



WARHAMMER
40,000

CODEX SUPPLEMENT

MILITARUM TEMPESTUS

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INTRODUCTION

Welcome, trooper, to *Codex Supplement: Militarum Tempestus*, a supplement for *Codex: Astra Militarum*. In this document you will be briefed on the abilities and strengths of the Militarum Tempestus and how the various roles filled out by their units work together to effectively carry out their assigned mission.

The Militarum Tempestus are the elite fighting force of the Astra Militarum, carrying out missions that are deemed impossible for regular troops with the help of their superior training, equipment and determination. Such is the combat proficiency of these hardened soldiers that they are seen as an adequate replacement when a request for the aid to the Adeptus Astartes goes unanswered.

As their Low Gothic name, “Storm Troopers” hints at, the armed forces of the Officio Prefectus are primarily deployed as shock troops, either to surgically eliminate important targets on the battlefield or behind enemy lines or to punch through a vital but heavily defended enemy position. That being said, they also specialize in covert

operations: a small task force of Tempestus Scions dropping from Valkyries is often more effective than a large scale assault at freeing valuable hostages or destroying a key production asset.

The unshakable devotion of these soldiers is ingrained into them at an early age, when they are inducted into the Officio Prefectus, usually as a consequence of being orphaned sons of Imperial officers. Their no-nonsense attitude and dour proficiency lead many among the common soldiery of the Astra Militarum to resent them, as they feel the Scions believe themselves to be above the other rank and file regiments.

The Militarum Tempestus are a scalpel-

like force, aimed at hitting the enemy in the right spot with overwhelming force and swiftly moving on to their next target. The Crusade rules found in this book allow you to specialize the units in your army for specific tasks, and having each perform their intended role on the battlefield is the true test of a Militarum Tempestus army commander.

The rules in this book - combined with those found in *Codex: Astra Militarum*, - provide everything you need to field an army of storm troopers, including datasheets, Warlord Traits, Relics, Stratagems and more. With all these resources, you will be able to carry out any mission with absolute efficacy.

STORM TROOPERS

TEMPESTOR ARUSPEX

For especially fraught operations, and particularly missions where intel is considered insufficient or unreliable, the Officio Prefectus may appoint a Tempestor AruspeX to help guide the task force. These uncannily gifted officers are erudite students of military history and tactics, familiar with the favourite approaches different enemies of the Imperium adopt when waging war. This allows them to order their men according to the current situation, but to how their calculations predict the theatre of battle will evolve, disrupting enemy plans at their most crucial point, making sure the targets of the Militarum Tempestus' blitzes never get the chance to mount a proper defense, keeping his own troops on the offensive and the enemy on the back foot.

Soldiers from the more conventional regiments of the Imperial Guard view Tempestor AruspeXes with distrust, unable to believe that the level of battlefield prescience demonstrated by these commanders is achievable by any means other than sorcery. Whether or not this is true, the scions of the Militarum Tempestus follow these orders, like all others, with absolute devotion, and are disciplined and canny enough to know better than to spread rumors behind the backs of their superiors, especially regarding individuals with such staggering powers of insight, perception and analysis.

TEMPESTOR PRIME

Each Militarum Tempestus platoon is led into battle by a grizzled officer known as a Tempestor Prime. Such men are promoted on battlefield record alone, their accolades earned through courage and unshakable discipline in the line of fire. The tactics they employ as a commander are the product of the countless missions they have undertaken as a Scion, and as such they have an intrinsic understanding of the capabilities of their soldiers. Able to operate on their own initiative in a way entirely alien to the majority of the Astra Militarum, these men lead their Progenium brethren into battle with merciless efficiency.

ARDITI

For all the prowess Scions bring to the battlefield, specializing in violent firefights means keeping distance and making astute use of cover, but sometimes a mission will require a key location to be freed from enemy occupation only to be immediately held by friendly soldiers. When this is the case, the Militarum Tempestus employs teams of Arditi.

These daring shock troopers are irresistible on the charge, tearing through enemy ranks with vicious melee strokes and point blank hot-shot las fire, ensuring the enemy is no longer in any position to hold their position.

