
- 1 in 3 Companion may exchange their Lasgun and purchase a Special weapon from the Imperial Army Special weapons list.
- Any two Companion that have not exchanged their Lasgun for a special weapon, may form a Heavy Weapons Team, and purchase a heavy weapon from the Imperial Army Heavy Weapons list.

SPECIAL RULES

Commander:

- Orders (2)
- Doctrine (X)

Companions:

- Bodyguard

TYPE

- **Commander** Infantry (Command)
- **Companions:** Infantry

- A Single Companion may carry a Company Banner for 10pts
- A single Companion may carry a Company Vox Array for 15pts
- The Unit may be upgraded to have Carapace Armour for 20pts

Bodyguard:

While a Model with both the Imperial Army Trait and either the Paragon Type or Command Sub-Type is part of a Unit that includes any Models with this Special Rule, Precision Wounds caused as part of a Shooting Attack cannot be allocated to that Model.



Regimental Advisors

UNIT COMPOSITION: 1 Regimental Advisor

This unit may include up to 4 additional Regimental Advisors for 25 points per model.

COMMAND
25 Points

The Imperial army had a whole slew of advisors and hangers on, Fleet Admirals, Ordinatii siege specialists and a myriad more. These Officers would join units and Command squads to advise based on their specialisation. No regimental commander stands truly alone. Attached directly to the Company Command Squad (or sometimes the regimental staff itself), Regimental Advisors are a cadre of specialist officers and experts drawn from the wider machinery of the Imperium. These include master vox-operators linked to distant artillery batteries, forward observers skilled in directing orbital strikes, stern Discipline Masters charged with maintaining morale and loyalty, medicae savants, and even astropathic relays or liaison officers from allied arms of the war effort.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Regimental Advisor	6	4	4	3	3	2	3	2	8	8	7	7	5+	5+
Bodyguard	6	5	3	3	3	3	4	3	8	8	7	7	5+	5+
Ogryn Bodyguard	6	4	2	5	5	4	3	4	8	9	6	3	5+	5+
Lord Morale Officer	6	4	4	3	3	2	4	3	9	8	7	7	5+	5+
Astropath	6	2	3	3	3	2	3	1	8	8	9	8	5+	5+

WARGEAR

- Las pistol
- Frag Grenades
- Krak Grenades
- Close combat weapon

TRAITS

- Imperial Army
- Allegiance (X)

OPTIONS

- The Bodyguard may exchange their Las pistol and/or Close combat weapon and purchase an Officer weapon from the Imperial Army Officer weapons list.
- A Advisor may exchange their Close Combat Weapon and purchase a Weapon in the Imperial Army Officer list
- Any Regimental Advisor may exchange their Las Pistol and purchase a weapon in the Imperial Army pistols list,
- Any Regimental Advisor may purchase Carapace armour for 5pts per model.

SPECIAL RULES

Regimental Advisor:

- Advisor (X)
- Never Back Down (Bodyguard only)
- Doctrine (X)

TYPE

- **Regimental Advisor** (Specialist, Infantry)
- **Bodyguard** (Champion, Specialist, Infantry)
- **Astropath** (Specialist, Psyker)

- All Regimental Advisors **MUST** take one of the following upgrades, each upgrade may only be selected once per army.
- Bodyguard-----10pts
- Astropath----- 30pts
- Master of Ordnance----- 20pts
- Master of the Fleet----- 20pts
- Lord Morale Officer-----15pts

Advisors (X):

When Selecting a Regimental Advisor you MUST assign it to a Company Command squad or a Platoon Command squad, in all other ways it acts as a normal Specialist unit type. Below you will find the rules and Wargear for each type of Regimental Advisor. The Morale Officer Doctrine allows you to attach Morale officers to any Infantry or Ogryn unit. Enginseers are also Advisors, but have their own unit entry.

Bodyguard:

A Bodyguard MUST join a Company command squad.

A Bodyguard may upgrade to be an Ogryn Bodyguard for 25pts, the Ogryn Bodyguard retains the Never Back Down special rule and all other options.

Astropath:

An Astropath may exchange its close combat weapon for a Force weapon of its choice for 10pts.

The Astropath in this Unit must purchase one of the following Psychic Disciplines.

- Pyromancy +10 Points
- Divination +10 Points
- Telepathy +10 Points
- Anathemata (Traitor only)..... +10 Points

Master of Ordnance:

A Master of Ordnance is equipped with a Nuncio Vox, *Cognis Signum* and *Augary Scanner*.

Master of the Fleet:

A Master of the Fleet is equipped with a Strato Vox and Command Vox Relay.

Lord Morale Officer:

A Morale Officer is equipped with Either a Bolt Pistol, or Plasma Pistol for free.
A Morale officer has the Instill Dicipline and Ultimate Judgement Special rules.

Instill Dicipline:

Once per turn, a unit that includes a model with this special rule, should it fail a leadership or cool test, must immediately take 1 wound with an AP of 2, with no saves of any kind, or damage mitigation saves.
After removing casualties, the unit is considered to have passed the Morale and/or cool test.

Ultimate Judgment:

Should a Psyker in the same unit as a model with this special rule suffer Perils of the Warp,
then before resolving the Perils of the Warp and the Psychic power,
remove the Psyker from play as a casualty.
The Perils of the Warp is discarded and the psychic power automatically fails.



Morale Officer

Unit Composition: 1 Morale Officer

This model may be replaced with 1 Mounter morale officer for 15 points

Command
35 POINTS

In the sprawling regiments of the Excertus Imperialis, where fear and exhaustion can shatter even the stoutest mortal hearts, the Morale Officer stands as a bulwark against weakness. These stern figures often veteran soldiers elevated from the ranks or drawn from the broader Imperial apparatus are tasked with upholding the Imperial Truth and the manifest destiny of Mankind through unyielding discipline. Armed with bolt pistol or plasma weapon and clad in distinctive greatcoats or reinforced carapace, the Morale Officer moves among the troops like a shadow of authority. They inspire courage with iron resolve, remind faltering soldiers of their oaths to the Emperor, and ensure that retreat is never an option. When morale breaks and men turn to flee, it is the Morale Officer who restores order sometimes with rousing words, often with the cold bark of a sidearm. In the fires of the Horus Heresy, these officers became both saviours and executioners. Many regiments owed their survival to a single Morale Officer's refusal to yield, while others learned that loyalty enforced at gunpoint could be as sharp a weapon as any lasgun.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Morale Officer	6	4	3	3	3	2	3	2	8	8	7	7	5+	5+
Mounted Morale Officer	12	4	3	3	3	3	3	2	8	8	7	7	5+	5+

WARGEAR

- Las Pistol
- Frag grenades
- Krak Grenades
- Close Combat Weapon

TRAITS

- [Allegiance]
- Imperial Army

OPTIONS

- The Morale Officer may exchange their Las pistol for an Imperial Army Pistol.
- The Morale Officer may exchange their Close combat weapon for an Imperial army Melee Weapon
- A Morale Officer may purchase Carapace Armour for 5pts.

SPECIAL RULES

- Instill Dicipline
- Orders (1)
- Get Back in the Fight!
- Doctrine (X)
- Ultimate Judgement
- Bitter Duty (Only when attached to Ogryns)

TYPE

- **Infantry** (Specialist, Champion)
- **Mounted morale officer** (Cavalry, Specialist, Champion)

Instill Dicipline:

Once per turn, a unit that includes a model with this special rule, should it fail a leadership or cool test, must immediately take 1 wound with an AP of 2, with no saves of any kind, or damage mitigation saves. After removing casualties, the unit is considered to have passed the Morale and/or cool test.

Ultimate Judgment:

Should a Psyker in the same unit as a model with this special rule suffer Perils of the Warp, then before resolving the Perils of the Warp and the Psychic power, remove the Psyker from play as a casualty. The Perils of the Warp is discarded and the psychic power automatically fails.



Malcadors Chosen

Unit Composition: 1 Chosen

Command
45 POINTS

During the darkness of the Horus Heresy, the Sigillite "Malcador the Hero" gathered a select cadre of warriors known only as Malcador's Chosen. These were no ordinary soldiers of the Excerptus Imperialis, but hand-picked men and women of exceptional skill, loyalty, and resolve drawn from the ranks of the Imperial Army, investigators, and trusted agents.

More than mere bodyguards, they safeguarded the Sigillite himself, protected ancient and dangerous relics of Old Night, and carried out his most secretive directives across the war-torn galaxy. When Malcador took the Emperor's place upon the Golden Throne and gave his life for the Imperium, he sent a final psychic summons to his Chosen, bidding them continue his hidden work, the eternal vigilance that would one day become the Inquisition.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Chosen	6	5	5	3	3	3	4	4	9	9	8	8	3+	5+

WARGEAR

- Frag grenades
- Krak Grenades
- Close Combat Weapon

TRAITS

- [Loyalist]
- Malcadors Chosen

OPTIONS

- The Chosen must purchase a pistol from the following list.

- Bolt Pistol.....Free
- Hot Shot Las Pistol.....2pts
- Volkite Serpenta.....5pts
- Plasma Pistol.....5pts
- Hand Flamer.....5pts
- Archeotech Pistol.....15pts

- The Chosen may exchange their close combat weapon for one of the following.

- Chainsword.....1pts
- Chain Axe.....2pts
- Heavy Chainsword.....5pts
- Heavy Chainaxe.....5pts
- Power Weapon.....5pts
- Terranic Greatsword.....10pts
- Thunder Hammer.....10pts
- Power Fist.....10pts
- Perdition Weapon.....10pts
- Power Scythe.....10pts
- Solarite Power Fist.....15pts
- Paragon Weapon.....20pts

SPECIAL RULES

- Indomitable Will
- Hatred (Traitor)
- Eternal Warrior (1)

TYPE

- **Infantry** (Unique, Command)

-The Chosen may purchase the **Psyker** trait for 20pts, if it does so, it must purchase one of the following disciplines, in addition it may purchase a Force Weapon for 10pts

- Biomancy +20 Points
- Pyromancy +10 Points
- Telekinesis +10 Points
- Divination +10 Points
- Telepathy +10 Points

The Chosen may purchase one of the following ranged weapons

- Bolter..... 3pts
- Hotshot Lasgun..... 5pts
- Plasma gun..... 10pts
- Meltagun..... 10pts

THE MALCADORS CHOSEN TRAIT

The Malcadors Chosen Trait is considered to be a Faction Trait in the same manner as the [Legiones Astartes] Trait and the other Traits that can be selected to replace it.

Designer's Note: This is not an exception to the Rule that all Units in a given Detachment must have the same Faction Trait and Units that include Models with the **Malcadors Chosen** Faction Trait may still only be included in a Detachment with other Units with the same Trait.



Sanctioned Psykers

Unit Composition: 1 Sanctioned Psykers

Command
55 POINTS

Among the most rare and mistrusted figures in the Excertus Imperialis are the Sanctioned Psyker Officers psykers of proven willpower who have endured the rigorous screening and soul-binding rites of the nascent Scolastica Psykana. These individuals serve as living weapons and strategic assets, their minds honed to channel the raw power of the Immaterium against the enemies of Mankind while resisting the ever-present lure of daemonic corruption. Attached to regimental or company command elements, the Sanctioned Psyker Officer provides battlefield support through telepathic coordination, precognitive warnings, or devastating bursts of psychic energy. Clad in reinforced carapace and often marked by protective wards or the sigils of the Adeptus Astra Telepathica, they stand apart from their comrades both revered for their power and shunned for the danger they represent. In the fires of the Horus Heresy, such officers became double-edged blades. Some turned the tide of desperate battles with storms of warp-lightning or shields of invisible force, while others fell to the growing warp storms, their unleashed powers consuming friend and foe alike. Their presence served as a stark reminder that even the Emperor's mortal armies must sometimes wield the very weapons they were sworn to control.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Sanctioned Psyker	6	3	3	3	3	2	3	2	7	7	8	7	5+	5+

WARGEAR

- Las Pistol
- Frag grenades
- Krak Grenades
- Close combat weapon

TRAITS

- [Allegiance]
- Imperial Army
- Psyker

OPTIONS

- The Sanctioned Psyker may exchange their Las pistol for an Imperial Army Pistol.
- The Sanctioned Psyker may exchange their Close combat weapon for a Force Staff for 10pts
- A Sanctioned Psyker may purchase Carapace armour for 5pts.

SPECIAL RULES

- Fear (1)
- Orders (1)
- Take Cover! Go to Ground!
- Doctrines (X)

TYPE

- **Infantry** (Command)

The Sanctioned Psyker must purchase up to two of the following Psychic Disciplines.

- Biomancy +20 Points
- Pyromancy +10 Points
- Telekinesis +10 Points
- Divination +10 Points
- Telepathy +10 Points



Techpriest Engineer

Unit Composition: 1 Enginseer

Command
50 POINTS

The vast war machines and armoured vehicles of the Excertus Imperialis require constant maintenance and ritual observance if they are to survive the grinding attrition of the Great Crusade and the savage wars of the Horus Heresy. To this end, the Mechanicum attaches Tech-Priest Enginseers to Imperial Army regiments, embedding these cybernetic servants of the Omnissiah directly within mortal command structures. Clad in rust-red robes and heavy augmetic limbs, the Enginseer tends to the spirits of Chimeras, Leman Russ battle tanks, Basilisks, and Hydras with equal parts prayer, sacred unguents, and binary cant. They repair battle damage under fire, awaken machine-spirits that have fallen dormant, and ensure that the regiment's armoury functions at peak efficiency even amid the harshest conditions.

While many line officers regard the Enginseer with wary respect viewing them as both invaluable allies and unsettling reminders of the Mechanicum's separate agenda their presence is essential.

In an age where technology is as much mystery as science, the Tech-Priest Enginseer stands as the bridge between the flesh-and-blood soldiers of the Imperial Army and the holy machines they depend upon to survive.

In the fires of the Heresy, some Enginseers remained steadfastly loyal to the Throne, while others followed their forge-world masters into rebellion, turning the very vehicles they once blessed against their former comrades.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Enginseer	6	4	4	5	5	2	3	2	8	8	8	8	3+	6+

WARGEAR

- Volkite Serpenta
- Frag grenades
- Krak Grenades

SPECIAL RULES

- Battlesmith (2)
- Cortex Controller
- Firing protocols (2)
- Feel no Pain (5+)

TRAITS

- [Allegiance]
- Imperial Army

TYPE

- **Infantry** (Sergeant, Specialist)

OPTIONS

- The Enginseer may purchase up to two of the following ranged weapons.

- Volkite charger+5 Points
- Maxima bolter+5 Points
- Meltagun+15 Points
- Graviton gun+10 Points
- Flamer+5 Points

The Enginseer may purchase one of the following Close combat weapons.

- Power weapon+10 Points
- Thunder hammer.+15 Points
- Power fist.....+15 Points
- Chainfist+10 Points
- ChainswordFree
- ChainaxeFree
- Heavy chainsword+5 Point s
- Heavy chainaxe+5 Points



Salamander Command Vehicle

Unit Composition: 1 Salamander Command Vehicle

Command
80 POINTS

The Salamander is a fast, lightly armoured command and reconnaissance vehicle widely used by the Excertus Imperialis. Built on the same rugged chassis as the Salamander Scout Tank, this variant trades some of its firepower for advanced vox and auspex equipment, making it an ideal mobile command post for senior officers. Equipped with powerful long-range communications arrays, map tables, and sophisticated surveying gear, the Salamander Command Vehicle allows Company and Regimental commanders to maintain real-time coordination with their platoons, artillery batteries, and attached air support even while moving rapidly across the battlefield. Its open-topped fighting compartment provides excellent visibility, while its speed and agility let it keep pace with fast-moving armoured spearheads or reposition quickly when the front line shifts.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Salamander Command Vehicle	14	3	12	11	10	4	-

WARGEAR

- Hull (Front) Auto Cannon
- Hull (Front) Mounted heavy bolter
- Smoke launchers
- Vox Relay

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

SPECIAL RULES

- Salamander Command Vox
- Orders (1)
- Bring it Down!

TYPE

- Vehicle (Rapid)

OPTIONS

- This Model may have its Hull (Front) Mounted heavy bolter exchanged for one of the following:
 - Hull (Front) Mounted heavy flamer Free
- This Model may have one item from the Imperial Army Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights.....+5 Points
 - Cognis Signum.....+15 Points

Salamander Command Vox:

Even though this unit is a vehicle, it is counted as having a leadership of 8 and a cool of 8 for the purposes of the Vox Receiver, Vox Relay, and Orders special rules, it is considered to have a **Command Range** of 18" for the purposes of Orders.

