

The Horus Heresy



Battles in the Age of Darkness

An 8ed compilation for Warhammer 40,000

VERSION 1.40

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BATTLES IN THE AGE OF DARKNESS

PLAYING GAMES IN THE AGE OF DARKNESS

In games set in the Age of Darkness, we recommend that armies be Battle-forged and that you use the Matched Play rules as described on page 215 of the Warhammer 40,000 rulebook and in the Warhammer 40,000 FAQ and summarised below. Armies may be built using any combination of detachments available in the main rulebook, though we recommend sticking to the maximum detachment numbers in the table below depending on the size of game.

Psychic focus: With the exception of Smite, each psychic power can be attempted only once per turn, rather than once per psyker per turn.

In addition, you must add 1 to the warp charge value of Smite for each attempt (whether successful or not) that has been made to manifest Smite during a given Psychic phase, to a maximum warp charge value of 11.

Strategic Discipline: The same Stratagem cannot be used by the same player more than once during any single phase.

Tactical Reserves: Instead of being set up on the battlefield during Deployment, many units have the ability to be set up on teleportariums, in high orbit, in ambush, etc., in order to arrive on the battlefield mid-game as reinforcements. When setting up your army during Deployment for a matched play game, at least half the total number of units in your army must be set up on the battlefield, and the combined points value of all the units you set up on the battlefield during Deployment (including those that are embarked within Transports that are set up on the battlefield) must be at least half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

Furthermore, in matched play games, units that are not placed on the battlefield during deployment in order to arrive on the battle mid-game as reinforcements cannot arrive on the battlefield during the first battle round. Finally, any unit that has not arrived on the battlefield by the end of the third battle round in a matched play game counts as having been destroyed.

Sudden Death: If, at the end of any battle round, one player has no models left on the battlefield, the game ends immediately and that player loses. Fortifications do not count for the purposes of this rule.

ADVANCED RULES

In addition to the rules presented above, we recommend using some of the advanced rules in your Age of Darkness games. These have been found, through playtesting, to either allow us to greater reproduce the feel of Horus Heresy gaming many are used to, or to mitigate some of the drawbacks that can occur when using powerful Heresy-era units.

Cities of Death: The battlefields of the Horus Heresy were nightmarish sites of destruction. We recommend using the Advanced Rules for terrain from page 260 of the Warhammer 40,000 rulebook, including counting all ruins as City Ruins:

INFANTRY units that are on or behind a ruin receive the benefit of cover. Infantry units that do not move in their Movement phase are better able to make use of this cover. Until they next move, you may add 2 to their saving throws instead of 1 against all shooting attacks. Other units only receive the benefits of cover if at least 50% of the model is obscured from the point of view of the shooting unit.

In addition, in Age of Darkness games, **INFANTRY** units that start the game deployed on or behind a ruin are assumed to have dug in - they count as not having moved in their previous turn.

GAME SIZES & DETACHMENTS

GAME SIZE (PTS)	GAME SIZE (POWER)	MAXIMUM DETACHMENTS	GAME LENGTH	BOARD SIZE
Up to 1000	Up to 50	Up to 2 per army	Up to 2 hours	4x4
1000 - 2000	50 - 100	Up to 3 per army	2 to 3 hours	6x4
2000 - 3000	100 - 150	Up to 4 per army	3 or more hours	8x4
3000 - 4000	150 - 200	Up to 5 per army	really long	really big

STRATAGEMS

The standard three Stratagems from the rulebook are available for any army to use, in addition to any found in the corresponding army book or Legion rules.

In addition, the player who has the second turn in the first battle round has access to the following Stratagem (2CP):

Prepared Positions: Use this Stratagem at the start of the first battle round, before the first turn begins. Until the end of the first turn, all units from your army that are wholly within your Deployment Zone, other than Titanic units, receive the benefit of cover, even while they are not entirely on or in a terrain feature. A unit that is already receiving the benefit of cover gains no additional benefit from this Stratagem.

WARLORDS

Your army must include a Warlord, which can be any model. If the warlord is a Character, you can pick a warlord trait from the list in the respective army book.

LORDS OF WAR

Your armies may include detachments of Lords of War as normal, but the total points value/power rating of the Lords of War choices in your army may not be more than 25% the total army points value/power rating, rounding up.

For example, in a 2000pt game, your army may include up to 500pts of Lords of War. In a 150 PR game, your army may include up to 38 PR of Lords of War.