The weapons wielded by these teams depend largely on the enemy they expect to face: in the case of lowly cultists or rebellious line infantry, the reliable chainsword is usually the weapon of choice, but if the Arditi plan on facing enemies with more robust defensive plating, entire squads may be issued with power weapons. It speaks to the proficiency these mere mortals possess with a blade that every last one of them can come equipped with weapons even the Space Marines distribute sparingly.

TEMPESTUS SCIONS

Each squad of Tempeustus Scions consists of veteran warriors, trained and equipped to the highest standard. Protected by rigid amraplas and reinforced ceramite plates, Scions wield a sophisticated range of high-powered weapons that perfectly complement their shock assault role, and their discipline is such that they can direct their deadly firepower to absolute optimum effect. Unlike the Guardsmen of the Astra Militarum, Scions endure a brutally uncompromising training regime, ensuring that only the most skillful and resolute amongst them ever see battle.

The standard-issue weapon for Tempeustus Scions is the hot-shot lasgun. Each of these rifles is fitted with a potent external power cell, allowing them to penetrate thicker armour than the mass-produced lasguns used by the rank-and file Guardsmen. When deployed against armoured enemy infantry, Tempeustus Scions wield hot-shot volley guns. With a more powerful blast and extreme rate of fire, they are perfect for bringing down traitor Space Marines and xenos hordes.

Militarum Tempeustus Scions are often viewed with fear or resentment by the regular troops - nicknames such as "glory boys" and "toy soldiers" are common. Yet this rancour is nothing to the Scions themselves. Trained in covert operations and rapid insertion strike-tactics, they go to battle confident that their every deed is for the good of the Imperium, carrying out their orders with merciless and uncompromising pragmatism.

HOPLITES

The Militarum Tempeustus are often deployed in covert operations, hitting the enemy's weak points so that their entire structure may collapse under the weight of allied combined arms. Not the Hoplites. The Hoplites are sent when the Militarum Tempeustus must engage in pitched battles and hold a beachhead against overwhelming enemy opposition. Squads of Scions and Arditi are proficient in taking ground, but the limitations of their defensive equipment make them ill-suited to holding it. Not the Hoplites. Clad in power armour rather than their comrade's lighter carapace plates, and touting heavy ceramite shields, Hoplites can resist firepower that would take out Taurox Primes. Their primary weapon is the power pike, a ten foot spear with a tip of crackling energy, designed to minimise the bottleneck effect of breaches, where Hoplites are often deployed, allowing soldiers beyond the first rank to support the members of their shield wall. Power pikes also aid Hoplites in their role as monster hunters: a man, for all his valor, has little chance of felling a creature the size of a hoese by hacking at its claws; the pikes give Hoplites the range to strike at eyes, throats, and other vital organs that would otherwise be out of reach, facilitating the kill.

When the mission requires more versatile maneuvering and redeployment than the Hoplites' standard holding of the line, they are often equipped with power pilams, rocket propelled javelins that allow them to blunt an unexpected enemy charge, soften them up for one of their own, or cut down fleeing foes.

TEMPESTUS COMMAND SQUADS

Each Tempestus Command Squad is comprised of the very best Scions in the regiment. A Tempestus Command Squad will often shadow a Tempestor Prime on an operation, shielding him against incoming fire while answering with salvos of their own. Vox operators relay the Tempestor Prime's commands across the vox-net while medics patch up and inject stimulant concoctions into downed soldiers so that they can continue to fight. Some Tempestus Command Squads also carry their platoon's banner into battle, waving its colours in proud defiance as they lead the charge against the enemy.

HARRIERS

Just as the task forces of the Militarum Tempestus target weaknesses to lay the groundwork for large-scale Astra Militarum offensives, so too do Harriers prepare the field for the surgical operations carried out by their regiments.

Mobilized in the very beginning of planning phases, Harriers range out far and wide, gathering intel on key locations, while keeping an eye out for vulnerable enemy outposts or patrols to signal for airstrikes or take out themselves, sowing disarray behind enemy lines before the spearhead strikes. Masters in disruption, the rapid, rugged and resourceful bikers know precisely where to strike to cause maximum damage and confusion and when to retreat, leaving their pursuers choking on their exhaust fumes.