In addition it may issue the **Bring It Down!** Order to Vehicles without the Super Heavy type, this specifically overrides the normal restriction noted in the Bring it Down Order.



Platoon Command Squad

UNIT COMPOSITION: 1 Commander, 4 Veterans

The Unit may include up to 5 Additional Veterans for 8pts each

**COMMAND
65 Points**

The beating heart of every Imperial Army platoon is its Platoon Command Squad a small, battle-hardened core of officers and specialists who turn grand regimental orders into immediate, bloody action on the front line. Led by a veteran Platoon Commander (often a Lieutenant or equivalent rank), this squad includes a vox-operator to relay orders and call for fire support, a standard bearer to keep the platoon's colours flying amid the chaos, a medicae to treat the wounded, and seasoned bodyguards armed with the best weapons the platoon can muster. While the Company Command Squad directs the wider battle, it is the Platoon Commanders and their squads who lead from the front charging across no-man's-land, holding shattered trench lines, and maintaining cohesion when the enemy onslaught threatens to overwhelm mortal courage. In the fires of the Horus Heresy, these modest squads often proved decisive, their unyielding leadership preventing entire platoons from dissolving into panicked routs long after the Astartes had moved on to greater glories.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Platoon Commander	6	4	4	3	3	2	3	2	8	8	8	7	5+	5+
Veteran	6	3	4	3	3	1	3	2	7	8	7	6	5+	-
Heavy Weapons Team	6	3	4	3	3	2	3	2	7	8	7	6	5+	

WARGEAR

- Lasgun
- Las pistol
- Frag Grenades
- Krak Grenades
- Close combat weapon
- Charnable weapon (Platoon Commander only)

TRAITS

- Imperial Army
- Allegiance (X)

OPTIONS

- The Commander may exchange their Las pistol and/or Charnable weapon and purchase an Officer weapon from the Imperial Army Officer weapons list.
- Any Veteran may exchange their Las Pistol and purchase a weapon in the Imperial Army pistols list.
- Any Veteran may exchange their Close Combat Weapon and purchase a Close Combat Weapon in the Imperial Army Melee weapons list
- 1 in 5 Veterans may exchange their Lasgun and purchase a Special weapon from the Imperial Army Special weapons list.
- Any two Veterans that have not exchanged their Lasgun for a special weapon, may form a Heavy Weapons Team, and purchase a heavy weapon from the Imperial Army Heavy Weapons list.

SPECIAL RULES

Commander:

- Orders (1)
- Doctrine (X)
- Officer of the Line (2)
- Platoon Commander

TYPE

- **Platoon Commander** (Command, Infantry)
- **Veteran** (Infantry)

- A Single Veteran may carry a Platoon Standard for 10pts
- A single Veteran may carry a Company Vox Array for 15pts
- The Unit may be upgraded to have Carapace Armour for 20pts

Platoon Commander:

A Unit with this special rule allows you to select the Infantry Platoon Detachment.



Rough Rider Command

UNIT COMPOSITION: 1 Rough Rider Commander, 4 Veteran Riders
The Unit may include up to 5 Additional Veterans for 13pts each

COMMAND
90 Points

The beating heart of every Imperial Army platoon is its Platoon Command Squad a small, battle-hardened core of officers and specialists who turn grand regimental orders into immediate, bloody action on the front line. Led by a veteran Platoon Commander (often a Lieutenant or equivalent rank), this squad includes a vox-operator to relay orders and call for fire support, a standard bearer to keep the platoon's colours flying amid the chaos, a medicae to treat the wounded, and seasoned bodyguards armed with the best weapons the platoon can muster. While the Company Command Squad directs the wider battle, it is the Platoon Commanders and their squads who lead from the front charging across no-man's-land, holding shattered trench lines, and maintaining cohesion when the enemy onslaught threatens to overwhelm mortal courage. In the fires of the Horus Heresy, these modest squads often proved decisive, their unyielding leadership preventing entire platoons from dissolving into panicked routs long after the Astartes had moved on to greater glories.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Rough Rider Commander	12	5	4	3	3	3	3	3	8	8	8	7	5+	5+
Veteran Rider	12	4	4	3	3	3	3	2	7	8	7	6	5+	-

WARGEAR

- Las pistol
- Frag Grenades
- Krak Grenades
- Close combat weapon
- Charnable weapon (Rough Rider Commander only)

TRAITS

- Imperial Army
- Allegiance (X)

OPTIONS

- The Commander may exchange their Las pistol and/or Charnable weapon and purchase an Officer weapon from the Imperial Army Officer weapons list.
- Any Veteran may exchange their Las Pistol and purchase a weapon in the Imperial Army pistols list.
- Any Veteran may exchange their Close Combat Weapon and purchase a Close Combat Weapon in the Imperial Army Melee weapons list
- Any Veteran may exchange their Las Pistol for a Rough Rider Lance for 5pts per model.
- Any Model may purchase a Bulpup Las for 1pt per model.

SPECIAL RULES

Commander:

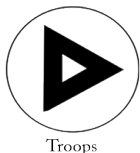
- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank
- Impact (S)
- Officer of the Line (2) (Rough Rider commander only)
- Orders (1)
- Doctrines (X)

TYPE

- **Platoon Commander** (Command, Infantry)
- **Veteran** (Infantry)
- A Single Veteran may carry a Platoon Standard for 10pts
- A single Veteran may carry a Company Vox Array for 15pts
- The Unit may be upgraded to have Carapace Armour for 20pts

Rough Rider Platoon Commander:

A Unit with this special rule allows you to select the Rough Rider Phalanx Detachment.



Infantry Section

UNIT COMPOSITION: 1 Veteran Sergeant, 9 Troopers

**Troops
45 Points**

They are the untold billions who carry the true burden of the Great Crusade upon their shoulders. the Humble Infantry of the Excertus Imperialis. Recruited from the teeming hive-sumps of Terra, the feudal levies of compliant worlds, and the freshly blooded regiments of a galaxy still being brought to heel, these mortal soldiers advance beneath the banners of the Emperor with nothing but flak armour, a lasgun, and whatever courage they can muster.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Trooper	6	3	3	3	3	1	3	1	6	5	5	5	5+	-
Veteran Sergeant	6	3	4	3	3	1	3	2	7	7	6	6	5+	-
Heavy Weapons Team	6	3	3	3	3	2	3	2	6	5	5	5	5+	-

WARGEAR

- Lasgun
- Frag grenades
- Close combat Weapon (Veteran only)

TRAITS

- [Allegiance]
- Imperial Army

OPTIONS

- Any Trooper in this Unit may have its Lasgun exchanged for a Shotgun for 1pt per model.
- Any Model in this Unit with a Lasgun may have one bayonet selected for it for +1 Point per Model.
- Every Model in this Unit may have krak grenades selected for it for +10 Points per Unit.
- One Trooper in this Unit may have its Lasgun exchanged for one item from the Imperial Army Special Weapons list.
- Two Troopers in this Unit that have not exchanged their Lasgun, may form a Heavy Weapons team, and select a heavy weapon from the Imperial Army Heavy Weapons List.

SPECIAL RULES

- Line (2)
- Heavy Weapons Team
- Doctrine (X)
- Bulky (2) (Heavy Weapons Team Only)
- Heavy Weapons Team

TYPE

- **Veteran Sergeant:** Infantry (Sergeant)
- **Trooper** (Infantry)
- The Veteran Sergeant in this Unit may have its Lasgun exchanged for one item from the Imperial Army Pistols list or a Shotgun for 1pt.
- If the Veteran Sergeant in this unit may exchange its Close combat weapon for one item from the Imperial Army Melee Weapons list.
- One Trooper in this Unit may have one Imperial Army Standard selected for it for +5 Points.
- One Trooper in this Unit may have one Vox Receiver selected for it for +10 Points.

Note: If This unit is selected to fill a slot in the Drop Troops Platoon Apex Detachment, it may add the following option.

- One Trooper may take a Demo Charge for 10 points



Transport

Centaur Rapid Strike Vehicle

UNIT COMPOSITION: 1 Centaur

Transport
50 POINTS

Compact, rugged, and endlessly adaptable, the Centaur serves as one of the most common light tracked vehicles in the arsenals of the Excertus Imperialis. Built on a simple, low-profile chassis with thick treads and an open-topped fighting compartment, the Centaur excels at roles too specialised or too humble for the ubiquitous Chimera.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Centaur RSV	14	3	11	11	10	4	12

WARGEAR

- Pintle mounted Heavy Stubber
- Smoke launchers

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

OPTIONS

- This Model may have its Pintle mounted Heavy Stubber exchanged for one weapon from the Imperial Army Pintle weapons list.

SPECIAL RULES

- Light Transport
- Move Through Cover

TYPE

- Vehicle (Rapid)

- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights.....+5 Points



Transport

Chimera Armoured Transport

UNIT COMPOSITION: 1 Chimera

Transport
80 POINTS

The workhorse of the Excertus Imperialis, the Chimera is the most common armoured personnel carrier fielded by the Imperial Army during the Great Crusade and the Horus Heresy. Rugged, reliable, and produced across countless forge worlds, the Chimera combines heavy frontal armour with a versatile rear assault ramp, allowing it to deliver infantry squads directly into the teeth of battle while providing mobile fire support.

Typically armed with a hull-mounted multi-laser or heavy bolter and often fitted with a pintle-mounted weapon, the Chimera can shrug off small-arms fire and light anti-tank threats long enough for its passengers to disembark fighting. Its amphibious capabilities and all-terrain tracks make it equally suited to swampy death worlds, ash wastes, or the rubble-choked ruins of hive cities.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Chimera Armoured Transport	10	3	12	11	10	5	14

WARGEAR

- Turret Mounted Chimera Muli Laser
- Hull (Front) Mounted heavy bolter
- Smoke launchers

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

OPTIONS

- This Model may have its Turret Mounted Gravis Multi Laser exchanged for one of the following:
 - Turret mounted Twin Heavy Bolter----- Free
 - Turret mounted Autocannon----- 15pts
 - Turret mounted Heavy Flamer----- 5pts
- This Model may have its Hull (Front) Mounted heavy bolter exchanged for one of the following:
 - Hull (Front) Mounted heavy flamer..... Free

SPECIAL RULES

- Lasgun Array
- Auto Repair (4+)

TYPE

- Vehicle

- This Model may have one item from the Imperial Army Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights.....+5 Points

Lasgun Array

While a unit is embarked on this transport, the Chimera may use the Lasgun Array weapons profile. Lasgun Arrays are Sponson (Left) and (Right) weapons. These may fire at a seperate target to the Chimera without suffering the usual -1 Ballistic Skill for either the Chimera or the Lasgun Arrays.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Lasgun Array	12	6	3	-	1	None	Las

Chimera Multi Laser

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Chimera Multi Laser	36	4	6	6	1	Heavy (FP) Suppressive (1)	Las



Support

MEDICAE SECTION

UNIT COMPOSITION: 1 MEDICAE AUXILIARY

- May include up to 5 additional Medicae Auxiliaries at +15 Points per Model.

SUPPORT

15 Points

The Medicae Auxiliaries of the Imperial Army receive extensive training and highly specialised equipment in order to perform a number of vital functions. Firstly, they are responsible for keeping disease at bay, for with the Imperial Army operating upon worlds tainted with all manner of ravenous alien microbes, a force might be rendered entirely ineffective before battle is even joined. Secondly, they are responsible for treating combat injuries as they occur, ensuring a unit's effectiveness is maintained even in the heat of battle. Lastly, they hold the solemn duty of administering the final mercy to a fatally wounded auxiliary.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Medicae Auxiliary	6	3	3	3	3	1	3	1	6	6	6	7	5+	-

WARGEAR

- Needle pistol
- Frag grenades

SPECIAL RULES

- Medic (5+)
- Medicae Support

TRAITS

- [Allegiance]
- Imperial Army

TYPE

- Infantry (Specialist)

SPECIAL RULES

Medicae Support

The Imperial Army maintain cadres of trained medicae, assigning them to those units that will stand at the forefront of the battle. Though lacking the advanced equipment of the Space Marine apothecaries, these healers are no less dedicated to the protection of their brethren in even the most deadly firefight.

Medicae Auxiliaries are deployed and operate individually.

Although included in an Army as a Unit that includes multiple Models, each Model with this Special Rule is considered to be a separate Unit for all other purposes, including Deployment and the scoring of Victory Points.



Special Weapons Section

UNIT COMPOSITION: 1 Veteran Sergeant, 4 Troopers

This unit may include up to 5 additional Troopers for 7 points each.

**Support
35 Points**

Where the humble infantry advance with massed lasgun fire and bayonet, the Special Weapons Squads bring the Emperor's wrath in more concentrated and terrible forms. These small, elite teams, often veterans pulled from the line companies or hand-picked by platoon commanders — are equipped with the heavier and more destructive weaponry of the Excertus Imperialis. Flamers to scour enemy positions with burning promethium, meltaguns to punch through armoured hulls with searing beams of heat, plasma guns to unleash unstable star-fire, and heavy stubbers or rotor cannons to lay down suppressive barrages. Each squad carries the tools to break stalemates and shatter enemy formations at the critical moment.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Trooper	6	3	3	3	3	1	3	1	6	5	5	5	5+	-
Veteran Sergeant	6	3	4	3	3	1	3	2	7	7	6	6	5+	-

WARGEAR

- Frag grenades

TRAITS

- [Allegiance]
- Imperial Army

OPTIONS

- All models in this unit must purchase an Imperial Army Special Weapon, all models must have the same special weapon.
- Every Model in this Unit may have krak grenades selected for it for +10 Points per Unit.
- One Trooper in this Unit may have one Imperial Army Standard selected for it for +5 Points.
- One Trooper in this Unit may have one Vox Receiver selected for it for +10 Points.

SPECIAL RULES

- Support Squad (2)
- Doctrine (X)

TYPE

- **Veteran Sergeant:** Infantry (Sergeant)
- **Trooper** (Infantry)



FIELD GUN BATTERY

UNIT COMPOSITION: 1 FIELD GUN

- May include up to 4 additional Field Guns at +50 Points per Model.

SUPPORT

55 Points

Emplaced guns are the main source of heavy firepower for Imperial Army units, providing a vital hammer blow to the ranks of infantry they support. Considered underpowered and lacking in mobility by more professional armies, and viewed with contempt by the lofty Legioness Astartes, these weapons are among the most powerful available to many worlds – and, despite the opinions of better equipped armies, are still more than capable of causing harm to any force that underestimates them when deployed in sufficient numbers.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Field Gun	4	3	3	3	4	3	2	3	6	5	5	5	4+	-

WARGEAR

- Kalliope rocket mortar
- Las Pistol

TRAITS

- [Allegiance]
- Imperial Army

SPECIAL RULES

- Emplaced
- Bulky (5)
- Slow and Purposeful
- Support Unit (1)

TYPE

- Infantry (Heavy)

OPTIONS

- Any Field Gun Model in this Unit may have its kalliope rocket mortar exchanged for one of the following:
 - Thunderblast battlecannon..... +10 Points per Model
 - Heavy lascannon+15 Points per Model
- One Field Gun in this Unit may have one Imperial Army Vox Receiver selected for it for +10 Points.

SPECIAL RULES

Emplaced

Many Imperial Army troops carry weapons which require time to set up, or are heavy or unwieldy to manoeuvre. While these provide potent firepower, they cannot be quickly moved, and are generally abandoned should their operators be required to fall back.

A Unit that includes any Models with this Special Rule cannot make any Reactions which would allow it to Move.



Heavy Weapons Section

UNIT COMPOSITION: 3 Heavy Weapons teams.

This unit may include up to 2 Heavy Weapons teams for 15pts each.

Support
40 Points

While the humble infantry advance with massed lasgun fire, it is the Heavy Weapons Teams that deliver the real killing power of the Excertus Imperialis at the platoon and company level. These three- to five-man crews man the regiment's most potent portable firepower.

Equipped with tripod-mounted heavy bolters to shred enemy infantry and light vehicles, autocannons to punch through armour at range, missile launchers for versatile anti-tank or anti-infantry work, and the rare but devastating lascannon, these teams provide the concentrated fire support that allows line platoons to hold ground or push forward under heavy resistance.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Heavy Weapon Team	6	3	3	3	4	2	3	2	6	5	5	5	4+	-

WARGEAR

- Frag grenades
- Lasgun

Heavy Weapons Platform

- None

TRAITS

- [Allegiance]
- Imperial Army

OPTIONS

- Every Model in this Unit must have one item from the Imperial Army Heavy Weapons list selected for it. Every Model in this Unit must have the same item selected for it.