KEYWORDS

<FEALTY>

In games set in the Age of Darkness, your army will either fight on the side of the loyalists or the traitors. When you build your army, pick which you wish it to be. If you pick loyalist, then all units with the <FEALTY> keyword have this keyword changed to **LOYALIST**. If you pick traitor, then all units with the <FEALTY> keyword have this keyword changed to **TRAITOR**.

All units in your entire army must have the same allegiance. Some unique characters or specific units can already have **TRAITOR** or **LOYALIST** printed on their datasheet, in which case they can only be taken in armies with the matching allegiance.

SUPPORT

A unit with this keyword cannot be taken as a compulsory choice for the category of the Force Organisation chart that it is in.

MISSIONS

Matched play games use missions. Matched play missions come in sets of six, and any of the missions in the Warhammer 40,000 rulebook are available to play. In addition, the six standard Horus Heresy missions are available below.

Having picked the set of missions you wish to use, you can either select one of the six missions, or roll randomly to select one by using the appropriate table.

CIVIL WAR TABLE	
D6 Roll	Result
1	Blood Feud
2	Shatter Strike
3	Onslaught
4	Dominion
5	Tide of Carnage
6	War of Lies

CIVIL WAR

BLOOD FEUD

The betrayal of the Horus Heresy scattered forces across the galaxy, and for many of these forces, stranded and unaware of the wider war, there was only one goal - find your enemy, crush them utterly and move on to the next.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

After deployment, both players must secretly pick a Blood Feud target for the game, and note this down.

FIRST TURN

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to seize the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH

This battle lasts for six battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Death Toll: At the end of the game, each player scores 1 victory point for each enemy unit that is destroyed.

Blood Feud: At the end of the game, each player's Blood Feud target is revealed. Each player gains a number of additional victory points for each enemy unit that is destroyed with the correct set of keywords.

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point. This is in addition to any victory points you score from Death Toll and Blood Feud.

Last Man Standing: If you have more units on the battlefield at the end of the game than your opponent, you score 1 victory point.

BLOOD FEUD

Pick one of the following types of unit. You gain the additional points listed for each unit destroyed that meets all the criteria:

- **Infantry:** Units with the **INFANTRY** keyword but without the **CHARACTER** keyword are worth 1 victory point.
- **Characters:** Units with the **CHARACTER** keyword are worth 2 victory points.
- **Tanks:** Units with the **TANK** keyword are worth 1 victory point.
- **Dreadnoughts:** Units with the **DREADNOUGHT** keyword are worth 1 victory point.
- **Flyers:** Units with the **FLY** and **TITANIC** keywords and/or any unit taken with the Flyer battlefield role are worth 2 victory points.
- **Monstrous Creatures:** Units with the **MONSTER** keyword are worth 2 victory points.
- **Outriders:** Units with the **BIKER** keyword and **Vehicles** with the **FLY** keyword but not taken in the Flyer battlefield role are worth 1 victory point.
- **Super-heavy Vehicles:** Units with the **VEHICLE** and **TITANIC** keywords but without the **FLY** keyword are worth 2 victory points.

CIVIL WAR

ONSLAUGHT

Legion warfare often utilised a 'speartip' assault directly into the heart of the enemy formations, a precise and overwhelming application of force. But with both sides attempting to rip the heart from the enemy, success required splitting of the armies into offensive and defensive forces.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. They must deploy their units using the Staged Deployment order. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

After deployment, starting with the player that finished setting up their army first, each player sets up 1 objective marker anywhere in the enemy deployment zone that is more than 6" from a table edge.

FIRST TURN

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to seize the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH

This battle lasts for six battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Onslaught Attack: In the first battle round, each player scores 1 victory point for each enemy unit that is destroyed.

Tactical Objectives: At the end of the game, each objective marker is worth 5 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point. This is in addition to any victory points you score from Onslaught Attack.

Attrition: If, at the end of the game, you have destroyed more enemy units than your opponent has destroyed of yours, you score 1 victory point.

STAGED DEPLOYMENT

When deploying your army, units must be set up in a specific order based on their battlefield role:

- **1st:** Fortifications
- **2nd:** Lords of War
- **3rd:** Heavy Support
- **4th:** Troops
- **5th:** Elites
- **6th:** Headquarters
- **7th:** Flyers
- **8th:** Fast Attack

Dedicated Transports are set up at the stage their transported unit would set up. If they contain multiple units, then you must set up the transport when the first opportunity arises, along with all transported units.