On the battlefield, Harriers use this knowledge in a more limited manner, focusing their fire on enemy units in such a way that it seems more deadly than it truly is combining this with a sophisticated array of strobe lights, blaring speakers and flares to confound the enemy and break their chain of command, they send their targets reeling as they attempt to locate the source of such an onslaught, leaving them vulnerable to the attacks of more dedicated combat troops. This is not to say Harriers are simply a distraction, as their speed allows them to weave through gaps in enemy formations and focus down key assets that were believed safe behind the front lines.

In any case, Harriers fulfill a dangerous role, often attracting much more firepower than they rightly should due to the attention they purposefully draw from enemy troops. Regardless, the bikers take a grim pride in this, and in knowing no matter the operation, they will be first in and last out.

FORWARD OPERATORS

Another reflection of how the Militarum Tempestus' doctrine plays out on both the strategic and tactical level, Forward Operators are tasked with the removal of high priority threats that could compromise the security of the entire task force. These usually take the form of enemy commanders or entrenched heavy weapons, unreachable by either land or air.

In the first case, the weapon of choice is the hot-shot sniper rifle, a long barreled variant of the lasgun carried by front-line Scions. The increased range and improved scope of these weapons allow it to be effectively employed to single out individual targets in the maelstrom of battle, and the expanded energy capacitors feeding into it from the oversized power pack ensure the shot is deadly as well as accurate.

In the second case, the Militarum Tempestus' emphasis on speed and precision means that the Forward Operators eschew more traditional heavy weapons, such as rocket launchers or lascannons, in favor of hand piloted servo-skulls rigged with explosives. These are both easier to carry and conceal during

long deployments and more accurate than the notoriously unwieldy anti-tank weaponry available to less specialized Astra Militarum forces, and can be fired from and swiftly piloted to destination from concealed positions, keeping their operators safe, though their small size means they must be used en masse to bring down large targets.

Forward Operators are often deployed alone, without the support of a task force. Their stealth training allows their presence to remain unknown by the enemy for long periods of time while they wait for the opening to strike at their target, all while gathering intel for the coming task force. In order to not be caught out in the open by heavier enemy forces, against which they would be disadvantaged, Forward Operators employ sophisticated vox technology to infiltrate enemy comms in their vicinity and redirect deployment orders so they are left undisturbed. Enemy commanders usually only notice this moments before being pierced by multiple high-powered laser beams, that leave them a smoking ruin and leave the Forward Operators' position unperturbed.

TAUROX PRIME

A variant of the regular Astra Militarum's Taurox transport built for use by the Militarum Tempestus, the Prime's design is efficient and flexible. The vehicle's chassis incorporates arcane technologies that allow it to sustain Tempestus Scions while they operate in extremely hostile environments up to and including the cold vacuum of space. The vehicle can be internally pressurised, and features an array of life-support systems. Furthermore, a Taurox Prime's engines -- using the proper rituals and prayers -- are capable of channeling magnetic force into the APC's tracks, enabling the vehicle to cling to vertical surfaces, and even operate in zero gravity conditions.

The Taurox Prime's weapon load-out is equally versatile -- whether blasting enemy infantry apart with hails of missiles or Taurox Gatling Cannon fire, or bringing down tanks and fortifications with their lightweight Battle Cannons, these vehicles are the ideal transport for the elite forces of the Militarum Tempestus.