SPECIAL RULES

- Support Squad (1)
- Doctrine (X)
- Bulky (2)

Type

- **Heavy Weapons Platform** (Infantry)
- **Trooper** (Infantry)

- One Trooper in this Unit may have one Vox Receiver selected for it for +10 Points



HEAVY ORDNANCE BATTERY

UNIT COMPOSITION: 1 GUN CARRIAGE, 3 TROOPER

- May include up to 5 additional Troopers at +6 Points per Model.

SUPPORT
85 Points

Before the coming of the galactic civil war, the bulk of Imperial Army were configured to mount largely static, defensive operations, their heaviest weapons concentrated on key installations vital to the defence of their home world. Heavy ordnance batteries, commonly of the robust and easily supplied Earthshaker patterns, were ideal for this task, for what they lacked in battlefield mobility or the skill of their commanding artillerists, they compensated for in sheer weight of firepower.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Trooper	6	3	3	3	3	1	3	1	6	5	5	5	5+	-
Gun Carriage	-	1	3	4	7	4	1	-	1	1	1	1	3+	-

WARGEAR

Militia Gunner

- Lasgun
- Frag grenades

Gun Carriage

- Siege Mortar

TRAITS

- [Allegiance]
- Imperial Army

OPTIONS

- One Militia Gunner in this Unit may have one vox Reciever selected for it for +10 Points.

SPECIAL RULES

- Heavy Ordnance Crew
- Bulky (8) (Gun Carriage only)
- Support Unit (1)

TYPE

- **Trooper:** Infantry (Sergeant)
- **Gun Carriage:** Infantry

- The Gun Carriage in this Unit may have its Siege Mortar exchanged for one of the following:

- Heavy rocket bombard Free
- Siege cannon +5 Points
- Heavy quad launcher +15 Points
- Medusa mortar +15 Points
- Earthshaker Cannon +15 Points

SPECIAL RULES

Heavy Ordnance Crew

Each heavy ordnance crew works in concert to operate their gun carriage, keeping up a steady rate of fire while utilising its bulk and armoured shield to protect them from retribution.

The Characteristics of different Models with this Special Rule are used in different situations and they are Removed as Casualties instead of making Fall Back Moves.

A Unit that includes any Models with this Special Rule cannot make any Reactions which would allow it to Move.

Each time Wound Tests are made for a Fire Group that targets a Unit that includes any Models with this Special Rule, if any Gun Carriage Models are in this Unit, the Toughness Characteristic of the Gun Carriage is treated as being the majority. If any wounds are generated by these Wound Tests, the Target Model selected must be a Gun Carriage Model if possible.

Each time Wound Tests are made for a Strike Group targeting this Unit, the Toughness Characteristic of the Trooper Models is treated as being the majority. If any wounds are generated by these Wound Tests, the Target Model selected must be a Militia Gunner Model, if possible.

If at any point there are only Gun Carriage Models remaining in this Unit, those Models are immediately Removed as Casualties.



Imperial Army Ogryns

UNIT COMPOSITION: 3 OGRYN BRUTES

- May include up to 7 additional Ogryn Brutes at +35 Points per Model.
- If this Unit includes 5 or more Models, one Ogryn Brute may be replaced with 1 Ogryn Bone'Ed for +10 Points.

Heavy Assault
110 Points

Among the most brutal and imposing assets available to the Excerptus Imperialis are the Ogryn Squads — towering abhumans bred on high-gravity worlds, whose sheer size and strength make them living battering rams on the battlefield. Standing head and shoulders above even the largest mortal soldiers, Ogryns charge into the fray armed with massive ripper guns, crude slab shields, or simply their boulder-like fists.

They excel at close-quarters slaughter, shrugging off small-arms fire and smashing through enemy lines with raw, unstoppable force. In the fires of the Horus Heresy, both loyalist and traitor regiments deployed these abhumans as shock troops, where their simple but unbreakable loyalty and terrifying physical power often turned the tide of desperate assaults. What sets an Ogryn squad apart is its leader the Bone'ead. Selected from those rare individuals who display a faint glimmer of higher intelligence, these Ogryns undergo the Biochemical Ogryn Neural Enhancement (BONE) procedure. Surgical implants and chemical treatments thicken their already robust skulls while sharpening their limited cognitive abilities just enough to understand more complex orders, remember basic tactics, and maintain a semblance of command over their dim-witted kin. Clad in heavy carapace plates and often carrying a personalised weapon or banner, the Bone'ead leads from the front with a guttural roar, directing his squad where regular officers cannot. Though still far from truly intelligent by human standards, a Bone'ead can grasp concepts such as "hold this position" or "follow me through the breach" making the squad far more effective than a leaderless mob of brute strength.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Ogryn Brute	7	4	2	5	5	4	2	3	7	8	6	3	5+	-
Bone'Ed	7	4	2	5	5	4	2	4	8	9	6	5	5+	-

WARGEAR

- Ripper gun

TRAITS

- [Allegiance]
- Imperialis Militia

OPTIONS

- Any Model in this Unit may have its ripper gun exchanged for one of the following:
 - Stub cannon Free
 - Power maul +5 Points per Model
- The Ogryn Bone'Ed in this Unit may have its ripper gun exchanged for one of the following:
 - Heavy bolter Free
 - Heavy flamer +5 Points per Model
 - Autocannon +5 Points per Model
 - Thunder hammer +10 Points per Model

SPECIAL RULES

- Heedless
- Bitter Duty
- Bulky (4)
- Feel No Pain (5+)
- Impact (A)
- Doctrine (X)

TYPE

- **Ogryn Boss:** Infantry (Sergeant, Skirmish)
- **Ogryn Brute:** Infantry (Skirmish)
- One Ogryn Brute in this Unit may have one Imperial Army Standard selected for it for +5 Points.

"Its Dark in De'r Boss"

Ogryns may only embark on a transport if there is a Morale Officer within 6" or within the unit.



Hardened Veterans

UNIT COMPOSITION: 1 Hardened Veteran Sergeant, 4 Hardened Veterans
May include up to 5 additional Hardened Veterans for 7 points each.

Elites
55 Points

Not all soldiers of the Excerptus Imperialis remain humble infantry for long. Those who survive the bloodiest campaigns of the Great Crusade and the savage opening years of the Horus Heresy earn a far grimmer title ..Hardened Veterans.

These are the survivors: men and women who have marched across a hundred war zones, endured orbital bombardments, fought through rad-swept ruins, and seen entire regiments annihilated around them.

Clad in scavenged carapace plates over their flak armour, armed with whatever reliable weapons they can maintain, and bearing the scars of countless battles, they form the elite core of many Imperial Army formations. Hardened Veterans are entrusted with the most dangerous missions spearheading assaults, holding vital objectives against overwhelming odds, or conducting desperate counter-attacks when the line threatens to break. They fight with a cold, professional ferocity born not of gene-forged might, but of bitter experience and unyielding resolve. Many carry personalised weapons looted from fallen foes or issued as rewards for exceptional service, and they often operate with greater autonomy than standard line platoons.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Hardened Veteran	6	3	4	3	3	2	3	2	7	7	6	5	5+	-
Veteran Sergeant	6	3	4	3	3	2	3	2	8	8	7	6	5+	-
Heavy Weapons Team	6	3	4	3	3	2	3	2	7	7	6	5	5+	

WARGEAR

- Lasgun
- Frag grenades
- Krak grenades
- Close combat Weapon (Veteran only)

TRAITS

- [Allegiance]
- Imperial Army

OPTIONS

- Any Hardened Veteran in this Unit may have its Lasgun exchanged for a Shotgun for 1pt per model.
- One 1 in 5 Hardened Veterans in this Unit may have its Lasgun exchanged for one item from the Imperial Army Special Weapons list.
- Two Hardened Veterans in this Unit that have not exchanged their Lasgun, may form a Heavy Weapons team, and select a heavy weapon from the Imperial Army Heavy Weapons List.
- One Veteran may take a Demo Charge for 10 points

SPECIAL RULES

- Line (1)
- Doctrine (X)

TYPE

- **Veteran Sergeant:** Infantry (Sergeant)
- **Hardened Veteran** (Infantry)
- The Veteran Sergeant in this Unit may have its Lasgun exchanged for one item from the Imperial Army Pistols list or a Shotgun for 1pt.
- The Veteran Sergeant in this unit may exchange its Close combat weapon for one item from the Imperial Army Officer Melee Weapons list.
- One Hardened Veteran in this Unit may have one Imperial Army Standard selected for it for +5 Points.
- One Hardened Veteran in this Unit may have one Vox Receiver selected for it for +10 Points.



Storm Troopers

UNIT COMPOSITION: 1 Storm Trooper Sergeant, 4 Storm Troopers.

This unit may include up to 5 additional Storm Troopers for 8 points each

Elites
60 Points

Not all soldiers of the Excertus Imperialis remain humble infantry for long. Those who survive the bloodiest campaigns of the Great Crusade and the savage opening years of the Horus Heresy earn a far grimmer title ..Hardened Veterans.

These are the survivors: men and women who have marched across a hundred war zones, endured orbital bombardments, fought through rad-swept ruins, and seen entire regiments annihilated around them.

Clad in scavenged carapace plates over their flak armour, armed with whatever reliable weapons they can maintain, and bearing the scars of countless battles, they form the elite core of many Imperial Army formations. Hardened Veterans are entrusted with the most dangerous missions spearheading assaults, holding vital objectives against overwhelming odds, or conducting desperate counter-attacks when the line threatens to break. They fight with a cold, professional ferocity born not of gene-forged might, but of bitter experience and unyielding resolve. Many carry personalised weapons looted from fallen foes or issued as rewards for exceptional service, and they often operate with greater autonomy than standard line platoons.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Storm Trooper	6	4	4	3	3	1	3	2	8	8	7	7	4+	-
Trooper Sergeant	6	4	4	3	3	1	3	2	8	8	7	7	4+	-

WARGEAR

- Hotshot Lasgun
- Frag grenades
- Krak grenades
- Melta Bombs
- Close combat Weapon (Trooper Sergeant only)

TRAITS

- [Allegiance]
- Imperial Army

OPTIONS

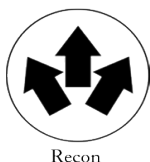
- One in 5 Storm Troopers in this Unit may have its Hotshot Lasgun exchanged for one item from the Imperial Army Special Weapons list, OR may take a Hotshot Volley Gun for 10pts.
- The Trooper Sergeant in this Unit may Purchase one item from the Imperial Army Pistols list.
- One Storm Trooper may take a Demo Charge for 10 points

SPECIAL RULES

- Vanguard (3)
- Doctrine (X)
- Infiltrate (12)
- Deep Strike
- Outflank
- Precision (6+)
- Implacable Advance

TYPE

- **Trooper Sergeant** (Infantry, Sergeant)
- **Storm Trooper** (Infantry)
- The Trooper Sergeant in this unit may exchange its Close combat weapon for one item from the Imperial Army Melee Weapons list.
- One Storm Trooper in this Unit may have one Imperial Army Standard selected for it for +5 Points.
- One Storm Trooper in this Unit may have one Vox Receiver selected for it for +10 Points.



Reconnaissance Section

UNIT COMPOSITION: 1 Scout Sergeant, 4 Scouts

- May include up to 5 additional Scouts at +6 Points per Model.

**Recon
35 Points**

The eyes and ears of the Imperial Army, Reconnaissance Sections are elite light infantry tasked with the dangerous work of probing enemy lines, mapping enemy positions, and identifying weak points before the main assault. Lightly armed and armoured compared to line infantry, these soldiers operate far ahead of friendly forces, often deep in no-man's-land or behind enemy lines. Equipped with auspex scanners, long-range vox equipment, and camouflage gear, they move quickly and quietly, relaying vital intelligence that can mean the difference between victory and slaughter for the regiments that follow. Many Reconnaissance Sections make use of Tauros rapid assault vehicles or Salamander Scout Tanks, while others prefer to operate on foot, using the terrain and shadows to remain undetected. Their role is vital, yet notoriously deadly, it is said that for every reconnaissance trooper who returns with valuable information, three more lie dead in the mud and ruins.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Scout	7	3	3	3	3	1	3	1	7	7	6	5	5+	-
Scout Sergeant	7	3	3	3	3	1	3	1	8	8	7	8	5+	-

WARGEAR

- Bulpup Las
- Frag grenades

TRAITS

- [Allegiance]
- Imperialis Army
- Smokescreen

OPTIONS

- Up to two models in this Unit may have its Bulpup Las exchanged for one Long Las for 10 points per model
- One in five models in this unit may exchange their Bulpup Las for a single special weapon from the Imperial Army special weapons list.
- One in five models in this unit may exchange their Bulpup Las for either a Missile Launcher for 10 points per model, or a Heavy Stubber for 10 points per model.

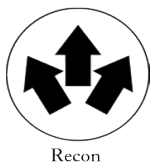
SPECIAL RULES

- Infiltrate (9)
- Orders (Target Designated)
- Move Through Cover
- Support Unit (2)
- Doctrines (X)

TYPE

- **Scout Sergeant:** Infantry (Sergeant, Light)
- **Scout:** Infantry (Light)

- One Scout in this Unit may have one vox receiver selected for it for +10 Points.
- The Scout Sergeant in this Unit may have melta bombs selected for it for +10 Points.
- One Scout in this unit may have one Cognis Signum selected for it for 15 points.



Ratling Sniper Teams

UNIT COMPOSITION: 1 Ratling Sergeant, 4 Ratling Snipers

This unit may include up to 5 additional Ratling Snipers for 10pts each.

Recon

50 Points

Among the most unusual and mistrusted assets of the Excertus Imperialis are the Ratling Sniper Teams.

Small squads of abhuman marksmen drawn from the low-gravity, high-agriculture worlds of the Imperium. Short of stature but exceptionally sharp-eyed and steady-handed, these diminutive soldiers are armed with long-las sniper rifles customised for precision work and camouflaged cloaks that allow them to disappear into rubble, undergrowth, or ruined cityscapes. Operating far ahead of the main line or hidden in elevated positions, Ratling teams provide vital long-range fire support.

They pick off enemy officers, eliminate heavy weapons crews, disrupt command chains, and sow terror with perfectly placed shots that seem to come from nowhere. Their uncanny accuracy and ability to remain undetected for hours (or days) make them feared by both loyalist and traitor forces alike.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Ratling Sniper	6	2	4	2	3	1	4	1	5	5	5	9	5+	-
Ratling Sergeant	6	2	4	2	3	1	4	1	6	7	6	9	5+	-

WARGEAR

- Long Las
- Frag Grenades

TRAITS

- [Allegiance]
- Imperial Army

SPECIAL RULES

- Support Squad (2)
- Infiltrate (12)
- Doctrine (X)

TYPE

- **Ratling Sergeant** (Infantry, Light, Sergeant)
- **Ratling** (Infantry, Light)

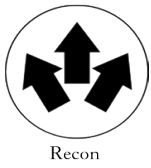
OPTIONS

- One Ratling Sniper in this Unit may have one Vox Reciever selected for it for +10 Points.

Wargear:

Long Las

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Trait
Long Las	36	1	4	5	1	Heavy (RS), Breaching (6+), Precision (5+), Pinning (1)	Las



Imperial Army Tauros

UNIT COMPOSITION: 1 Tauros,

this unit may include up to 1 additional Tauros for 30 points

- All Models may be replaced with Tauros Venators for 15pts. per model

**RECON
30 POINTS**

The Tauros is a lightweight, all-terrain assault vehicle commonly fielded by the Excertus Imperialis for reconnaissance, rapid strikes, and flanking manoeuvres. Built on a rugged quad-axle chassis, it excels in difficult terrain where heavier transports cannot follow.

The standard Tauros is armed with a heavy flamer or grenade launcher and carries a small crew in its open fighting compartment. Its speed and agility make it ideal for hit-and-run raids and long-range scouting.

The heavier Tauros Venator variant mounts a turreted weapon system, usually twin-linked multi-lasers for anti-infantry suppression or twin-linked lascannons for anti-armour work. With slightly better armour and a six-wheeled configuration, the Venator provides mobile fire support while retaining the Tauros's signature speed and manoeuvrability. In the savage battles of the Horus Heresy, both patterns became common sights among line regiments and veteran cohorts.