If there are any Dedicated Transports left empty, these are set up after everything else.

CIVIL WAR

SHATTER STRIKE

As the war progressed, fronts and choke points developed which needed to be broken through to allow the scattered battlegroups to co-ordinate with each other. Fast moving elements were tasked with smashing the enemy aside and moving on, deep into enemy territory.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

FIRST TURN

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to seize the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a roll of 4+, a sixth and final battle round is played.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Shatter Strike: At the end of the game, each player scores 1 victory point for each of their units inside the enemy deployment zone, or 2 victory points if the unit has the Objective Secured ability.

The Price of Failure: At the end of the game, each player scores 1 victory point for each enemy Lord of War unit that is destroyed

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point.

Attrition: If, at the end of the game, you have destroyed more enemy units than your opponent has destroyed of yours, you score 1 victory point.

CIVIL WAR

DOMINION

The Great Crusade was a war of conquest, and this hard-won territory had to be held during the Heresy period, both for vital supplies and as a matter of honour. Sites of tactical import must be made secure and defended from the enemy.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

Next, the players set up 5 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing objective markers until all 5 have been set up.

Objective markers may be placed anywhere on the board outside the players' deployment zones, as long as the centre of each is more than 12" from the centre of another objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

FIRST TURN

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to seize the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn rolls a D6. On a roll of 4+, a sixth and final battle round is played.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Dominion Objectives: At the start of your turn, they gain 1 victory point for each of objective marker you control at that moment. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

The Price of Failure: At the end of the game, each player scores 1 victory point for each enemy Lord of War unit that is destroyed

Slay the Warlord: If the enemy warlord has been slain during the battle, you score D3 victory points.

Attrition: If, at the end of the game, you have destroyed more enemy units than your opponent has destroyed of yours, you score D3 victory points.

OBJECTIVE TERRAIN

Rather than use objective markers, if both sides agree, individual pieces of terrain may be used instead.

In this case, it is recommended that only three pieces of objective terrain are used instead of the normal five. Each piece of terrain should measure at least 6x6" and no more than 12x12".

For the purposes of scoring, a player controls a piece of objective terrain if they have more models within 3" of the centre of the ground floor than their opponent.

CIVIL WAR

TIDE OF CARNAGE

The large massed battles of the Heresy era were greater than anything known today - vast forces of heavy units sweep through an area, destroying anything in order to push through no-man's land and swamp the enemy lines.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

FIRST TURN

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to seize the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH

This battle lasts for five battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Tide of Carnage: At the end of the game, each player scores victory points for controlling areas of the battlefield. In order to control an area, a player must have one or more units with the Objective Secured ability in the area, and the enemy must have no units with the Objective Secured ability in the area.

Controlling your own deployment zone is worth 3 victory points at the end of the game.

Controlling the enemy deployment zone is worth 7 victory points at the end of the game.

Controlling the area which is part of neither deployment zone is worth 5 victory points at the end of the game.

The Price of Failure: At the end of the game, each player scores 1 victory point for each enemy Lord of War unit that is destroyed.

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point.

Last Man Standing: If you have more units on the battlefield at the end of the game than your opponent, you score 1 victory point.

HEAVY ARMOUR

In this mission, all **VEHICLE** units with the **TANK** keyword gain the Objective Secured ability.

CIVIL WAR

WAR OF LIES

After the scattering of forces at the outset of the Heresy, information was often garbled and contradictory. Force elements would be sent in search of technologies or supplies that never existed, or were elsewhere entirely. The only option was to attempt control the entire theatre.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up the terrain.

Next, the players set up 3 objective markers. The first marker is set up in the centre of the table. Then, the players should roll off and, starting with whoever rolls highest, the players place the remaining two markers.

These two objective markers may be placed anywhere on the board, as long as the centre of each is more than 12" from the centre of another objective marker and more than 6" from the edge of the battlefield.

DEPLOYMENT

The players roll off - whoever rolls highest determines which of the standard deployment maps will be used and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who **did not** pick deployment zone. A player's models must be set up in their own deployment zone. Continue until both sides have finished setting up their army.

FIRST TURN

The player who finished setting up their army first can choose to go first or second.

Whichever player goes second may choose to seize the initiative, and rolls a D6; on a result of a 6, they go first instead!

BATTLE LENGTH

This battle lasts for six battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Death Toll: At the end of the game, each player scores 1 victory point for each enemy unit that is destroyed.