The exceptional versatility of the Taurox Prime was expertly utilised in the Scarus Sector when the sector's Schola Progenium facility came under attack by a Death Guard warband. The 68th Deltic Lions, having battled the worshippers of the Plague God Nurgle many times before, rushed to defend the world against the emergent corruption. Rather than becoming bogged down in a battle of attrition -- a battle that the resilient Plague Marines would probably have won -- the Deltic Lions used their many Taurox Primes to move swiftly to wherever the Death Guard lines were weakest. Pitting the entirety of their forces against a single enemy flank forced the lumbering Chaos minions to reposition, but before they could respond, the Tempestus Scions re-embarked and dispersed. Repeated feinting attacks allowed the Deltic Lions to lure their enemy deep into an icy ravine where the snow and cold further hampered the Heretic Astartes' movement. The Taurox Primes, on the other hand, were able to ascend to the cliff-tops on either side of the ravine, from which the Scions rained hell down upon their targets. Hot-Shot Lasguns incinerated putrid flesh, while Taurox Pattern Gatling Cannons, Battle Cannons and Missile Launchers blasted the enemy's swollen ranks into oblivion.

THE RULES

Welcome to the rules section of Codex Supplement: Militarum Tempestus. On the following pages you will find all the rules content you need to bring every aspect of the Militarum Tempestus to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games, maybe you want to forge your own tales of glory and infamy with narrative play, or perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests. Whichever appeals to you - even if it's a bit of all three - this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages - things like your army's datasheets and the rules for its weapons - will be useful no matter what kind of game you're playing. Others, such as your army's Stratagems, Warlord Traits and Relics, will become relevant once you start playing games with Battle-forged armies. Then there's content like Precognitive Orders, which you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide you with countless hours of fresh and exciting gameplay.

On top of this, the Militarum Tempestus are the only in Warhammer 40,000 with access to the Shock and Awe rules, allowing you to choose which parts of your army you want to engage the enemy, giving you control of the battle's rhythm. You will find everything you need on the following pages to include these in your games of Warhammer 40,000, not to mention bespoke content for your Militarum Tempestus Crusade force. Included in the latter are exciting requisitions that can enable you to honorarily induct auxiliary forces into a Tempestus Regiment, and a system of Task Forces - a brand new Battle Honor available only to Militarum Tempestus

Officers - to better reflect the tactics they've matured together with their band of brothers.



BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 8)

Units in Militarum Tempestus Detachments gain additional abilities to better reflect how Militarum Tempestus armies operate together and wage war on the battlefield. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

TEMPESTUS REGIMENTS (PG 9)

Tempestus Regiments gain access to abilities, Warlord Traits, Relics and stratagems that represent their individual fighting styles.

STRATAGEMS (PG 15)

Tempestus Regiments have access to unique battlefield stratagems and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command Points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 17)

If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the additional Militarum Tempestus ones printed here. These represent the tactical and strategic goals unique to their armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

ARMY RULES

WARLORD TRAITS (PG 18)

The Warlord of a Militarum Tempestus army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

RELICS (PG 19)

Militarum Tempestus heroes can take powerful artefacts and venerated weapons called Heirlooms of the Regiments into battle; these Relics and the rules they bestow are described in this section.

CRUSADE RULES

CRUSADE (PG 20)

Storm Troopers have access to a host of additional rules that further personalise your Crusade force. These include bespoke Requisitions, Agendas, Crusade Relics and Battle Traits that reflect the rich background of the Militarum Tempestus. Amongst the rules presented in this section are Task Force Commands, a new type of Battle Honour that Militarum Tempestus Officers can take to better reflect their personal approaches to waging war.

DATASHEETS

DATASHEETS (PG 26)

This section is essential to all Militarum Tempestus players, regardless of preferred play style, containing as it does the datasheets for Militarum Tempestus units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core book.

PRECOGNITIVE ORDERS (PG 26)

Tempestor Aruspices are tacticians of such superlative skill that they are able to predict the enemy's moves before they even happen and order their troops to prepare for them. These orders allow your units to be more effective during your opponent's turn, reflecting how difficult it is to disrupt the Militarum Tempestus' well oiled battle plans.

POINTS

POINTS VALUES (PG 35)

If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit in your army. These will be reviewed and updated annually.

WARGEAR

WEAPON PROFILES (PG 36)

This section provides wargear lists referenced in the wargear options of certain Militarum Tempestus datasheets, as well as profiles for all of the weapons that Militarum Tempestus units can be equipped with.

RULES REFERENCE

GLOSSARY (PG 38)

In this section you will find a glossary of rules terms used in this Codex Supplement that is designed to aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 39)

Here you will find a handy bullet-pointed rules reference that summarises some common Militarum Tempestus rules.