Tauros squadrons struck deep into enemy territory, harassed supply lines, and provided fast response firepower wherever the front line threatened to break. Fragile but swift, these vehicles embodied the aggressive, mobile warfare favoured by many Imperial Army commanders.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Tauros	16	3	10	10	10	3	-
Tauros Venator	16	3	11	10	10	3	-

WARGEAR

Tauros

- Pintle Mounted Heavy Flamer
- Smoke launchers

Tauros Venator

- Pintle Mounted Twin Multi Laser
- Smoke launchers

SPECIAL RULES

- Move Through Cover
- Outflank
- Independent

TYPE

- Vehicle (Rapid)

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

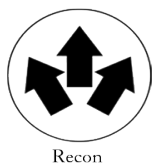
OPTIONS

- The Tauros may have its Pintle Mounted Heavy Flamer exchanged for one of the following:
 - Pintle Mounted Tauros Grenade Launcher.....+10 Points
- The Tauros **Venator** may have its Pintle Mounted Twin Multi Laser exchanged for one of the following:
 - Pintle Mounted Twin Lascannon.....+10 Points

- This Model may have any of the following selected for it:
 - (Venator only) Up to two Hull (Front) Mounted hunter-killer missiles..... +5 Points each
 - Searchlights.....+5 Points
 - (Tauros only) One, Hull (Hull) Hunter killer missile-----+5 points

Tauros Grenade Launcher

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Frag	18	2	3	6	1	Blast (3"), Pinning (0)	-
Krak	18	2	6	4	2	Breaching (6+)	-



Salamander Scout Tank

Unit Composition: 1 Salamander Command Vehicle

RECON
80 POINTS

The Salamander Scout Vehicle is a fast, lightly armoured reconnaissance platform used extensively by the regiments of the Excertus Imperialis. Designed for speed and mobility rather than durability or troop transport, the Salamander excels at probing enemy lines, gathering intelligence, and supporting flanking manoeuvres. It is armed as standard with a centrally mounted Gravis autocannon for engaging light vehicles and infantry at range, paired with a hull-mounted heavy bolter for anti-personnel fire. Lacking any transport capacity, the Salamander carries only its crew of two a driver and gunner allowing it to maintain a low profile and high speed across the battlefield. Its lightweight construction and powerful engines enable it to outpace heavier vehicles, slip through broken terrain, and rapidly reposition to avoid becoming pinned down. Salamander crews are expected to locate enemy positions, identify weak points, and relay vital information back to command while evading direct confrontation with superior forces.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Salamander Scout Tank	14	3	12	11	10	4	-

WARGEAR

- Hull (Front) Gravis Auto Cannon
- Hull (Front) Mounted heavy bolter
- Smoke launchers

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

OPTIONS

- This Model may have its Hull (Front) Mounted heavy bolter exchanged for one of the following:
 - Hull (Front) Mounted heavy flamer Free

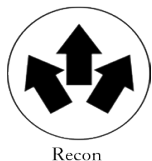
SPECIAL RULES

- Outflank
- Move Through Cover

TYPE

- Vehicle (Rapid)

- This Model may have one item from the Imperial Army Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile +5 Points
 - Searchlights +5 Points
 - Cognis Signum +15 Points



Rough Riders

UNIT COMPOSITION: 1 Rough Rider Sergeant, 4 Rough Riders

- May include up to 5 additional Rough Riders at +10 Points each.

**RECON
65 Points**

Among the most mobile and aggressive assets of the Excertus Imperialis are the Rough Rider Squads hardy cavalry troops mounted on genetically enhanced steeds, cybernetic mounts, or xenos-derived riding beasts drawn from a thousand compliant worlds. Clad in flak armour or reinforced riding plate and armed with hunting lances, lascarbines, and sabres, Rough Riders excel at rapid flanking manoeuvres, hit-and-run raids, and devastating shock charges. They are often deployed to exploit gaps in the enemy line, pursue broken formations, or strike deep into rear echelons to disrupt artillery and command posts. While the Legioneres Astartes rely on the sheer power of their jump packs and armoured transports, the mortal Rough Riders bring speed and flexibility that only living mounts can provide. Their mounts ranging from massive grox, cyber-augmented stallions, to hardy steppe-runners allow them to traverse difficult terrain such as dense jungles, broken ruins, or rad-scarred wastelands where tracked vehicles struggle.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Rough Rider	12	4	3	3	3	2	3	2	6	5	5	5	5+	-
Rough Rider Sergeant	12	4	3	3	3	2	3	2	7	7	5	5	5+	-

WARGEAR

- Las Pistol
- Bulpup Las
- Frag grenades

TRAITS

- [Allegiance]
- Imperial Army

SPECIAL RULES

- Bulky (2)
- Firestorm
- Outflank
- Implacable Advance
- Impact (S)
- Vanguard (3)

TYPE

- **Rough Rider Sergeant:** Cavalry (Sergeant)
- **Rough Rider:** Cavalry

OPTIONS

- Any Model in this Unit may have one item from the Imperial Army Weapons list, or one Rough Rider lance selected for it +5 Points per Model.
- One Rough Rider in this Unit which has not had one of the above options selected for it may have one item from the Imperial Army Special Weapons list selected for it.

- The entire unit may select Melta Bombs for 25 points for the whole unit.
- The Rough Rider Sergeant in this Unit may have its Las pistol exchanged for one item from the Imperial Army Melee Weapons list.
- One Militia Outrider in this Unit may have one Imperial Army Standard selected for it for +5 Points.
- One Rough Rider may take a Demo Charge for 10 points



Fast Attack

Imperial Army Griffin

UNIT COMPOSITION: 1 Griffin

Fast Attack
80 POINTS

Built upon the ubiquitous Chimera chassis, the Griffin serves as the Imperial Army's premier mobile light artillery platform. Designed for close-to-medium range fire support, the Griffin mounts a heavy mortar cannon capable of lobbing powerful explosive shells in high arcs over intervening terrain, walls, or defensive emplacements.

While the colossal Earthshaker cannons of the Basilisk and the siege guns of the Medusa deliver devastating long-range or direct-fire barrages, the Griffin excels at saturating enemy positions with rapid, high-angle fire. Its shells are particularly effective against massed infantry, light vehicles, and entrenched foes hiding in trenches, ruins, or behind barricades blasting them from cover with relentless bombardment. Lightly armoured and relatively fast for an artillery piece, the Griffin can keep pace with advancing infantry and mechanised columns, repositioning quickly to maintain fire support as the battle line shifts. Many regimental commanders favour it for urban assaults and siege warfare, where its ability to fire over obstacles proves invaluable.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Griffin	12	3	12	11	10	4	-

WARGEAR

- Centerline Heavy Mortar
- Hull (Front) Mounted heavy bolter
- Smoke launchers

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

OPTIONS

- This Model may have its Hull (Front) Mounted heavy bolter exchanged for one of the following:
 - Hull (Front) Mounted heavy flamer Free

SPECIAL RULES

- Explodes (5+)

TYPE

- Vehicle (Rapid)

- This Model may have one item from the Imperial Army Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights.....+5 Points



Imperial Army Hellhound

UNIT COMPOSITION: 1 Hellhound

Fast Attack
80 POINTS

When the enemy must be burned from trenches, bunkers, or ruined hab-blocks, the Imperial Army unleashes the Hellhound. Built on the versatile Chimera chassis, this specialised flame tank is a terror weapon designed to scour the battlefield with promethium fire. The standard Hellhound mounts a massive Inferno Cannon on its turret, capable of projecting a roaring jet of burning fuel that can engulf entire enemy squads or clear defended positions in seconds. Its hull retains the Chimera's multi-laser or heavy bolter for secondary firepower, making it effective against both infantry and light vehicles. The Hellhound has several recognised variants used by Excerptus Imperialis regiments during the Great Crusade and Horus Heresy:

Devil Dog: Armed with a powerful Melta Cannon instead of the Inferno Cannon, the Devil Dog excels at hunting enemy armour at close range, delivering super-heated blasts that can melt through even heavy plating.

Banewolf: Fitted with a Chem Cannon that sprays corrosive toxins and acidic compounds, the Banewolf is particularly effective against heavily armoured foes or biologically enhanced enemies. Its foul chemical payload can dissolve flesh, corrode armour, and leave behind lingering clouds of lethal vapour.

Fast, relatively cheap to produce, and horrifyingly effective in urban or trench warfare, Hellhound variants became a staple of Imperial Army mechanised forces. In the savage close-quarters battles of the Horus Heresy, loyalist and traitor flame tanks alike turned battlefields into infernos, their burning wakes leaving nothing but ash and blackened bones in their path.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Hellhound Flame Tank	14	3	12	11	10	4	-

WARGEAR

- Turret Mounted Inferno Cannon
- Hull (Front) Mounted heavy bolter
- Smoke launchers

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

OPTIONS

- This Model may have its Turret Mounted Inferno cannon exchanged for one of the following:
 - Turret Mounted Chem Cannon----- 20pts
 - Turret Mounted Melta Cannon----- 30pts
- This Model may have its Hull (Front) Mounted heavy bolter exchanged for one of the following:
 - Hull (Front) Mounted heavy flamer Free

SPECIAL RULES

- Explodes (3+)

TYPE

- Vehicle (Rapid)

- This Model may have one item from the Imperial Army Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights.....+5 Points

WARGEAR

Chem Cannon

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Chem Cannon	18	1	1	4	1	Blast (3), Poison (2+), Panic (1)	-



Hippogriff Armoured Fighting Vehicle

UNIT COMPOSITION: 1 Hippgriff

Fast Attack
60 POINTS

Developed as a fast, versatile fire-support platform for the Excertus Imperialis, the Hippogriff is a compact, mobile armoured vehicle designed to keep pace with rapid mechanised advances and provide immediate heavy firepower where it is needed most. Built on a lightweight, high-output chassis similar to the Centaur but with significantly greater protection and offensive capability, the Hippogriff serves as a highly adaptable hunter-killer and infantry support tank. Its turret can be fitted with a variety of powerful weapons, allowing regimental commanders to tailor each vehicle to the demands of the battlefield.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Hippogriff AFV	14	3	12	10	10	3	-

WARGEAR

- Turret mounted Gatling Cannon
- Co Axial Heavy Stubber
- Smoke launchers

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

SPECIAL RULES

- Move Through Cover
- Outflank

TYPE

- Vehicle (Rapid)

OPTIONS

- This Model may have its Gatling Cannon exchanged for one weapon from the following list.
 - Turret Mounted Snub Battlecannon----- 10pts
 - Turret Mounted Multi Melta-----20pts
 - Turret Mounted Lascannon-----30pts
- This Model may have its Co Axial Heavy Stubber exchanged for one weapon from the following list.
 - Co Axial Meltagun----- 10pts

- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights.....+5 Points
- This Model may have one item from the Imperial Army Pintle Weapons list selected for it.



Imperial Army Strike Fighters

UNIT COMPOSITION: 1 Thunderbolt OR Lightning

FAST ATTACK

Thunderbolt 140 Points

Lightning 160 Points

The Thunderbolt is a pattern of heavy fighter which forms the mainstay of Imperial Army air wings. Famed for its reliability and ruggedness, many worlds boast small wings of these dependable and easy to maintain fighter craft, providing capability for ground-attack and also performing vital aerial interdiction against enemy aircraft. Its versatile armament ensures it is capable of destroying even the most resilient targets, and its own armoured frame rivals that of even the aircraft of the vaunted Legiones Astartes.

The Lightning Strike is the primary ground-attack variant of the Imperial Army's most common atmospheric fighter. A fast, rugged single-seat aircraft, it is optimised for low-level strafing runs and precision strikes against enemy armour and entrenched positions. Armed with twin-linked lascannons and multiple wing-mounted hardpoints carrying Hellstrike missiles or heavy bombs, the Lightning Strike excels at destroying tanks, bunkers, and massed troop formations from above. Its powerful engines and responsive handling allow it to scream across the battlefield at low altitude, deliver its payload with lethal accuracy, and escape before enemy anti-air batteries can track it.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Thunderbolt	22	3	12	12	12	5	-
Voss Lightning Fighter	22	3	11	11	11	4	-

WARGEAR

Thunderbolt

- Centreline Mounted twin lascannon
- Two Centreline Mounted gravis autocannon

Voss Lightning Fighter:

- Centreline Mounted twin lascannon
- Six Centreline Hellstrike Missiles

TRAITS

- [Allegiance]
- Imperial Army

SPECIAL RULES

- Stable (Thunderbolt Only)

TYPE

- Vehicle (Flyer)

OPTIONS

- The Thunderbolt may have 4 Centreline mounted Hell Strike Missiles for 20 points.

Or may purchase the following option

- 4 Centreline (Front/Rear) High Explosive Bombs.....20 Points

- The Lightning may upgrade to the "Strike" Variant for free, exchanging 2 Hellstrikes for 1 Centreline Gravis Autocannon.

• This Model may have flare launchers selected for it for +5 Points.



Fast Attack

AVENGER STRIKE FIGHTER

UNIT COMPOSITION: 1 AVENGER STRIKE FIGHTER

FAST ATTACK
130 POINTS

The Avenger Strike Fighter was the primary ground assault craft of the Imperial Army used during planetary invasions, commonly employed as a close-support aircraft where it would commit sorties along the front line. Armed with an Avenger bolt cannon, the Avenger Strike Fighter was able to punch through the weaker top armour of enemy vehicles with terrifying ease. During the Horus Heresy, Avenger Strike Fighters were transformed into a symbol of terror for Imperial ground forces as they were subjected to withering aerial firepower they had once called upon in battle.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Avenger Strike Fighter	22	3	12	12	12	4	-

WARGEAR

- Centreline Mounted avenger bolt cannon
- Centreline Mounted twin lascannon
- Hull (Rear) Mounted heavy stubber
- 4 Centreline Hellstrike Missiles

SPECIAL RULES

- None

TYPE

- Vehicle (Flyer)

TRAITS

- [Allegiance]
- Imperial Army

OPTIONS

- This Model may have 4 Centreline Hellstrike missiles replaced with the following.

- 4 Centreline (Front/Rear) Cluster Phosphex Bombs.....30pts
- 4 Centreline (Front/Rear) High Explosive Bombs.....10pts

- This Model may have flare launchers selected for it for +5 Points.

WARGEAR

Avenger Bolt Cannon

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Avenger bolt cannon	36	5	6	3	1	Suppressive (1)	Bolt



Fast Attack

Vulture Gunship

UNIT COMPOSITION: Vulture Gunship

FAST ATTACK
150 Points

The Vulture is a dedicated heavy attack gunship of the Imperial Army and attached Imperial Navy forces. Developed as a more heavily armed evolution of the Valkyrie airframe, the Vulture sacrifices troop transport capacity for devastating firepower and endurance. Heavily armed with twin-linked Punisher gatling cannons (or multiple heavy bolter clusters), rocket pods, and under-wing ordnance hardpoints, the Vulture is designed to loiter over the battlefield and deliver sustained close air support. Its robust airframe and powerful turbofan engines allow it to remain on station far longer than lighter Valkyrie variants, raining death upon enemy armour, infantry concentrations, and fortified positions. While the Valkyrie excels at rapid troop insertion and extraction, the Vulture is a pure hunter-killer. It excels at breaking enemy advances, suppressing anti-air defences, and providing overwatch for ground regiments during major offensives.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Vulture Gunship	22	3	11	11	11	4	-

WARGEAR

- Searchlights
- Turret Heavy Bolter
- Two Centreline Multi Lasers
- Two Centreline HellStrike Missiles

TRAITS

- [Allegiance]
- Imperial Army

OPTIONS

This model may have its two Centreline Hellstrike Missile exchanged for one of the following.

- 4 Centreline Hunter Killer missiles-----10pts
- 2 Centreline Missile Pods-----20pts

This model may have its two wing mounted Multi Lasers exchanged for one of the following.

- Two Centreline Auto cannons-----30pts
- Two Centreline Lascannons-----40pts
- Two Centreline Missile Launchers-----20pts
- Two Centreline Missile Pods-----20pts

This model may have Centreline Multi Lasers and Hellstrike Missiles exchanged for one of the following.

- Two Centreline Punisher Gatling Cannons-----30pts

SPECIAL RULES

- None

TYPE

- Vehicle (Flyer, **Hover**, Unique)

- This Model may have flare launchers selected for it for +5 Points.

Hover mode:

A Unit with the Hover unit type may choose to remain on the table after completing a combat assignment, If it does so, it loses the Flyer unit type until the end of the controlling players next movement phase, the controlling player must then decide if it will continue to Hover or will be removed from the table, gaining the flyer unit type once again and following all the normal rules for Flyers.