War of Lies: At the end of the game, each objective marker is worth a number of victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

Once control has been established, roll on the War of Lies table to determine how many victory points each marker is worth.

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point.

WAR OF LIES

1	0 victory points
2	1 victory point
3	1 victory point
4	2 victory points
5	3 victory points
6	Lose D3 victory points!

CRUSADE RESERVES

CRUSADE RESERVE DETACHMENTS

There are a number of units which are common to many armies in the Age of Darkness, even if they are not part of the official order of battle of any of them. The Great Crusade absorbed a number of smaller formations as it grew, and various specialist vehicles may have been assigned to Legions for specific missions.

In addition, forge worlds rediscovered by particular Legions may make their own patterns of combat vehicle, and formations drawn from newly-compliant worlds may come with their own indigenous designs. In the Heresy, some of these vehicles are still available to your army.

These units are represented by crusade reserves. You may include units of **CRUSADE RESERVE** models in your army, in either Super-heavy, Super-heavy Auxiliary or Orbital Strike Wing detachments.

If a detachment contains a **CRUSADE RESERVE** model, all models in that detachment must be **CRUSADE RESERVE** models using the same datasheet.

The datasheets and points costs for crusade reserves are included in this document.

POINTS COSTS

LORDS OF WAR

UNIT	MODELS PER UNIT	POINTS PER MODEL *
Crusade Baneblade Super-heavy Tank	1	390
Crusade Banesword Super-heavy Tank	1	390
Crusade Crassus Assault Vehicle	1	200
Crusade Dominus Siege Bombard	1	450
Crusade Macharius Heavy Tank	1	345
Crusade Macharius Omega	1	355
Crusade Macharius Vanquisher	1	360
Crusade Macharius Vulkan	1	250
Crusade Marauder Bomber	1	252
Crusade Marauder Destroyer	1	146
Crusade Minotaur Artillery Tank	1	280
Crusade Praetor Assault Launcher	1	350
Crusade Shadowword Super-heavy Tank	1	390
Crusade Stormlord Super-heavy Tank	1	430
Crusade Stormsword Super-heavy Tank	1	390

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Autokrator control	30
Battle servitor control	15
Ground tracking auguries	10
Ramjet-diffraction grid	15
Space marine crew	20

FLYER

UNIT	MODELS PER UNIT	POINTS PER MODEL*
Crusade Thunderbolt Heavy Fighter	1	125

WEAPONS

WEAPON	POINTS PER WEAPON
Adamantium tracks	0
Autocannon	12
Baneblade cannon	0
Combi-bolter	2
Demolisher cannon	0
Dominus triple bombard	0
Heavy bolter	8
Heavy flamer	17
Heavy stubber	4
Hellstrike missile	20
Hunter-killer missile	6
Lascannon	20
Macharius battle cannon	0
Macharius vanquisher cannon	0
Macharius vulcan mega-bolter	0
Omega-pattern plasma blastgun	0
Praetor launcher	0
Quake cannon	0
Stormsword siege cannon	0
Skystrike missile	15
Twin autocannon	0
Twin earthshaker cannon	0
Twin heavy rotor cannon	0
Twin heavy bolter (included as standard)	0
Twin heavy bolter (sponsons)	14
Twin heavy flamer	0
Twin heavy stubber	7
Twin lascannon	0
Volcano cannon	0
Vulcan mega-bolter	0

* Does not include wargear



CRUSADE THUNDERBOLT HEAVY FIGHTER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderbolt	20-45"		3+			7-15			
	20-30"	6+	4+	7	7	4-6	3	7	3+
	20"		5+			1-3			

A Thunderbolt Heavy Fighter is a single model equipped with a twin lascannon and two twin autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Kinetic piercer missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from all hit rolls made for this weapon against other targets.
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Sunfury missile	36"	Heavy D6	6	-2	1	-
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may take one of the following options: four sunfury missiles, four hellstrike missiles, four kinetic piercer missiles.This model can take ground-tracking auguries.This model can take a ramjet diffraction grid.					
ABILITIES	<p>Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</p> <p>Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p>Supersonic: Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Battle servitor control: A model with Battle Servitor Control increases by one the Strength of any ranged weapons that target a VEHICLE unit.</p> <p>Ground-tracking auguries: A model with ground-tracking auguries can re-roll hit rolls of a '1' when targeting a unit that does not have the FLY keyword.</p> <p>Ramjet diffraction grid: This model has a 5+ invulnerable save against ranged weapons.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, FLY, THUNDERBOLT					



CRUSADE MARAUDER BOMBER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
	20-45"		4+			11-20			
Marauder Bomber	20-30"	6+	5+	7	7	5-10	3	7	3+
	20"		5+			1-4			

A Marauder Bomber is a single model equipped with a twin lascannon two twin heavy bolters and a cluster of heavy bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Hellstorm bombs	-----	See Hellstormbombs below	-----			Each Hellstorm bomb choice can only be used once per battle
Heavy bombs	-----	See Heavy bombs below	-----			Each Heavy bomb choice can only be used once per battle.