DETACHMENT ABILITIES

A **MILITARUM TEMPESTUS** Detachment is one that includes only models with the **MILITARUM TEMPESTUS** keyword (excluding models with the **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords, or models from the units listed below in Advisors and Auxilia). Note that such a Detachment is also an **ASTRA MILITARUM** Detachment, as described in *Codex: Astra Militarum*, and as such all the **ASTRA MILITARUM** Detachment Abilities also apply to that Detachment.

- **MILITARUM TEMPESTUS** units in **MILITARUM TEMPESTUS** Detachments gain the Regimental Doctrine ability.
- Troops in **MILITARUM TEMPESTUS** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).
- If every unit from your army (excluding **AGENT OF THE IMPERIUM** or **UNALIGNED** units and units listed in Advisors and Auxilia) has the **MILITARUM TEMPESTUS** keyword and has the same **<TEMPESTUS REGIMENT>** keyword, then all **MILITARUM TEMPESTUS** units in your army gain the Storm Troopers ability.

STORM TROOPERS

If a unit with this ability is performing an action, it can shoot without that action failing. If a model with this ability that isn't performing an action shoots a target at half range or less, it can make an extra shot with the same weapon, at the same target, for each hit roll of 6+ you make for that model. These extra shots cannot themselves generate any more additional shots.

ADVISORS AND AUXILIA

The units below can be included in a **MILITARUM TEMPESTUS** Detachment, despite not having the **MILITARUM TEMPESTUS** keyword. In addition, they do not prevent units in that Detachment from gaining a Regimental Doctrine. Note, however, that the units listed below can never benefit from a Regimental Doctrine.

- Tech-Priest Enginseer
- Servitors
- Ministerum Priests
- Crusaders
- **AERONAUTICA IMPERIALIS** units
- **MILITARUM AUXILIA** units
- **OFFICIO PRAEFECTUS** units
- **SCHOLASTICA PSYKANA** units

REGIMENTAL DOCTRINE

All **MILITARUM TEMPESTUS** units with this ability, and all the models in them, gain a Regimental Doctrine so long as every unit in their detachment is from the same Tempestus Regiment. The doctrine gained depends upon which Tempestus Regiment they are from, as shown on the following pages.

Example: a **133RD LAMBOAN LIONS** unit with the Regimental Doctrine ability gains the Prized Weaponry doctrine.

If your Tempestus Regiment does not have an associated Regimental Doctrine, you may pick the doctrine you feel best represents your army. For example, as your army of **55TH ALPHIC HYDRAS** does not have an associated Regimental Doctrine, you can decide that the **54TH PSIAN JACKALS** Death from the Dark doctrine best suits these stealthy commandos.

TEMPESTUS REGIMENTS

32ND THETOID EAGLES



REGIMENTAL DOCTRINE: PREDATORY STRIKE

Known for their particularly vicious methods of warfare, the 32nd Thetoid Eagles are specialists in close-ranged firefights and rarely take prisoners.

- When resolving an attack made by a model with this doctrine with a ranged weapon against a unit that is within half range, an unmodified roll of 6 scores 1 additional hit.
- Each time a unit with this doctrine is selected to shoot or fight, you can re-roll one wound roll when making that attack.

WARLORD TRAIT: UNCOMPROMISING PROSECUTION (AURA)

The warlord has taught his troops to always aim for a target's most vulnerable points, to maximise the damage they suffer in combat.

When resolving an attack made by a friendly **32ND THETOID EAGLES** model whilst within 6" of this **WARLORD**, on an unmodified wound roll of 6 that model's weapon has an Armour Penetration characteristic of -4 for that attack.

RELIC: FIRE OF JUDGEMENT

This weapon slew countless cultists during the Xinox Wars, honouring the vicious Scions it belongs to.

32ND THETOID EAGLES model equipped with hot-shot laspistol only. This Relic replaces a hot-shot laspistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Fire of Judgement	12"	Pistol 2	3	*	*

Abilities: When resolving an attack made with this weapon, a successful hit inflicts 1 mortal wound on the target and the attack sequence ends.