A Flyer that elects to remain on the table in Hover mode is treated in all ways as a Vehicle with the Anti Grav unit type.



Imperial Army Hydra Flak Tank

UNIT COMPOSITION: 1 Hydra

ARMOUR
160 POINTS

Armour

The Hydra is the Imperial Army's primary mobile anti-aircraft platform. Built upon the reliable Chimera chassis, this quad-barrelled flak tank is designed to protect advancing columns and artillery batteries from enemy aircraft and descending drop pods. Its four long-barrelled autocannons are linked to a sophisticated targeting cogitator that can track and engage fast-moving aerial targets with devastating accuracy. When fired together, the Hydra's guns produce a withering storm of explosive shells capable of shredding aircraft, gunships, or even low-orbiting landers in seconds. Though primarily an anti-air defence vehicle, the Hydra is equally feared when turned against ground targets. Its high rate of fire makes short work of massed infantry, light vehicles, and exposed troops, earning it the grim nickname "the Buzzsaw" among both loyalist and traitor forces. Lightly armoured and relatively fast, Hydras are rarely deployed alone. They usually operate in batteries, providing overlapping fields of fire to create deadly no-fly zones above Imperial Army advances. During the Horus Heresy, entire squadrons of Hydras were burned out trying to hold the skies above key battlefields, their burning wrecks forming makeshift barricades as the sky itself seemed to rain fire.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Hydra Flak Tank	10	3	12	11	10	5	-

WARGEAR

- Turret Mounted Hydra Battery
- Hull (Front) Mounted heavy bolter
- Smoke launchers

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

OPTIONS

This Model may have its Hull (Front) Mounted heavy bolter exchanged for one of the following:

- Hull (Front) Mounted heavy flamer..... Free

SPECIAL RULES

- None

TYPE

- Vehicle

- This Model may have one item from the Imperial Army Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights.....+5 Points

Hydra Battery

Ranged Weapon	R	FP	RS	AP	D
Hydra Battery	60	4	7	4	2

Special Rules	Traits
Rapid Tracking, Skyfire	Auto
Breaching (5+) Ordnance (FP)	



Imperial Army Leman Russ Tank

UNIT COMPOSITION: 1 LEMAN RUSS

This Model s may be replaced with a Conqueror pattern Leman Russ for 10pts.

Armour
150 POINTS

Armour

The mainstay armoured fist of the Excertus Imperialis, the Leman Russ battle tank in its standard Imperial Army configuration is a rugged, mass-produced workhorse. Unlike the sleeker, sponson-less variants favoured by the void-hardened Solar Auxilia, regular Army Leman Russes are frequently fitted with side sponson mounts allowing them to bring additional heavy bolters, heavy flamers, Plasma Cannons to bear against close-range threats.

This configuration reflects the role of the Imperial Army as the Imperium's primary line regiments: expected to engage in sustained ground campaigns, hold captured territory, and fight alongside massed infantry without the elite support infrastructure granted to Solar cohorts. Sponsons provide vital defensive firepower when Chimera-borne troops are disembarking or when enemy hordes close the distance under artillery fire.

In the fires of the Horus Heresy, these sponson-equipped tanks became a common sight on both loyalist and traitor sides. Veteran regiments prized the extra armament, while many crews learned the hard way that the additional guns came at the cost of greater mechanical complexity and crew fatigue in the relentless attritional battles of the age.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Imperial Army Leman Russ	10	3	14	13	10	6	-
Conqueror Pattern Leman Russ	12	3	14	13	10	6	-

WARGEAR

- Turret Mounted battlecannon
- Hull (Front) Mounted heavy bolter
- Smoke launchers
- Turrent mounted Conqueror Cannon (Conqueror only)
- Co Axial Storm Bolter (Conqueror Cannon)

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

OPTIONS

- This Model may have its Turret Mounted battlecannon exchanged for one of the following:
 - Turret Mounted gravis autocannon Free
 - Turret Mounted twin lascannon Free
 - Turret Mounted vanquisher cannon and one Co-Axial Mounted heavy stubber+10 Points
 - Turret Mounted executioner plasma destroyer+25 Points
 - Turret Mounted demolisher cannon..... +30 Points
- This Model may have a pair of sponsons from the Imperial Army Sponson list.
- This Model may have its Hull (Front) Mounted heavy bolter exchanged for one of the following:
 - Hull (Front) Mounted heavy flamer Free
 - Hull (Front) Mounted lascannon+10 Points
- This Model may have one item from the Militia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights.....+5 Point

WARGEAR

Conqueror Cannon

The Conqueror cannon is a shortened battle cannon, using more advanced stabalisers, it allows the Leman Russ to fire on the move more accurately, but at the loss of firepower and range.

Ranged Weapon

Conqueror Cannon

R FP RS AP D

36 1 7 4 2

Special Rules

Blast (3"), Heavy (FP), Pinning (1)
Stable

Traits

Auto



DESTROYER TANK HUNTER

UNIT COMPOSITION: 1 DESTROYER TANK HUNTER

130 Points

Armour

Much like the similarly designed Thunderer, the Destroyer Tank Hunter was an uncomplicated marrying of a basic tank chassis and a single armament, in this case the Proteus laser destroyer. As a precursor to the more complex and refined las weaponry that would be later developed, the Proteus pattern weapon was manufactured using inexpensive materials and basic fabrication processes, and whilst it possessed much of the potency of the more elegant designs, it lacked reliability and stability.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Destroyer Tank Hunter	10	3	14	13	10	6	-

WARGEAR

- Centreline Mounted Proteus laser destroyer

SPECIAL RULES

- None

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

TYPE

- Vehicle

OPTIONS

- This Model may have one item from the Imperial Army Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front)
Mounted hunter-killer missile.....+5 Points
 - Searchlights.....+5 Points
 - Dozer blade+5 Points

WARGEAR

Proteus Laser Destroyer

The Proteus pattern laser destroyer mounts its counterpart's quadruple las emitters inside a single bulky collimator barrel, a requirement of the lower-grade materials used in the emitters' focussing arrays.

Ranged Weapon

Proteus laser destroyer

R FP RS AP D

36 2 10 2 2

Special Rules

Heavy (D), Armourbane, Overload (1)

Traits

Las



THUNDERER SIEGE TANK

UNIT COMPOSITION: 1 THUNDERER SIEGE TANK

155 Points

Armour

Devised as a refit schema for damaged tanks or to make use of incomplete chassis held in readiness by numerous Forge Worlds, the Thunderer was an inelegant but nonetheless serviceable addition to the battle formations of the Imperial Army. What it lacked in sophistication, mounting just a single primary armament and ammunition supply, it made up for in simplicity and singular purpose, with initiate crews able to be trained in all applicable combat protocols in a matter of mere hours before being deployed onto the front lines.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Thunderer Siege Tank	10	3	14	13	10	6	-

WARGEAR

- Centreline Mounted demolisher cannon

SPECIAL RULES

- None

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

TYPE

- Vehicle

OPTIONS

- This Model may have one item from the Imperial Army Pintle Weapons list selected for it.

- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights.....+5 Points
 - Dozer blade+5 Points



MINOTAUR ARTILLERY TANK

UNIT COMPOSITION: 1 MINOTAUR ARTILLERY TANK

205 Points

Armour

Many Regiments of the Imperial Army maintained a reserve of venerable and antiquated self-propelled artillery guns that were known as Minotaurs. These lumbering war machines were designed to provide close fire-support to the front lines, following the advance of other troops, but their slow speed and the convoluted process of readying the guns to fire meant that they were often only called into action in the most desperate circumstances or provided to garrison forces behind the leading edge of the Great Crusade.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Minotaur Artillery Tank	8	3	13	13	13	7	-

WARGEAR

- Centreline (Rear) Mounted twin earthshaker cannon

SPECIAL RULES

- None

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

TYPE

- Vehicle

OPTIONS

- This Model may have any of the following selected for it:

- One Hull (Rear) Mounted hunter-killer missile.....+5 Points
- Searchlights.....+5 Points

WARGEAR

Twin Earthshaker Cannon

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Twin earthshaker cannon	240	2	5	4	2	Ordinance (RS), Blast (5"), Barrage (2), Breaching (6+), Pinning (1)	-



Imperial Army Artillery Battery

UNIT COMPOSITION: 1 Artillery Battery

**Armour
110 POINTS**

Armour

When the grinding advance of the Imperial Army requires the enemy to be broken before the infantry even crests the ridge, the Artillery Batteries of the Excertus Imperialis answer the call. These mobile or emplaced fire support formations rain death from afar, turning strongpoints into rubble and entire enemy regiments into red mist long before the first lasgun is raised.

The ubiquitous Basilisk provides the backbone of regimental artillery with its Earthshaker cannon a long-barrelled weapon capable of hurling high-explosive shells across vast distances with punishing accuracy. For closer, more devastating work, the Medusa siege gun delivers brutal, short-ranged barrages that can collapse bunker complexes and shatter armoured formations in a single salvo. When sheer destructive power is required, the colossal Colossus Bombard brings its massive mortar to bear, lobbing enormous shells in high arcs to annihilate entrenched positions and sow terror behind enemy lines.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Artillery Battery	12	3	12	12	10	5	-

WARGEAR

- Centre line Siege Cannon
- Hull (Front) Mounted heavy bolter
- Smoke launchers

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

OPTIONS

- This Model may have its Earthshaker cannon exchanged for one of the following:
 - Centreline Earthshaker cannon----- 10pts
 - Centreline Medusa----- 20pts
 - Turret Manticore missile Battery----- 90pts
- This Model may have its Hull (Front) Mounted heavy bolter exchanged for one of the following:
 - Hull (Front) Mounted heavy flamer..... Free

SPECIAL RULES

- None

TYPE

- Vehicle

- This Model may have one item from the Imperial Army Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights.....+5 Points

Manticore Missile Battery

When selecting a target for this weapon, choose one of the below weapon profiles, regardless of which profile is selected, the Manticore missile battery has Limited (4), so can fire no more than 4 missiles per game of any type.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Sky Eagle Rockets	60	1	8	4	3	Skyfire, Auto Tracking, Heavy (BS)	
Manticore Missiles	120	1	10	4	2	Blast (5"), Pinning (1) Ordnance (D), Barrage (2)	
Storm Eagle Rockets	120	1	8	3	1	Shred (6+), Rending (5+), Pinning (2) Barrage (2), Heavy (FP) Blast (3")	



Imperial Army MALCADOR HEAVY TANK

UNIT COMPOSITION: 1 Imperial Army MALCADOR

ARMOUR
215 Points

Armour

A mainstay heavy tank of the early decades of the Great Crusade and named after the Regent of Terra – Malcador the Sigillite – the Malcador was largely consigned to second-line service by the time of the outbreak of the Horus Heresy. Hence, a great many Imperial Army Battallions, even those raised from less developed worlds, are possessed of large reserves of this formidable engine of war, although in some cases they are fielded by crews so ignorant in the ways of the machine that they might abandon them the moment they run out of fuel or ammunition.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Imperial Army Malcador	12	3	13	13	11	7	-

WARGEAR

- Hull (Front) Mounted battlecannon
- Hull (Front) Mounted heavy bolter
- Two Sponson Mounted multi-lasers
- Smoke launchers

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

OPTIONS

- This Model may have its Hull (Front) Mounted battlecannon exchanged for one of the following:
 - Hull (Front) Mounted twin lascannon Free
 - Hull (Front) Mounted vanquisher cannon+10 Points
- This Model may have its Hull (Front) Mounted heavy bolter exchanged for one of the following:
 - Hull (Front) Mounted heavy flamer Free
 - Hull (Front) Mounted multi-laser Free
 - Hull (Front) Mounted autocannon+5 Points
 - Hull (Front) Mounted lascannon+10 Points
 - Hull (Front) Mounted demolisher cannon+40 Points

SPECIAL RULES

- Independent Fire

TYPE

- Vehicle

- This Model may have both Sponson Mounted multi-lasers exchanged for one of the following:
 - Two Sponson Mounted heavy flamers Free
 - Two Sponson Mounted heavy bolters Free
 - Two Sponson Mounted autocannon+10 Points
 - Two Sponson Mounted lascannon+20 Points
- This Model may have one item from the Militia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile+5 Points
 - Dozer blade+5 Points
 - Searchlights+5 Points

SPECIAL RULES

Independent Fire

Whether by means of advanced targeting cogitators or by merit of numerous crew, each tasked with manning a separate gun, some armoured vehicles are capable of targeting numerous foes simultaneously. The hail of fire such vehicles can project far outweighs the lack of focus in their volleys.

A Model with this Special Rule can shoot at multiple targets at its full Ballistic Skill.

When making multiple Shooting Attacks in the same Shooting Phase, a Model with this Special Rule and the Vehicle Type does not have to make all attacks as Snap Shots.

Designers note:

The Malcador unit entry can be used to represent other, more rare, heavy tanks such as the Rogal Dorn, though not a direct translation.



Valkyrie Gunship

UNIT COMPOSITION: Valkyrie Gunship

Heavy Transport
170 Points

Heavy Transport

The skies of a thousand war zones belong to the Valkyrie Gunship the primary aerial assault and transport craft of the Excertus Imperialis. Sleek, heavily armed, and capable of rapid insertion under fire, the Valkyrie delivers platoons of infantry directly into the heart of battle or extracts them when the tide turns against them. Equipped with heavy bolters or lascannons in its nose, wing-mounted rocket pods, and a rear ramp that allows troops to disembark under fire, the Valkyrie combines the roles of troop transport, gunship, and close air support platform.

Its powerful turbofan engines grant it the speed and manoeuvrability to outrun ground-based anti-air threats while still providing devastating fire support to embattled regiments below. During the Great Crusade, Valkyries darkened the skies above countless compliance actions, ferrying Solar Auxilia and line regiments alike into freshly conquered territories. In the fires of the Horus Heresy, they became even more vital and more contested. Loyalist Valkyries braved traitor flak and fighter screens to deliver reinforcements or evacuate wounded commanders, while traitor-piloted craft turned their weapons on the very armies they once supported. Fast, versatile, and unforgiving, the Valkyrie Gunship remains a symbol of the Imperium's ability to project power from orbit to the mud of the battlefield in a single, thunderous descent.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Valkyrie Gunship	18	3	12	12	12	5	14

WARGEAR

- Searchlights
- Hull (Front) Multi Laser
- Two Centreline Missile Pods
- Heavy Bolter Sponsons (Left/Right)

TRAITS

- [Allegiance]
- Imperial Army

OPTIONS

This model may have its Hull (Front) mounted Multi Laser exchanged for a Single Hull (Front) Lascannon for 10pts

This model may have its two Centreline mounted Missile pods exchanged for one of the following.

- Two Centreline (Front) Twin Lascannons-----20pts
- 4 Centreline (Front) Hellstrike missiles -----20pts

ACCESS POINTS

If this Model does not have a base, it is considered to have Access Points on all Facings.

SPECIAL RULES

- Light Transport

TYPE

- Vehicle (Flyer, Hover, Transport)

- This Model may have flare launchers selected for it for +5 Points.

WARGEAR

Flare Launchers

Simple but robust, the flare launcher systems fitted to many Imperial aircraft provided a rudimental countermeasure to many classes of tracking and guidance systems, decreasing the vulnerability of such aircraft to a plethora of anti-air weapons.

Flare launchers provide an Invulnerable Save against the Interceptor Reaction.

A Model with flare launchers gains a 5+ Invulnerable Save against any Hits inflicted as part of an Interceptor Reaction.



SENTINEL PATROL

UNIT COMPOSITION: 1 SCOUT SENTINEL

40 Points

- May include up to 4 additional Scout Sentinels at +35 Points per Model.
- Every Scout Sentinel in this Unit may be replaced with 1 Armoured Sentinel each for +10 Points per Model, or a Jump Sentinel for +20 points per model.

For rapid scouting, flanking manoeuvres, and fire support in terrain too rough for tracked vehicles, the Imperial Army relies upon the versatile Sentinel walkers. These bipedal combat machines lightweight, agile, and produced on hundreds of forge worlds serve as the eyes and swift blades of the Excertus Imperialis.

The standard Sentinel (often called the Scout Sentinel) darts ahead of advancing infantry columns, its multi-laser or autocannon picking off enemy scouts and light armour while its pilot relays vital intelligence back to command. When greater resilience and firepower are required, regiments field the heavier Heavy Sentinel, a more robust machine clad in thicker armour and mounting devastating weapons such as missile launchers or plasma cannons. These armoured variants punch through enemy lines or hold key positions against counter-attacks that would overwhelm lighter walkers.