WARGEAR OPTIONS	<ul style="list-style-type: none">This model can replace its cluster of heavy bombs for a cluster of hellstorm bombs.This model can take battle-servitor control.
ABILITIES	<p>Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</p> <p>Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Heavy Bombs*: On three separate turns during the battle, a Marauder Bomber with heavy bombs can drop them as it flies over enemy units in its Movement phase. After the Marauder Bomber has moved, pick one enemy unit that it flew over. Then roll a D6 for each model in the unit, up to a maximum of 12 dice (roll 3 dice for each VEHICLE or MONSTER in the unit). For each roll of a 4+, the unit being bombed suffers a mortal wound.</p> <p>Hellstorm Bombs*: On three separate turns during the battle, a Marauder Bomber with heavy bombs can drop them as it flies over enemy units in its Movement phase. After the Marauder Bomber has moved, pick one enemy unit that it flew over. Then roll a D6 for each model in the unit, up to a maximum of 10 dice (roll 2 dice for each VEHICLE or MONSTER in the unit). For each roll of a 3+, the unit being bombed suffers a mortal wound.</p> <p><i>* Note that a Marauder Bomber will only have one of these abilities, which should be noted before the game begins.</i></p> <p>Sky-Fortress: This model does not suffer the penalty for shooting Heavy weapons on a turn in which it has moved.</p> <p>Supersonic: Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice.</p>
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE
KEYWORDS	VEHICLE, TITANIC, FLY, MARAUDER, MARAUDER BOMBER



CRUSADE MARAUDER DESTROYER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
	20-45"		4+			11-20			
Marauder Destroyer	20-30"	6+	5+	7	7	5-10	3	7	3+
	20"		5+			1-4			

A Marauder Destroyer is a single model equipped with three twin autocannon, a twin heavy rotor cannon, a twin heavy bolter and a cluster of heavy bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy rotor cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Heavy bombs	----- See Heavy bombs below -----					Each Heavy bomb choice can only be used once per battle.
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model can take eight hellstrike missiles.• This model can take battle-servitor control.					
ABILITIES	<p>Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</p> <p>Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Heavy Bombs*: Once per battle, a Marauder Destroyer with heavy bombs can drop them as it flies over enemy units in its Movement phase. After the Marauder Destroyer has moved, pick one enemy unit that it flew over. Then roll a D6 for each model in the unit, up to a maximum of 12 dice (roll 3 dice for each VEHICLE or MONSTER in the unit). For each roll of a 4+, the unit being bombed suffers a mortal wound.</p> <p>Sky-Fortress: This model does not suffer the penalty for shooting Heavy weapons on a turn in which it has moved.</p> <p>Supersonic: Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, FLY, MARAUDER, MARAUDER DESTROYER					



CRUSADE MACHARIUS HEAVY TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Macharius	10"		4+			11-22	3		
	7"	5+	5+	8	8	6-10	D3	8	3+
	4"		6+			1-5	1		

A Macharius is a single model equipped with a Macharius battle cannon, a twin heavy stubber and two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Macharius battle cannon	72"	Heavy 2d6	8	-2	D6	-
Twin heavy stubber	36"	Heavy 6	4	0	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.

WARGEAR OPTIONS	<ul style="list-style-type: none">This model may take a combi-bolter or heavy stubber.This model may take a hunter-killer missile.This model may replace its two heavy stubbers with two heavy bolters or two heavy flamers.If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control.
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's heavy bolters and heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE
KEYWORDS	VEHICLE, TITANIC, MACHARIUS, MACHARIUS HEAVY TANK, TANK



CRUSADE MACHARIUS OMEGA



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Macharius	10"		4+			11-22	3		
	7"	5+	5+	8	8	6-10	D3	8	3+
	4"		6+			1-5	1		