FULL CHARGE 1 CP

32nd Thetoid Eagles - Battle Tactic Stratagem

Mounted in rapid Taurox Primes, the 32nd Thetoid Eagles unleash hell upon the enemy at close range.

Use this Stratagem in your Shooting phase, when a **32ND THETOID EAGLES TAUROX PRIME** model from your army is chosen to shoot with. Until the end of that phase, when resolving an attack made by that model against an enemy unit within 12", you can re-roll the hit roll.

54TH PSIAN JACKALS



REGIMENTAL DOCTRINE: DEATH FROM THE DARK

The Psian Jackals go to war in armour of jet black and with fearsome skulls painted on their masks. This, combined with incredible tracking skills and determination, makes them a truly terrifying enemy.

- Each model destroyed by an attack made by a model with this doctrine counts as 2 models destroyed in the following Morale phase. Enemy units must subtract 1 from their combat attrition tests while within 12" of models with this doctrine.
- Enemy units may not fire Overwatch against units with this doctrine that were not on the battlefield at the beginning of this turn.

WARLORD TRAIT: ROAMING PREDATOR (AURA)

Like a terrible beast, this warlord stalks the battlefield searching for isolated prey.

Whenever this model or a friendly **54TH PSIAN JACKALS** unit within 6" of it fires during the Shooting phase, after all its attacks have been resolved, that unit may immediately move up to half its Movement characteristic. This movement may not bring any model in that unit closer to the closest enemy unit. Double the range of this model's Heroic Intervention ability and its pile in and consolidate moves. Whenever this unit consolidates, it does not need to end its movement closer to the nearest enemy model or unit.

RELIC: THE HOUND'S TEETH

The machine spirit of this ferocious weapon has a predatory edge that makes proficient at exploiting an enemy's weak points.

54TH PSIAN JACKALS model equipped with chainsword only. This Relic replaces a chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Hound's Teeth	Melee	Melee	+1	-2	2

Abilities: When the bearer fights, it makes 3 additional attacks with this weapon. When resolving an attack made with this weapon, you can re-roll the wound roll.

KNIVES IN THE DARK 1 CP

54th Psian Jackals - Strategic Ploy Stratagem

The 54th Psian Jackals know how to drive even the bravest of soldiers to their breaking point.

Use this stratagem at the beginning of the Morale phase. Choose an enemy unit:

- Stratagems and abilities that allow that unit to automatically pass morale tests cannot affect that unit in this phase.
- The target unit must subtract 1 from combat attrition tests. If it has any abilities that allow it to ignore combat attrition tests or modifiers to combat attrition tests, it instead loses those abilities until the end of the Morale phase.

133RD LAMBDAN LIONS



REGIMENTAL DOCTRINE: PRIZED WEAPONRY

The 133rd Lamsdan Lions work extensively with the Adeptus Mechanicus in the recovery of lost knowledge and arcane technologies. In exchange for their service, the Adeptus Mechanicus sees fit to reward them with esoteric augmentations for their vehicles, armour and weaponry.

- Improve the Armour Penetration characteristic of weapons models with this doctrine are equipped with by 1 (e.g. AP 0 becomes AP -1).
- Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this doctrine, that attack has an Armour Penetration characteristic of 0 instead.

WARLORD TRAIT: KEYS TO THE ARMOURY (AURA)

The warlord has access to rare equipment, such as unusual augur arrays and oculus equipment normally kept by the Adeptus Mechanicus for its own use.

Re-roll hit rolls of 1 for attacks made by models in friendly **133RD LAMBDAN LIONS** units whilst their unit is within 6" of this **WARLORD**.

RELIC: REFRACTOR FIELD GENERATOR

The Adeptus Mechanicus gifted the 133rd Lamsdan Lions with this advanced refractor field generator after the Lions successfully cleansed Lauea IX of a Genestealer infestation.

133RD LAMBDAN LIONS model only. Friendly **133RD LAMBDAN LIONS** models have a 5+ invulnerable save whilst within 6" of a model from your army with this relic.