Rarest of all are the experimental Jump Sentinels, equipped with powerful jump packs that allow them to bound across the battlefield in great leaps or descend from low-altitude drops. These shock-assault walkers could strike deep behind enemy lines, sowing chaos among artillery batteries and command posts before leaping away to safety. Yet the technology proved temperamental and dangerously unstable; by the end of the Horus Heresy, the Jump Sentinel had all but vanished from Imperial service, its secrets lost amid the fires of civil war and the subsequent purges of unreliable patterns, however one regiment would retain the use of the Jump Sentinel, the Elysians.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Scout Sentinel	10	3	3	5	5	3	3	2	8	8	7	5	3+	-
Armoured Sentinel	8	3	3	5	6	4	2	2	9	9	7	5	3+	-
Jump Sentinel	12	3	3	5	5	3	3	2	8	8	7	5	3+	

WARGEAR

- None

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

SPECIAL RULES

- Bulky (5)
- Implacable Advance
- Outflank (Scout Sentinel only)
- Doctrine (X)

OPTIONS

- Every Model in this Unit must have one of the following selected for it:
 - Multi-laser.....+10 Points per Model
 - Heavy flamer.....+10 Points per Model
 - Autocannon.....+20 Points per Model
 - Missile launcher.....+15 Points per Model
 - Lascannon.....+25 Points per Model
 - Multi-melta.....+25 Points per Model
 - Plasma cannon.....+20 Points per Model
 - Missile Pod.....+20 Points per Model

TYPE

- **Scout Sentinel:** Walker (Light, Skirmish)
- **Armoured Sentinel:** Walker (Skirmish)
- **Jump Sentinel:** Walker (Skirmish, Anti-Grav)
- Each Model in this Unit may have any of the following selected for it:
 - One hunter-killer missile.....+5 Points per Model
 - Smoke launchers.....+5 Points per Model
 - Sentinel chainblade.....+10 Points per Model



Lord of War

MACHARIUS HEAVY TANK

UNIT COMPOSITION: 1 MACHARIUS HEAVY TANK

LORD OF WAR
310 Points

The Expeditionary fleets uncovered tanks and war machines of varied designs spread across the thousands of worlds rediscovered during the Great Crusade, many sharing features originating from the war machines used to fight Terra's ancient land wars in spite of their diverse patterns. Although little standardisation throughout these esoteric tank designs existed, many continued to be maintained and used in war. This was especially common of cohorts populated with conscripts who were familiar with the operation of such obscure technology and were afforded little time to retrain with standardised Imperial equipment.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Macharius Heavy Tank	10	4	14	13	12	12	-

WARGEAR

- Turret Mounted twin battlecannon
- Hull (Front) Mounted twin heavy stubber
- Two Sponson Mounted heavy stubbers

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

OPTIONS

- This Model may have its Turret Mounted twin battlecannon exchanged for one of the following: -
Turret Mounted
twin avenger bolt cannon Free
- Turret Mounted
twin vanquisher cannon +10 Points
- This Model may have both of its Sponson Mounted heavy stubbers exchanged for one of the following:

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy)

- Two Sponson Mounted heavy bolters+5 Points
- Two Sponson Mounted heavy flamers+5 Points
- This Model may have one item from the **Imperial Army** Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted
hunter-killer missile.....+5 Points
 - Searchlights.....+5 Points

WARGEAR

Macharius Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Twin vanquisher cannon	72	2	10	2	3	Heavy (D), Critical Hit (6+)	Auto
Twin avenger bolt cannon	36	10	6	3	1	Suppressive (2)	Bolt
Twin heavy stubber	36	6	4	6	1	-	Auto



Lord of War

MACHARIUS OMEGA

UNIT COMPOSITION: 1 Macharius Omega

LORD OF WAR

350 Points

Among the most potent armoured assets available to the Excertus Imperialis is the Macharius Omega, a formidable heavy tank variant mounting the temperamental but devastating Omega-pattern Plasma Blastgun. Built on the rugged Macharius chassis and produced in limited numbers by certain forge worlds, this vehicle replaces the standard twin battle cannons with a massive forward-mounted plasma weapon capable of unleashing searing blasts of star-fire.

The Omega-pattern blastgun, though more compact than the Ryza-pattern used on Titans, remains notoriously unstable prone to catastrophic overheating that can incinerate its own crew in moments of misfortune. Heavily armoured and fitted with sponson weapons for close defence, the Macharius Omega serves as a mobile bastion of plasma firepower, ideal for cracking open enemy strongpoints, vaporising armoured formations, or providing overwhelming support during major offensives. Only the best-equipped Imperial Army regiments or those operating under direct Legion command receive these powerful but temperamental machines.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Macharius Omega	10	4	14	13	12	12	-

WARGEAR

- Centerline Mounted Omega Plasma Blast gun
- Two Sponson Mounted heavy stubbers

TRAITS

- [Allegiance]
- Imperial Army
- Smokescreen

SPECIAL RULES

- Explodes (3+)

TYPE

- Vehicle (Super-heavy)

OPTIONS

- This Model may have both of its Sponson Mounted heavy stubbers exchanged for one of the following:
 - Two Sponson Mounted heavy bolters+5 Points
 - Two Sponson Mounted heavy flamers+5 Points
- This Model may have one item from the Imperial Army Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights.....+5 Points

WARGEAR

Macharius Omega Plasma Blast Gun

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Sustained	60	1	8	3	4	Blast (3"), Breaching (5+)	Plasma, Strategic
Maximal	60	1	9	3	5	Blast (5") Breaching (4+)	Plasma, Strategic

Auxillery support unit:

This unit can be taken as a lord of war choice for both Solar Auxilia and Imperial Militia, if taken by Solar Auxilia reduce its Ballistic Skill to 3 and points to 330 points.

If taken by Imperial Militia, reduce its ballistic skill to 3 and add the Second Line special rule, reduce its cost to 320 points.



Ireton Masade, Lord Commander of the 60th Expedition, The Old Man of Agathon

Unit Composition: 1 Ireton Masade.

High Command
75 POINTS

Once a lowly trooper from the sunless rad-wastes of Old Albia, Ireton MaSade rose through the ranks of the Imperial Army by blood, sweat, and unrelenting will. By the time of the Horus Heresy he had become the revered Lord Marshal of the Agathean Cohorts, an elite Amperial Army formation that bore his personal stamp of iron discipline and tactical genius.

Known across the Expeditionary Fleets as “the Old Man of Agathon,” MaSade was already elderly when the civil war began. Yet rather than retire, he seized command of his home domain, purged it of traitors, and led his veteran cohorts back into the fray. Renowned for his mastery of combined-arms warfare and his ability to turn desperate defensive battles into crushing counter-attacks, MaSade proved time and again that mortal leadership and experience could still shape the course of even the greatest wars.

In an age dominated by gene-forged demigods, Ireton MaSade stood as a living reminder that the Imperium was built not only by the Legiones Astartes, but by the courage and cunning of its mortal soldiers.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Ireton Masade	6	4	5	3	3	4	3	2	10	9	8	9	4+	4+

WARGEAR

- Archeotech Pistol
- Frag grenades
- Krak Grenades
- **Paragon Blade**
- Vox Interlink

TRAITS

- [Loyalist]
- Regimental Commander
- Imperial Army

SPECIAL RULES

- Instill Dicipline
- Orders (3)
- Doctrine (X)
- Substitute (Commander)

TYPE

- **Infantry** (High Command, Heavy, Unique)

“I was born nameless and abandoned in the gutter of a sunless pit, but I have died a conqueror of worlds.”

Ireton Masade, the Purging of Agathon. M31

Vox-interlink

Masade leveraged command and control as a weapon, carefully planning and countering his enemy's moves with precision. His Command Squads vox-systems allowed him to coordinate his battlefield assets directly in order to multiply the forces at hand to maximum effect.

This Wargear item improves the Controlling Player's Reserves Tests.

While a Model with a vox-interlink is on the Battlefield, the Controlling Player can add+ 1 to the result of their Reserves Tests (including those made for Aerial Reserves).



High Command

Saul Niborran, High Solar General of Terra, Defender of the Eternity Wall. Unit Composition: 1 Saul Niborran.

High Command
75 POINTS

A Saturn-born veteran of over a century and a half of service, Lord General Saul Niborran was one of the most senior mortal officers entrusted with the defence of Terra. Raised in the unforgiving martial traditions of the Saturnine Ordos, Niborran brought a lifetime of hard-won experience to the Solar Command Staff. Chosen by Rogal Dorn himself, he commanded vast numbers of Imperial Army troops during the Siege.

When the Lion's Gate fell and the Eternity Wall Spaceport came under ferocious assault, Niborran refused all orders to withdraw. Standing shoulder-to-shoulder with Astartes and Sisters of Silence, he declared that the line would hold "this far and no further."

In the final, apocalyptic hours of the Siege, Niborran and his regiments made their last stand against Angron and the World Eaters. Though he and most of his command fell in the carnage, their sacrifice helped buy the time the Imperium desperately needed. To the soldiers of the Excerptus Imperialis, Saul Niborran remains a legend of mortal courage, proof that even without the gifts of the gene-forged, a determined commander can stare into the abyss and refuse to blink.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Saul Niborran	6	5	5	3	3	4	4	4	10	9	8	9	4+	4+

WARGEAR

- Hot Shot Lasipistol
- Frag grenades
- Krak Grenades
- Solarite Power Gauntlet

SPECIAL RULES

- Infantry Wave
- Orders (2)
- Doctrine (X)
- Substitute (Commander)

TYPE

- Infantry (High Command, Unique)

TRAITS

- [Loyalist]
- Regimental Commander
- Imperial Army

"This far and no further! We stop them here!"
Saul Niborran, last stand at the Eternity Wall. M.31

Infantry Wave:

This special rule allows you to return destroyed Infantry Sections to play.

As long as a model with this special rule is on the table, should any Infantry sections be destroyed, roll a single D6, on a 4+ immediately place an identical Infantry section into reserves, this unit automatically becomes available in the next controlling players turn and may arrive via the outflank special rule. The Original Infantry section counts as destroyed for all purposes and rules interactions.

NOTE: Any units that were attached to the destroyed unit are not returned, such as Morale officers for example.

Melee Weapon

Solarite power gauntlet

IM AM SM AP D

-3 A +4 2 2

Special Rules

Critical Hit (6+)

Traits

Power



Xanda Javian, Lord Tallyman of the 2nd Barbaran Guard, The Usurper of Cothique IV.

Unit Composition: 1 Xanda Javian.

High Command
80 POINTS

Once a proud officer of the *Excertus Imperialis*, Xanda Javian rose to become Lord Tallyman of the 2nd Barbaran Guard, one of only two regiments ever raised from the fog-shrouded death world of Barbarus, the cursed homeworld of the Death Guard Legion. Tall and gaunt even before the war, Javian was renowned for his cold precision and unyielding discipline. He counted every shell expended, every life lost, and every yard of ground taken with the meticulous care of a ledger-keeper.

His men called him “the Tallyman” with a mixture of fear and respect. During the long years of the Horus Heresy, the 2nd Barbaran Guard marched alongside their Primarchs Legion. At the Siege of Terra, Javian led his regiment in the brutal fighting around the Saturnine Wall and the Lion’s Gate. When the final collapse came, he was one of the few mortal commanders to cut his way free from the slaughter, carrying the tattered colours of the 2nd Barbaran through the fire and ruin. Unbeknownst to him, the “gifts” of Nurgle had already taken root deep within his flesh during the long campaigns. His body had grown unnaturally resilient, shrugging off wounds that should have killed him many times over. In his hand he carried a deadly power scythe a personal gift from Calas Typhon, First Captain of the Death Guard, bestowed upon him after the fall of Istvaan III.

Though he survived the Siege of Terra, Xanda Javian did not return to the light of the Imperium. Instead, he fled with the broken remnants of his regiment into the roiling storms of the Eye of Terror, where the blessings he still refused to name slowly claimed him.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Xanda Javian	6	5	2	3	4	4	2	3	9	10	8	6	4+	4+

WARGEAR

- Plasma Pistol
- Frag grenades
- Krak Grenades
- Meaningless

TRAITS

- [Traitor]
- Regimental Commander
- Imperial Army

SPECIAL RULES

- Hatred (Loyalist)
- Orders (2)
- Doctrine (X)
- Substitute (Commander)
- **Eternal Warrior (1)**

TYPE

- **Infantry** (High Command, Unique)

"Everything we did, it was all for nothing, we are lost, we are damned"

Xanda Javian, last transmission prior to entering Ocularis Terribalis. M.31

The power scythe named "Meaningless" was a personal gift from First Captain Calas Typhon of the Death Guard. Forged on Barbarus and later blessed in the warp-tainted forges of the traitor fleet, its long, cruel blade hums with a sickly green light. Javian wields it with the cold precision of a tallyman, each sweeping arc cutting down lives as mechanically as he once counted ammunition and corpses. To him, the name is a simple philosophical statement, a reminder that in the end, all lives, all victories, and all suffering are ultimately meaningless in the face of inevitable decay.

Melee Weapon	IM AM SM AP D	Special Rules	Traits
Meaningless	-1 A +1 3 2	Reaping Blow (2), Breaching (4+)	Power



Veteran Sergeant Samori Ture, The Lion of Keshar.

Unit Composition: 1 Veteran Sergeant Samori Ture.

Elite
50 POINTS

A grizzled platoon sergeant of the 17th Keshari Rifles, Somri Ture is a veteran of more than twenty compliance campaigns across the southern reaches of the Great Crusade. Born on the arid, unforgiving plains of Keshar Prime a world of dust, thorn-scrub, and relentless sun.

Ture rose from conscript to sergeant through raw cunning, iron discipline, and an almost supernatural ability to keep his men alive in the worst meat-grinders. Tall, broad-shouldered, and dark-skinned, with ritual scars across his cheeks and a voice like grinding gravel, Ture leads his platoon with the calm authority of a chieftain. He favours hit-and-run ambushes, rapid flanking marches, and defensive stands that bleed the enemy dry before melting away into broken terrain.

His men call him “the Lion of Keshar” behind his back half in awe, half in jest. Armed with a lascarbine, a heavy-bladed machete, and decades of hard-won experience, Sergeant Ture has survived rad-storms, xenos swarms, and traitor ambushes that should have killed him ten times over. Even now, as the Horus Heresy rages, he continues to drill his battered platoon with the same unrelenting standards, refusing to let discipline slip even as the galaxy burns. To his soldiers, Somri Ture is living proof that a mortal man can carve his name into legend without gene-seed or power armour, if he is willing to pay the price in blood and will.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Samori Ture	6	4	4	3	3	2	4	3	9	8	7	8	5+	5+

WARGEAR

- Bulpup Las
- Frag grenades
- Krak Grenades
- Kumoo Fara

TRAITS

- [Loyalist]
- Imperial Army
- Smokescreen

SPECIAL RULES

- Hit and Run
- Orders (1)
- Doctrine (X)
- Move! Move! Move!
- Outflank
- Substitute (Veteran Sergeant)

TYPE

- **Infantry** (Sergeant, Champion, Light, Unique)

“We do not shout our coming. We whisper it. Then we collect what is owed.”
Somari Ture, the retaking of Tallarn. M.31

Hit and run:

This special rule allows you to shoot and enemy unit then redeploy.

A unit with this rule gains the Firestorm and Implacable Advance special rules, in addition after completing a volley fire attack, after step 11 of this shooting attack, this unit may move up to its initiative value in any direction away from the target enemy unit.

Melee Weapon	IM AM SM AP D	Special Rules	Traits
Kumoo Fara	I A +1 4 1	Breaching (6+)	-



The Operative.

Unit Composition: 1 Operative.

Elite
80 POINTS

No one knows the true identity of the sniper known only as "The Operative". Some claim it is a single individual, a ghost who has haunted battlefields since the earliest days of the Great Crusade. Others insist it is a designation used by multiple elite marksmen working in rotation, or even a cabal of shadowy agents answering directly to unseen masters.

No regimental rolls list them. No vox-log records their voice. No surviving officer has ever claimed to have met them in person. What is certain is this: when "Vanishing Point", their long-las of unknown pattern and ominous reputation, speaks, someone important dies.