A Macharius Omega is a single model equipped with an Omega-pattern plasma blastgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Omega-pattern plasma blastgun	When attacking with this weapon, choose one of the profiles below:					
- Pulsed bolts	60"	Heavy 2D6	8	-3	2	-
- Maximal bolts	60"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers a mortal wound after all this weapon's shots have been resolved.
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may take a combi-bolter or heavy stubber.This model may take a hunter-killer missile.This model may take two autocannon, two heavy bolters or two heavy flamers.If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control.					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's heavy bolters and heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, MACHARIUS, MACHARIUS OMEGA, TANK					



CRUSADE MACHARIUS VANQUISHER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Macharius	10"		4+			11-22	3		
	7"	5+	5+	8	8	6-10	D3	8	3+
	4"		6+			1-5	1		

A Macharius Vanquisher is a single model equipped with a Macharius vanquisher cannon, a twin heavy stubber and two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Macharius vanquisher cannon	When attacking with this weapon, choose one of the profiles below:					
- Blast shells	72"	Heavy 2D6	8	-2	D3	-
- AP shells	72"	Heavy 2	9	-3	D6	Roll two dice whn inflicting damage with this weapon and discard the lowest result.
Twin heavy stubber	36"	Heavy 6	4	0	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may take a combi-bolter or heavy stubber.• This model may take a hunter-killer missile.• This model may replace its two heavy stubbers with two heavy bolters or two heavy flamers.• If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control.					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's heavy bolters and heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, MACHARIUS, MACHARIUS VANQUISHER, TANK					



CRUSADE MACHARIUS VULCAN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Macharius	10"		4+			11-22	3		
	7"	5+	5+	8	8	6-10	D3	8	3+
	4"		6+			1-5	1		

A Macharius Vulcan is a single model equipped with a Macharius vulcan mega-bolter, a twin heavy stubber and two heavy stubbers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Macharius vulcan mega-bolter	60"	Heavy 15	6	-2	2	If the model does not move during the Movement phase, change this weapon's type to Heavy 30 until the end of the turn.
Twin heavy stubber	36"	Heavy 6	4	0	1	-
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may take a combi-bolter or heavy stubber.This model may take a hunter-killer missile.This model may replace its two heavy stubbers with two heavy bolters or two heavy flamers.If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control.					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's heavy bolters and heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, MACHARIUS, MACHARIUS VULCAN, TANK					



CRUSADE MINOTAUR ARTILLERY TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Minotaur	10"		4+			11-22	3		
	7"	5+	5+	8	8	6-10	D3	8	3+
	4"		6+			1-5	1		

A Minotaur Artillery Tank is a single model equipped with a twin earthshaker cannon and two heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Twin earthshaker cannon	240"	Heavy 2D6	9	-2	D3	Roll 4 dice for the number of attacks when firing this weapon and discard the lowest two results. This weapon can target units not visible to the bearer.
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may take a combi-bolter or heavy stubber.This model may take a hunter-killer missile.If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control.					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Heavy Armoured Front: This model has a 5+ invulnerable save against shooting attacks.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its heavy bolters can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, MINOTAUR ARTILLERY TANK, TANK					



CRUSADE CRASSUS ASSAULT VEHICLE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Crassus	10"		4+			10-20	3		
	7"	5+	5+	8	8	5-9	D3	8	3+
	4"		6+			1-4	1		

A Crassus Assault Vehicle is a single model equipped with four heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may take a combi-bolter or heavy stubber. This model may take a hunter-killer missile. This model may replace any or all its heavy bolters with any combination of the following: heavy flamers, autocannon or lascannon. If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control. 					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Overdrive: This model may still fire all its weapons in the Shooting phase if it Advanced in the previous Movement phase.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's heavy bolters and heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
TRANSPORT	This model can transport 35 INFANTRY models. Each Militia Fireteam takes up the space of two other models and each Militia Brute or Ogryn Charonite takes up the space of three other models. Each JUMP PACK, TERMINATOR or PRIMARCH model takes up the space of two other models					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, TRANSPORT, CRASSUS ASSAULT VEHICLE, TANK					



CRUSADE PRAETOR ASSAULT LAUNCHER



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Praetor	10"		4+			10-20	3		
	7"	5+	5+	8	8	5-9	D3	8	3+
	4"		6+			1-4	1		

A Praetor Assault Launcher is a single model equipped with a praetor launcher and two heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Praetor launcher	When attacking with this weapon, choose one of the profiles below:					
- Foehammer	12-120"	Heavy 2D6	8	-2	D6	-
- Firestorm	12-120"	Heavy 2D6	6	-2	2	Units attacked by this weapon do not get any benefits to their saving throws for being in cover.
- Pilum	72"	Heavy D6	8	-2	D6	This model may add 1 to all hit rolls when attacking a model with the FLY keyword.
Lascannon	48"	Heavy 1	9	-3	D6	-
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may take a combi-bolter or heavy stubber.This model may take a hunter-killer missile.This model may replace any or all its heavy bolters with any combination of the following: heavy flamers, autocannon or lascannon.If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control.					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's heavy bolters and heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, PRAETOR ASSAULT LAUNCHER, TANK					



CRUSADE DOMINUS SIEGE BOMBARD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dominus	10"		4+			10-20	3		
	7"	5+	5+	8	8	5-9	D3	8	3+
	4"		6+			1-4	1		

A Dominus Siege Bombard is a single model equipped with a dominus triple bombard and two heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Dominus triple bombard	When attacking with this weapon, choose one of the profiles below:					
- Mobile	36"	Heavy 2D6	10	-2	D3	This weapon can target units that are not visible to the bearer.
- Stationary	60"	Heavy 3D6	10	-3	D6	This profile can only be chosen if the model did not move in the preceding Movement phase. This weapon can target units that are not visible to the bearer.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
WARGEAR OPTIONS	<ul style="list-style-type: none">• This model may take a combi-bolter or heavy stubber.• This model may take a hunter-killer missile.• This model may replace any or all its heavy bolters with any combination of the following: heavy flamers, autocannon or lascannon.• If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a <MECHANICUM> detachment, this model can take autokrator control.					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its heavy bolters and heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, DOMINUS SIEGE BOMBARD, TANK					



CRUSADE BANEBLADE SUPER-HEAVY TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Baneblade	10"		4+			14-26	9		
	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Baneblade is a single model equipped with an autocannon, a Baneblade cannon, a demolisher cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Baneblade cannon	72"	Heavy 3D6	9	-3	3	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Heavy stubber	36"	Heavy 3	4	0	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may take a combi-bolter or heavy stubber.This model may take either two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control.					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's twin heavy bolters and twin heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, BANEBLADE, TANK					



CRUSADE BANESWORD SUPER-HEAVY TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Banesword	10"		4+			14-26	9		
	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Banesword is a single model equipped with a quake cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Quake cannon	140"	Heavy 2D6	14	-4	D6	When rolling for this weapon's damage, treat results of a 1 or 2 as 3 instead.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may take a combi-bolter or heavy stubber.This model may take either two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control.					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only its twin heavy bolters and twin heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, BANESWORD, TANK					



CRUSADE SHADOWSWORD SUPER-HEAVY TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shadowsword	10"		4+			14-26	9		
	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Shadowsword is a single model equipped with a volcano cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Volcano cannon	120"	Heavy 3D3	16	-5	2D6	You can re-roll failed wound rolls when targetting TITANIC units with this weapon.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may take a combi-bolter or heavy stubber.This model may take either two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control.					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Shadowsword Targeters: Add 1 to any hit rolls you make for this model for attacks that target TITANIC units.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's twin heavy bolters and twin heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, SHADOWSWORD, TANK					



CRUSADE STORMLORD SUPER-HEAVY TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormlord	10"		4+			14-26	9		
	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Stormlord is a single model equipped with a vulcan mega-bolter, a twin heavy bolter, two heavy stubbers and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Vulcan mega-bolter	60"	Heavy 20	6	-2	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may take a combi-bolter or heavy stubber. This model may replace its two heavy stubbers with two heavy bolters. This model may take either two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer. If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control. 					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Extended Firing Deck: Up to 20 models being transported by a Stormlord can shoot in their shooting phase, measuring and drawing line of sight from any point on the vehicle. Units that shoot in this manner count as having moved if they or the Stormlord moved in the preceding movement phase.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (but only it's twin heavy bolters and twin heavy flamers can target units within 1" of it - other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
TRANSPORT	This model can transport 40 INFANTRY models. Each Militia Fireteam takes up the space of two other models and each Militia Brute or Ogryn Charonite takes up the space of three other models. Each JUMP PACK, TERMINATOR or PRIMARCH model takes up the space of two other models					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, STORMLORD, TANK					



CRUSADE STORMSWORD SUPER-HEAVY TANK



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormsword	10"		4+			14-26	9		
	7"	5+	5+	9	8	7-13	6	8	3+
	4"		6+			1-6	3		