Whether it is a traitor captain in the middle of a rallying speech, a loyalist artillery observer calling down fire, or a Legionary champion leading an assault, the shot is always perfect. One clean hole through the eye-lens, through the gorget, or between the plates of power armour. Then silence.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
The Operative	6	3	6	3	3	2	3	2	8	8	8	8	4+	5+

WARGEAR

- Vanishing Point
- Frag grenades
- Krak Grenades
- Melta Bombs

SPECIAL RULES

- Cameleoline
- Doctrine (X)
- Infiltrate (12")
- Outflank
- Precision (2+)

TRAITS

- [Alegtience]
- Imperial Army
- Smokescreen

TYPE

- **Infantry** (Champion, Light, Unique, Specialist)

Vanishing Point

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Vanishing Point	48	1	6	4	2	Shred (5+), Breaching (5+) Pinning (1)	Las

SPECIAL RULES

AFLAME (X)

Some weapons are wreathed in flame emitted from small projectors, or burn with otherworldly fire, stirring a primeval aversion in even the boldest warriors.

A Weapon with this Special Rule causes additional modifiers to a Target's Leadership Characteristic.

If a Melee Attack made for a Weapon or Model with this Special Rule inflicts one or more wounds on a Target Unit, regardless of whether any Damage is inflicted, until the end of the Phase, that Unit is considered to be 'afame'. If the Controlling Player of a Unit that is afame is required to make a Leadership Check during that Phase for a Combat that includes that Unit, the value of X on this Special Rule is applied as an additional negative modifier to the Leadership Characteristic being used for that Check.

ARMOUR-BREAKER (X)

Some weapons are designed to crack armour and deal massive damage to internal components of armoured fighting vehicles. Few tanks can withstand the firepower of such weapons for long.

Attacks made with the Armour-breaker (X) Special Rule can sometimes inflict an extra point of Damage.

When any Armour Penetration Test is made for an attack or Model with the Armour-breaker (X) Special Rule, and it results in a Penetrating Hit – roll a Dice. If the result of that Dice roll is equal to or greater than the value of X attached to this variant of the Armour-breaker (X) Special Rule, then the Damage Characteristic of that Penetrating Hit is increased by 1. Note that the Armour-breaker (X) Special Rule may only be triggered by an Armour Penetration Test and has no effect when making a Wound Test.

FIRESTORM

Many units within the Legion conduct warfare at point-blank distances, blasting their foes with a deluge of short ranged firepower.

A Model with this Special Rule does not have to make Volley Attacks as Snap Shots.

When a Model with this Special Rule makes Volley Attacks, it is not required to fire Snap Shots. In addition, after making Volley Attacks in Step 4 of the Charge Procedure, a Unit containing any Models with this Special Rule is not required to make a Charge Roll in Step 5. If the Controlling Player chooses not to make a Charge Roll in Step 5 of the Charge Procedure then the Charge Procedure ends immediately.

IMPLACABLE ADVANCE

The wargear of many Legiones Astartes warriors and war machines incorporates a variety of targeting and stabilisation systems, enabling larger weaponry to be brought to bear even at close ranges.

Models with this Special Rule can make Volley Attacks with other Weapons.

The Controlling Player of a Model with this Special Rule treats all Ranged Weapons such a Model has that do not have any variant of the Heavy (X) Special Rule or Ordnance (X) Special Rule as having the Assault Trait.

Independent:

A unit with this special rule and the vehicle type takes up a single slot in a detachment, however when deployed on the table, they operate independently from that point on, and are treated as separate units for all rules purposes.

MEDIC (X)

Some specialists are trained in field medicine and carry specialist equipment, from a simple satchel of bandages and pain suppressants to the complex narthecium devices carried by Legion apothecaries. If able to tend to the injured in time, such warriors can be returned to the battle, enabling them to fight on.

This Special Rule determines the difficulty of any Recovery Tests made due to other Reactions or Special Rules.

If a Unit includes one or more Models with the Medic (X) Special Rule, then certain other Special Rules, Reactions or Gambits may allow the Controlling Player to make Recovery Tests for other Models in the same Unit. Note that the Medic (X) Special Rule does not allow Recovery Tests to be made, but simply establishes the Target Number for such Tests – Recovery Tests may only be made if another Special Rule, Reaction or Gambit allows them (see, for example, the Medic! Advanced Reaction).

Recovery Tests

A Recovery Test is made when one or more Unsaved Wounds are allocated to a Model, and is resolved by rolling a Dice and comparing the result to the value of 'X' in the variant of the Medic (X) Special Rule. If there is more than one variant of the Medic (X) Special Rule present in a Unit, then the Controlling Player chooses which is used to determine the Target Number. If the Recovery Test is successful then a single Unsaved Wound allocated to the Model has its Damage reduced by 1 (to a minimum of 0). If a Recovery Test is failed, then any Unsaved Wounds allocated to the Model are resolved as normal.

MELTA (X)

The beams of energy generated by melta weaponry dissipate over long ranges. When used at close quarters, however, their effect on armoured vehicles is devastating.

This Special Rule increases the amount of Damage against Vehicles when Shooting Attacks are made within a specific range.

If at least one Model in a Unit with the Vehicle Type that is targeted by a Shooting Attack made by a Model using a Weapon with this Special Rule is within a range equal to or less than the value specified by X, that attack has the Armourbane Special Rule and the Damage of Penetrating Hits caused by that attack is doubled.

OVERLOAD (X)

Some weapons are almost as dangerous to the wielder as to the foe. Supercharged powerpacks can explode in combat or volatile munitions can jam or even detonate, all of which can prove deadly to those charged with deploying such weapons.

Weapons with this Special Rule may inflict Hits on the Models making Shooting Attacks with them.

When the Controlling Player declares that attacks will be made for a Model using a Weapon or profile that has the Overload (X) Special Rule, any Hit Tests made for those attacks that result in a number that is equal to or less than the value of X attached to the variant of the Overload Special Rule that the Weapon had, before any modifiers are applied to the roll, are Misfires.

For Weapons that do not make Hit Tests, such as Weapons with the Template Special Rule, instead roll a number of dice equal to the Firepower Characteristic of the Weapon used to make the attack after the attack has been declared and the number of Models hit is determined. Each Dice that results in a number equal to or less than the value of X attached to the variant of the Overload Special Rule that the Weapon had creates a Misfire. This does not affect the number of Hits on the Target Unit created by this attack.

For each Misfire, the Unit for which the Hit Tests were made suffer a Hit – these Hits must form a new Fire Group or Strike Group, referred to as the ‘Misfire Group’.

Once the current Shooting Attack and any Reactions triggered by it have been fully resolved, the Misfire Group must be resolved. A Misfire Group is resolved in the same way as any other Fire Group or Strike Group, using the profile of the Weapon used for the Fire Group or Strike Group it was created from. Wounds, Glancing Hits or Penetrating Hits from this Misfire Group are allocated by the Controlling Player, and must be allocated to a Model that made attacks as part of the Fire Group or Strike Group that generated the Misfire Group. If a Hit from a Misfire Group is generated by an attack made by a Model with the Vehicle Type, then it is resolved against the lowest Armour Value from all of the Model’s facings.

Hits, Wounds or Casualties inflicted upon a Unit as a result of this Special Rule do not cause Leadership or Cool Checks, and Hits inflicted as part of a Misfire Group do not trigger any Special Rules that take effect as a result of a certain value on a Hit Test.

SLOW AND PURPOSEFUL

Many warriors are steady but sure, slow to advance but no less deadly for it.

Models with this Special Rule cannot Pursue fleeing enemy Units.

In Step 4 of the Resolution Sub-Phase, a Player that has won Combat cannot choose for a Unit that includes any Models with this Special Rule to Pursue, and must instead select another eligible option for that Unit.

Substitute (X)

A Model with this rule replaces models in (X) unit.

A model with this rule is selected as normal during list building, however it must then replace another model in a unit corresponding with the (X) in its special rule. This unit now forms a new unit containing the model with the Substitute (X) special rule and only takes up a single Detachment choice, and can never voluntarily leave that unit.

Example: *Ireton Masade is added to a command squad, replaces the Commander in that unit, adding the cost of the unit to Ireton Masade, taking a single High Command slot in a Detachment.*

WARGEAR

ASSAULT SHIELD

Rudimentary imitations of the various patterns of boarding shield employed by the Space Marine Legions, assault shields provide a degree of ablative protection and are primarily intended to assist the bearer in closing to melee range.

Assault shields grant a variable Invulnerable Save, the Shield Trait and the Heavy Sub-Type.

A Model with an assault shield gains a 6+ Invulnerable Save that is modified to 5+ against attacks made as part of a Volley Attack or Overwatch Reaction. In addition it gains the Shield Trait and the Heavy Sub-Type.

BOARDING SHIELD

Utilised primarily in boarding actions and Zone Mortalis operations, boarding shields are bulkier than the similar combat shield, offering a measure of additional protection to the bearer and allowing them to form a formidable bulwark against enemy assault.

Boarding shields grant a 5+ Invulnerable Save, the Shield Trait and the Heavy Sub-Type.

A Model with a boarding shield gains a 5+ Invulnerable Save. In addition it gains the Shield Trait and the Heavy Sub-Type.

DOZER BLADE

Dozer blades for the clearance of mines and other obstacles are a common feature of many armoured vehicles.

Dozer blades allow Models to ignore the Movement penalties of Difficult Terrain.

If the Controlling Player chooses for a Model with a dozer blade to enter any area of Difficult Terrain, the Unit does not apply a modifier to its movement during that Phase.

FRAG GRENADES

This class of grenade contains only a small explosive charge, and is intended primarily to disorientate and distract the foe while closing on a fixed position.

Frag grenades can be used to make attacks during the Volley Step.

When making Volley Attacks during Step 4 of the Charge Procedure with a Unit that includes at least one Model with frag grenades, the Controlling Player may choose to make a single attack with a frag grenade instead of making a normal Shooting Attack using the following profile:

R FP RS AP D Special Rules

6 1 3 6 1 Blast (3")

Traits

Assault

Imperial Army Standard

Whether an intricate banner, technological device or simple rag on a stick, almost all Imperial Army units use some form of banner to organise the mass of warriors they field in battle.

An Imperial Army Standard Bolsters units against Status effects.

When taking a test against the effects of a status, add +1 to the Leadership and/or Cool of the unit

Imperial Army Company Vox Array and Vox Receiver

A Imperial Army vox generally takes the form of a large communications pack that allows contact between a unit and their command elements. While these are the most common tools for such communications, some less well-equipped militias may instead use signal flags, coloured flares or even musical instruments such as drums or horns to convey instructions or reinforce morale.

Vox Receivers allow units to use the characteristics of Command units with a Vox Array.

When making a Cool or Leadership Check in the Statuses Sub-Phase of the End Phase to remove a Tactical Status from a Unit which includes any Models with a Vox Receiver, the Controlling may use the leadership and/or Cool of a unit that contains both a Vox Array and a model with the Command type, if the Command unit with the Vox array is under the effects of a Status, the unit with the Vox Receiver cannot use their Leadership and/or Cool.

In addition, when issuing orders, a unit that includes a Company Vox array is assumed to have an unlimited Command Range, as long as the unit receiving the order has a Vox receiver.

Company STANDARD

It is the heart and soul of the regiment. When the line wavers under relentless fire, when smoke and chaos swallow the battlefield, the Standard stands as a rallying point. Soldiers who have lost their officers or become separated from their platoon instinctively look for their colours. As long as the banner still flies, the regiment fights on.

An Imperial Army standard removes the Routed Tactical Status from friendly Imperial Army Units when they end a Fall Back Move within 12".

When at least one Model in a Unit entirely composed of Models with the Imperial Army Trait ends a Fall Back Move within 12" of at least one Model from a Friendly Unit with a Company standard, all Models in that Unit immediately remove the Routed Status.

SEARCHLIGHTS

Mounted illum-beacons or simple electric torches, many vehicles mount some kind of portable light to aid in target identification and destruction in darkness and poor weather.

Searchlights allow attacks to ignore Shrouded Damage Mitigation Rolls.

The Target Number of any Shrouded Damage Mitigation Tests is increased by +1 (to a maximum of 6+) when making Tests as a consequence of wounds, Penetrating Hits or Glancing Hits inflicted by Shooting Attacks made by a Model that has searchlights that has Line of Sight to the Target Unit. Additionally, a Model with searchlights may not make Shrouded Damage Mitigation Tests to negate wounds, Penetrating Hits or Glancing Hits.

Cognis Signum

A coguis-signum allows more accurate attacks to be made with Barrage Weapons.

Instead of making a Shooting Attack with a Model with a cognis-signum, the Controlling Player may instead make an Intelligence Check. If the Check is passed, the Controlling Player may select a single enemy Unit within Line of Sight of the Model with a cognis-signum. The next time the selected enemy Unit is targeted by a Shooting Attack that includes any Weapons with the Barrage (X) Special Rule during the current Shooting Phase, the Controlling Player may make Hit Tests for the attacks that have the Barrage (X) Special Rule as normal, ignoring the limitations of the Barrage (X) Special Rule if the Unit making the Shooting Attack is without Line of Sight to the Target Unit. If the Check is not passed, the cognis-signum has no effect this turn.

Vehicles with this equipment count as Intelligence 8 for the purposes of this test.

SMOKE LAUNCHERS

Many armoured vehicles utilise countermeasure devices for protection and concealment. Whether these launch simple projectiles that surround the vehicle's hull with concealing smoke or employ more complex payloads capable of disrupting enemy targeting devices with infra-red strobes or disruptive radiation signatures, all find use during the Age of Darkness.

A Model with smoke launchers gains the Smokescreen trait.

Nuncio-Vox

A nuncio-vox is a beacon and communications array that allows constant coordination with other elements of an army, allowing a commander a measure of control and the ability to direct their forces, even during the most chaotic battles.

Nuncio-vox allow Units to remove Statuses in the Start Phase.

If a Unit includes one or more Models with a nuncio-vox, and there are one or more friendly Models on the Battlefield with the Command Sub-Type, then the Controlling Player may activate the nuncio-vox during the Start Phase of their Turn as the Active Player. When activated, the Controlling Player may make a Check to remove a single Tactical Status from all Models in the Unit that includes the nuncio-vox.

This Check is made using the Characteristics of any one friendly Model on the Battlefield with the Command Sub-Type, chosen by the Controlling Player (using Cool, unless attempting to remove Routed, in which case Leadership is used). A nuncio-vox can only be activated once per Turn, and each Friendly Model on the Battlefield with the Command Sub-Type may only be used once per Start Phase as part of this Special Rule.

Strato-vox

A Model with this Wargear can enable other Deep Striking Units to arrive more reliably.

Reserves Tests made for a Unit that contains any Models with a strato-vox are automatically successful. While any Models with a strato-vox are on the Battlefield, before making a Reserves Test for a Unit in Reserves that only includes Models with the Deep Strike Special Rule, the Controlling Player can choose to activate that strato-vox. If they do, that Reserves Test is automatically successful, but the Unit it was made for must make a Deep Strike instead of deploying normally.

This special rule may be combined with the Drop Troops Doctrine and Detachment.

ARMOURY OF THE IMPERIAL ARMY

The Imperial Army made use of a number of Weapons that were able to be produced in vast quantities for these numberless warriors. This section presents the Rules for these Weapons.

Some Weapon Profiles are marked with an *. Such Profiles may not be used when this Weapon is selected to make attacks with unless the Controlling Player has selected the appropriate Wargear option on the firing Model's Unit entry.