A Stormsword is a single model equipped with a Stormsword siege cannon, a twin heavy bolter and adamantium tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Stormsword siege cannon	36"	Heavy 2D6	10	-4	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. Re-roll damage rolls of 1 for this weapon.
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
WARGEAR OPTIONS	<ul style="list-style-type: none">This model may take a combi-bolter or heavy stubber.This model may take either two sponsons or four sponsons; each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.If the army includes a <LEGION> detachment, this model can take space marine crew. Alternatively, if the army includes a MECHANICUM detachment, this model can take autokrator control.					
ABILITIES	<p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Steel Behemoth: This model can Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It can fire its weapons if enemy units are within 1" of it (except for its fellblade accelerator cannon and demolisher cannon which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.</p>					
FACTION KEYWORDS	<FEALTY>, CRUSADE RESERVE					
KEYWORDS	VEHICLE, TITANIC, STORMSWORD, TANK					

WEAPON PROFILES SUMMARY

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium tracks	Melee	Melee	User	-2	D3	-
Autocannon	48"	Heavy 2	7	-1	2	-
Baneblade cannon	72"	Heavy 3D6	9	-3	3	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Dominus triple bombard	When attacking with this weapon, choose one of the profiles below:					
- Mobile	36"	Heavy 2D6	10	-2	D3	This weapon can target units that are not visible to the bearer.
- Stationary	60"	Heavy 3D6	10	-3	D6	This profile can only be chosen if the model did not move in the preceding Movement phase. This weapon can target units that are not visible to the bearer.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Hellstrike missile	72"	Heavy 1	8	-2	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Macharius battle cannon	72"	Heavy 2d6	8	-2	D6	-
Macharius vanquisher cannon	When attacking with this weapon, choose one of the profiles below:					
- Blast shells	72"	Heavy 2D6	8	-2	D3	-
- AP shells	72"	Heavy 2	9	-3	D6	Roll two dice whn inflicting damage with this weapon and discard the lowest result.
Macharius vulcan mega-bolter	60"	Heavy 15	6	-2	2	If the model does not move during the Movement phase, change this weapon's type to Heavy 30 until the end of the turn.
Omega-pattern plasma blastgun	When attacking with this weapon, choose one of the profiles below:					
- Pulsed bolts	60"	Heavy 2D6	8	-3	2	-
- Maximal bolts	60"	Heavy 2D6	9	-3	3	For each hit roll of 1, the bearer suffers a mortal wound after all this weapon's shots have been resolved.
Praetor launcher	When attacking with this weapon, choose one of the profiles below:					
- Foehammer	12-120"	Heavy 2D6	8	-2	D6	-
- Firestorm	12-120"	Heavy 2D6	6	-2	2	Units attacked by this weapon do not get any benefits to their saving throws for being in cover.
- Pilum	72"	Heavy D6	8	-2	D6	This model may add 1 to all hit rolls when attacking a model with the FLY keyword.
Quake cannon	140"	Heavy 2D6	14	-4	D6	When rolling for this weapon's damage, treat results of a 1 or 2 as 3 instead.
Stormsword siege cannon	36"	Heavy 2D6	10	-4	D6	Roll two dice for the number of attacks when firing this weapon and discard the lowest result. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. Re-roll damage rolls of 1 for this weapon.
Kinetic piercer missile	60"	Heavy 1	7	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from all hit rolls made for this weapon against other targets.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin earthshaker cannon	240"	Heavy 2D6	9	-2	D3	Roll 4 dice for the number of attacks when firing this weapon and discard the lowest two results. This weapon can target units not visible to the bearer.
Twin heavy rotor cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin heavy stubber	36"	Heavy 6	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Volcano cannon	120"	Heavy 3D3	16	-5	2D6	You can re-roll failed wound rolls when targetting TITANIC units with this weapon.
Vulcan mega-bolter	60"	Heavy 20	6	-2	2	-

WARGEAR	DESCRIPTION
Autokrator Control	This upgrade increases the model's Ballistic Skill characteristic to 3+, and increases its Wounds characteristic by 1.
Battle servitor control	A model with Battle Servitor Control increases by one the Strength of any ranged weapons that target a VEHICLE unit.
Ground tracking auguries	A model with ground-tracking auguries can re-roll hit rolls of a '1' when targeting a unit that does not have the FLY keyword.
Ramjet-diffraction grid	This model has a 5+ invulnerable save against ranged weapons.
Space marine crew	This upgrade increases the model's Ballistic Skill characteristic to 3+.