RANGED WEAPONS

ARCHAEOTECH PISTOL

Despite the renaissance of human power in the galaxy that the Great Crusade has created, there remains much of Mankind's ancient might and arts that are lost to myth and legend, save for a few relics that have survived the stifling darkness of Old Night. One of the more common types of these relics found are sidearms of surpassing firepower and elegance. Be they bespoke slug-throwers utilising micro-atomic munitions or searing kill-rays that draw power from a planet's ambient magnetosphere, such priceless artefacts of war find their way into the hands of the Emperor's chosen agents and the masters of the Space Marine Legions.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Archaeotech pistol	12	1	6	4	2	Pistol, Breaching (3+)	Assault

ARTILLERY CANNON

Often operating on the same principles as bolt or auto weaponry, these weapons are considered of a separate kind simply due to the excessive calibre and often prodigious size of the weapons themselves – used as they were to lay bare the fortresses of those that stood against the Emperor. Intended to engage targets at extreme ranges and to subdue enemies whose armour or innate toughness made them proof against lesser weapons, these cannon rely on either huge, explosive payloads or advanced armour piercing technologies to achieve a destructive capacity that few other weapons can match.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Mortar	36	1	4	5	1	Ordnance (R), Blast (3"), Barrage (1), Stun (0)	-
Gorgon mortar battery	24	2	5	5	2	Ordnance (R), Blast (5"), Barrage (1), Stun (1), Limited (2)	-
Demolisher cannon	24	1	12	3	3	Blast (3"), Breaching (5+), Ordnance (D), Stun (1)	-
Quad launcher with frag shells	60	1	5	5	1	Heavy (FP), Blast (5"), Barrage (2)	-
Heavy quad launcher	48	4	7	4	2	Ordnance (FP), Barrage (0), Armourbane, Breaching (6+)	-
Earthshaker cannon	240	1	5	4	2	Ordnance (RS), Blast (5"), Barrage (2), Breaching (6+), Pinning (1)	-
Medusa mortar	36	1	5	4	2	Ordnance (RS), Blast (5"), Barrage (2), Breaching (5+), Pinning (2)	-
Siege mortar	48	1	4	4	3	Ordnance (RS), Blast (5"), Barrage (1), Breaching (6+), Pinning (1)	-
Heavy Mortar	24	1	5	5	1	Ordnance (R), Blast (3"), Barrage (1) Pinning (1)	-
Chem Shells	48	1	4	5	1	Blast (3"), Panic (0), Poison (3+)	-

AUTO WEAPONS

An auto weapon is an ancient form of firearm that propels a solid slug by means of a chemical explosion, both ancient 'bullets' of lead or other base metals and more advanced armour-piercing sabot rounds. Among the ranks of the Legiones Astartes there are few examples of the older autoguns that once formed the main armament of the Emperor's armies, but a number of larger autocannon remain in use due to the reliability of such simple weapons. Such weapons are most often used as anti-armour weapons, delivering volleys of large armour-piercing shells to defeat armour that is proof against the mass reactive fire of the more advanced bolter weaponry. This category of weaponry also plays host to more advanced weapons, such as the first generations of assault cannon and magnetic charge accelerator cannon.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Heavy stubber	36	3	4	6	1	-	Auto
Twin heavy stubber	36	6	4	6	1	-	Auto
Stub cannon	8	1	6	4	2	Stun (1)	Assault, Auto
Ripper gun	12	4	5	-	1	Shred (6+)	Assault, Auto
Rotor cannon	24	3	3	-	1	Heavy (FP), Suppressive (1)	Auto
Autocannon	48	2	7	4	2	Breaching (6+), Heavy (FP)	Auto
Gravis autocannon	48	3	8	4	2	Breaching (6+), Heavy (FP)	Auto
Thunderblast							
battlecannon	48	1	6	4	1	Heavy (AP), Blast (3"), Pinning (0)	Auto
Battlecannon	48	1	8	4	2	Heavy (AP), Blast (3"), Pinning (1)	Auto
Vanquisher cannon	72	1	10	2	3	Heavy (D), Critical Hit (6+)	Auto
Siege cannon	48	1	9	4	4	Heavy (AP), Blast (3"), Stun (1)	Auto
Baneblade cannon	82	1	8	3	2	Blast (7"), Pinning (1)	Auto
Snub Battle Cannon	24	1	8	4	1	Blast (3"), Breaching (6+), Pinning (0)	Auto
Punisher Gatling Cannon	36	6	6	5	1	Ordnance (FP), Suppressive (2)	Auto

BOLT WEAPONS

A branch of weaponry now commonplace among the ranks of the Legiones Astartes, bolt weapons are based on a robust Terran design, refined from the weapons used during the Emperor's battles to conquer Old Earth. These brutally efficient weapons fire a caseless, self-propelled and mass reactive munition, more akin to a miniature rocket than a simple bullet and easily capable of eviscerating most foes against which the armies of the Imperium find themselves matched. Such was the success of these weapons that they would eventually come to replace the more complex Martian weapons that had once been commonplace among the arsenals of the Excertus Imperialis.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Bolt pistol	12	1	4	5	1	Pistol	Assault, Bolt
Bolter	24	2	4	5	1	-	Bolt
Combi-bolter	24	4	4	5	1	-	Bolt
Heavy bolter	36	3	5	4	1	Heavy (FP)	Bolt
Twin heavy bolter	36	6	5	4	1	-	Bolt
Gravis heavy bolter battery	36	8	5	4	1	Suppressive (2)	Bolt
Gatling Cannon	24	5	5	5	1	Suppressive (1)	Bolt

FLAME WEAPONS

Among the most ancient of weapons employed within the ranks of the armies of the Imperium, flame has always been a potent weapon against creatures that lurk in darkness. Many of the Emperor's warriors consider the cleansing power of flame a key part of their arsenal, and indeed, the ability of these weapons to rout the enemy from fortified positions has proven pivotal in any number of battles.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Hand flamer	Template 1		3	-	1	Template, Pistol	Assault, Flame
Flamer	Template 1		4	5	1	Template, Panic (1)	Flame
Heavy flamer	Template 1		5	4	1	Template, Panic (1)	Flame
Twin heavy flamer	Template 1		5	4	1	Template, Panic (2)	Flame
Inferno Cannon	Template 1		6	4	2	Template, Panic (2)	Flame
Alchem Flamer	Template 1		4	5	1	Template, Poison (2+)	-
Heavy Alchem Flamer	Template 1		5	4	1	Template, Poison (2+)	-

LAS WEAPONS

In the Imperium, the term 'las' is applied to a wide variety of weapons, from crude particle weapons, such as the ubiquitous lascannon, to more complex and deadly weapons, such as the neutron laser beam cannon. The defining features that link these disparate weapons are their nature as energy weapons, rather than projectile weapons, and their reliance on rechargeable power packs or portable generators instead of conventional magazines.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Laspistol	12	1	3	-	1	Pistol	Assault, Las
Bulpup Las	18	2	3	-	1	-	Las, Assault
Imperial Army Lasgun	24	2	3	-	1	-	Las
Las Rifle	30	1	3	6	1	Heavy (FP)	Las
Blast pistol	9	2	4	4	1	Pistol, Rending (6+), Shred (6+)	Assault, Las
Multi-laser	36	3	6	6	1	Suppressive (1)	Las
Twin multi-laser	36	6	6	6	1	Suppressive (2)	Las
Gravis multi-laser array	36	6	6	6	2	Suppressive (1)	Las
Lascannon	48	1	9	2	1	Heavy (D), Armourbane	Las
Twin lascannon	48	2	9	2	1	Heavy (D), Armourbane	Las
Heavy lascannon	48	1	10	2	2	Ordnance (D), Armourbane	Las
Laser destroyer	36	2	10	2	2	Heavy (D), Armourbane	Las

Hotshot Las Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Hotshot Las Pistol	12	2	4	5	1	Pistol, Breaching (6+)	Las, Assault
Hotshot Lasgun	24	2	4	5	1	Breaching (6+)	Las, Assault
Hotshot Volley Gun	24	4	4	5	1	Breaching (6+)	Las, Assault

MELTA WEAPONS

Capable of focusing microwave beams to such a fierce heat that even the sturdiest of armour runs like water, melta weapons are among the most fearsome anti-tank weapons available to the warriors of the Emperor. The origins of this technology are unknown, for it was in use among the armies of Old Earth, Mars and Jupiter long before the Emperor unified Sol.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Meltagun	12	1	8	2	3	Melta (6)	Melta
Multi-melta	24	1	8	2	3	Heavy (RS), Melta (8)	Melta
Melta Cannon	24	1	9	2	4	Heavy (RS), Melta (8)	Melta

MISSILE WEAPONS

From advanced guided missiles to crude explosive rockets, the armies of the Emperor make use of a variety of rocket-propelled munitions. Most common is the humble missile launcher, a man-portable weapon used to supplement the firepower of Imperial infantry squads, but a number of vehicle mounted launchers serve as both artillery and anti-aircraft weapons. Though such weapons are crude by comparison to many of the wonders wielded by the magi of Mars, they still serve as vital tools for the prosecution of the Great Crusade.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Missile launcher							
- Frag	48	1	4	6	1	Heavy (RS), Blast (3")	Missile
- Krak	48	1	8	3	1	Heavy (D)	Missile
- Flak	48	1	8	4	1	Heavy (D), Skyfire	Missile
Hunter-killer missile	48	1	9	3	3	Armourbane, Limited (1)	Missile
Hellstrike missile	48	1	9	3	3	Armourbane, Limited (1)	Guided, Missile
Kalliope rocket mortar	48	1	6	4	1	Blast (5"), Barrage (1), Suppressive (1)	Missile
Heavy rocket bombard	48	1	6	4	1	Blast (7"), Barrage (1), Suppressive (2)	Missile
Missile Pods	24	2	5	6	1	Blast (3"), Stun (0)	Missile

PLASMA WEAPONS

Understood only by the secretive Tech-Priests of Mars, these weapons unleash projectiles of super-heated plasma capable of melting both armour and flesh with equal ease. Kept contained by temperamental, magnetically sealed flasks, the plasma that feeds these weapons is as dangerous to the wielder as to the foe, and deadly leaks or even explosions are far from unknown. Yet, such is the destructive power of these weapons that even the risk of such detonations does not outweigh their value.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Plasma pistol							
- Sustained fire	12	1	6	4	1	Pistol, Breaching (6+)	Assault, Plasma
- Maximal fire	12	1	7	4	1	Pistol, Breaching (5+), Overload (1)	Assault, Plasma
Plasma gun							
- Sustained fire	24	2	6	4	1	Breaching (6+)	Plasma
- Maximal fire	24	2	7	4	1	Breaching (5+), Overload (1)	Plasma
Plasma cannon							
- Sustained fire	36	1	6	4	1	Heavy (RS), Blast (3"), Breaching (6+)	Plasma
- Maximal fire	36	1	6	4	1	Heavy (RS), Blast (3"), Breaching (5+), Overload (2)	Plasma
Executioner plasma destroyer							
- Sustained fire	36	1	8	4	1	Blast (5"), Breaching (5+)	Plasma
- Maximal fire	36	1	8	4	2	Blast (5"), Breaching (4+), Overload (1)	Plasma

VOLKITE WEAPONS

'Volkite' is an arcane Martian term for a variety of powerful ray weapons whose origins date back to the Age of Strife. Possessed of considerable killing power surpassing most armaments of their size, volkites were difficult to manufacture, even for the most able of the Mechanicum's forges, and the demands of the Great Crusade swiftly overwhelmed supply of them. Once relatively common, they had fallen largely from favour by the time of the Horus Heresy, and been superseded by the far more flexible and utilitarian Terran bolter. Those few that remained in service were the purview of only a few specialised units at the outbreak of the conflict.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Volkite serpenta	10	2	5	5	1	Pistol, Deflagrate (5)	Assault, Volkite
Volkite charger	15	2	5	5	1	Deflagrate (5)	Assault, Volkite
Volkite caliver	30	2	6	5	1	Deflagrate (6) Volkite	
Volkite culverin	45	3	6	5	1	Heavy (FP), Deflagrate (6) Volkite	

EXOTIC AND MISCELLANEOUS WEAPONS

The armies of the Imperium also employ a number of other weapons that do not fall into any easy category. These are listed here.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Arc rifle	30	2	5	5	1	Suppressive (1), Shock (Suppressed)	Arc
Grenade launcher							
- Frag	24	1	3	6	1	Blast (3")	-
- Krak	24	1	6	4	2	-	-
Rad grenades	8	1	4	3	1	Poisoned (2+), Phage (T)	Rad
Webber	Template	1	4	-	0	Pinning (1)	Assault
Demo Charge	6	1	8	4	2	Blast (3), Breaching (6+), Pinning (1)	-
Cluster						Shred (6+), Armour Breaker (5+)	
Phosphex bomb	8	1	5	3	1	Blast (3"), Poisoned (3+), Panic (3)	Phosphex
						Breaching (5+), Limited (1)	
High Explosive Bombs	12	1	5	5	1	Blast (3), Breaching (6+), Limited (1)	-
						Pinning (2)	
Shotgun	12	2	4	-	1	Stun (0)	Auto

MELEE WEAPONS

CHAIN WEAPONS

These savage weapons have their origins within the blood-red depths of the Terran wars of Unity. These weapons feature heavy grips and a series of razor-edged blades mounted along the edge of the weapon and are set into cacophonous motion by the powerful motors at its heart. Able to shred flesh and armour with equal ease in the hands of a skilled wielder (and all but unusable otherwise), there were those, even before the Horus Heresy, who wondered at the development of such a weapon, seemingly designed as much for the displays of fountaining gore it created as its effectiveness in battle.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Chainsword	1	A	S	5	1	Shred (6+)	Chain
Chainaxe	-1	A	+1	5	1	Shred (6+)	Chain
Sentinel chainblade	1	A	+2	4	1	Reaping Blow (2), Shred (5+)	Chain

CHARNABAL WEAPONS

With their origins tracing back to the ancient duelling societies, assassin cults and bloody vendettas of the Terran Courts during the Age of Strife, these elegant and deadly weapons rely on speed and dexterity rather than brute force for their lethality. The master weaponsmiths of Terra are each said to have their own rituals of forging, impressing a distinct pattern in each bespoke weapon as legible as a signature to those with the wit to read them.

If a Model has a charnabal weapon as part of its Wargear, you can select one of the following for that Model to have:

- Charnabal sabre
- Charnabal tabar

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Charnabal sabre	+1	A	S	-	1	Breaching (6+), Duellist's Edge (1)	Charnabal
Charnabal tabar	1	A	+1	-	1	Breaching (6+), Duellist's Edge (1)	Charnabal

INDUSTRIAL TOOLS

Several weapon systems fielded by the Imperium's militaries owe their origins to industrial tools unearthed from humanity's past, and while not intended for combat, many of the devices employed in heavy industry on Imperial worlds can be co-opted as brutal – if crude – armaments.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Pair of industrial weapons	-2	+1	+3	4	1	Armour-breaker (6+)	-
Heavy industrial weapon	-2	A	+4	4	1	Armour-breaker (5+)	-

PARAGON WEAPONS

Weapons forged of consummate artistry or irreplaceable relics of the ancient might of the Dark Age of Technology, Paragon blades are few in number and may take many forms. The most common Paragon blades are two-handed power weapons of extraordinary balance and durability, although even more rarely unique chain weapons wrought from the teeth of terrifying xenos-beasts and certain night-black sickle swords found on remote death worlds on the edges of the Halo Stars have been known to hold similar phenomenal killing power. Regardless of their form, Paragon blades are valued beyond price by the Imperium's warriors.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Paragon blade	1	A	+1	2	1	Critical Hit (6+)	-

POWER WEAPONS

These melee weapons are sheathed in disruption fields that allow them to cleave armour as though it were paper and annihilate flesh or bone with ease. They are both difficult to master, for a single mis-stroke can lead to catastrophe in a close-packed melee, and expensive to manufacture and maintain.

If a Model has a power weapon as part of its Wargear, you can select one of the following for that Model to have:

- Power sword
- Power axe
- Power maul
- Power lance

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Power sword	1	A	S	3	1	Breaching (6+)	
Power Power axe	-1	A	+1	3	1	Breaching (5+)	Power
Power maul	-1	A	+2	3	1	Breaching (6+)	Power
Power lance	+1	A	S	3	1	Precision (6+)	Power
Power fist	-3	A	+4	2	2	-	Power
Thunder hammer	-2	A	+3	2	2	-	Power

RUDIMENTARY WEAPONS

Blades, cudgels and lances all exist in the Imperium's arsenal in a variety of forms, from mass-produced, single component weapons to masterful pieces of art, but all embody a single defining truth: there is little that Mankind cannot fashion into a tool of death given sufficient time.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Close combat weapon	1	A	S	-	1	-	-
Paired close combat weapons	1	+1	S	-	1	-	-
Bayonet	1	A	S	5	1	-	Bayonet

EXOTIC AND MISCELLANEOUS WEAPONS

The armies of the Imperium also employ a number of other weapons that do not fall into any easy category. These are listed here.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Krak grenades	-3	1	6	4	2	Detonation	-
Melta bombs	-3	1	9	2	4	Armourbane, Detonation	-
Rough Rider lance	+2	0	+3	3	2	Impact (AM)	
Shock maul	-1	A	+2	4	1	Aflame (1) -	
Tainted implements	1	A	S	-	1	Rending (6+) -	

Change List 1.4

Added Conqueror Pattern Leman Russ.

Various QOL changes and formatting edits.

Removed Cognis Signum from Wargear on Salamander Command tank,
remains an option

Added demo charge to units that have modeling option.

Officer of the line 2 for Rough rider command

Moved Long Las to Ratling snipers, added precision 5+
error.

Fixed Error with Wing mounted weapons, changed to
Centreline

Added Lightning Strike Fighter