GIFTS FROM THE MECHANICUS 1 CP

133rd Lamsdan Lions - Wargear Stratagem

Many squads of the 133rd Lamsdan Lions have been gifted with enhanced power packs for their weapons.

Use this Stratagem in your Shooting phase, when a **133RD LAMBDAN LIONS** unit from your army is chosen to shoot with. Until the end of that phase, when resolving an attack made with a hot-shot weapon by a model in that unit, an unmodified wound roll of 6 inflicts 1 mortal wound in addition to any normal damage.

43RD IOTAN DRAGONS



REGIMENTAL DOCTRINE: CRACK SHOTS

The 43rd Iotan Dragons learn their patient and bloody trade in darkened cave labyrinths. Experts in combating Tyranid Genestealers and other outlier organisms, they have learned the importance of being able to fire with precision rapidly even at longer ranges and of making each shot count.

- Add 6" to the Range characteristic of Rapid Fire weapons models with this doctrine are equipped with.
- When resolving an attack made with a ranged weapon by a model with this doctrine against a unit within half range, an unmodified hit roll of 6 automatically wounds the target.

WARLORD TRAIT: PRECISION TARGETING (AURA)

The warlord is a mathematical genius as well as a highly experienced combatant. Combined, these skills make him extremely adept at pinpointing where an enemy will be and directing accurate and lethal fire against them.

Enemy models do not receive the benefits of cover against attacks made by friendly **43RD IOTAN DRAGONS** models whose unit is within 6" of this **WARLORD**.

RELIC: EMPEROR'S FURY

The wielder of this weapon brings the fury of the sun into every subterranean hellhole.

43RD IOTAN DRAGONS model equipped with a plasma pistol only. This Relic replaces a plasma pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Emperor's Fury	12"	Pistol 3	8	-3	2

DRILLED TO PERFECTION 2 CP

43rd Iotan Dragons - Strategic Ploy Stratagem

The 43rd stand firm, weapons readied, before their foe.

Use this Stratagem in your opponent's Charge phase, when a charge is declared against a **43RD IOTAN DRAGONS INFANTRY** unit from your army. That unit can immediately fire Overwatch. Until the end of that phase, when resolving an Overwatch attack made by a model in that unit, a hit roll of 4+ scores a hit.

55TH KAPPIC EAGLES



REGIMENTAL DOCTRINE: MOBILIZED INFANTRY

A regiment with a long and illustrious history of defeating the Emperor's foes, the 55th Kappic Eagles typify the obedience, excellence and efficiency for which the Militarum Tempestus is renowned.

- **INFANTRY** models with this doctrine do not suffer the penalty for moving and firing Heavy weapons or for Advancing and firing Assault weapons.
- When resolving an attack made by a model with this doctrine in a turn in which it disembarked from a **TRANSPORT**, add 1 to the hit roll.

WARLORD TRAIT: MASTER VOX

The warlord has in his possession a master vox with which he can directly command his forces over a wide area, enacting far-ranging strategies.

When using this **WARLORD**'s Voice of Command ability, it can issue orders to friendly **55TH KAPPIC EAGLES INFANTRY** units within 24". In addition, while this **WARLORD** is embarked within a **TRANSPORT** model it can still use its Voice of Command ability; when doing so, make any measurements from that **TRANSPORT** model's hull.

RELIC: DISTRACTION CHARGES

The 55th Kappic Eagles deploy these charges, packed with statshot and smoke canisters, to disrupt attacking troops while the Scions maneuver to another position.

55TH KAPPIC EAGLES model only. When resolving an Overwatch attack made by models in friendly **55TH KAPPIC EAGLES** units within 3" of a model with this Relic, if that attack scores a hit, the target is slowed until the end of the phase. When a charge roll is made for a slowed unit, halve the result (rounding up).

TACTICAL MISDIRECTION 1 CP

55th Kappic Eagles - Strategic Ploy Stratagem

The 55th Kappic Eagles destroy each target for a reason.

Use this Stratagem in your Shooting phase, when a unit is destroyed by an attack made by a model in a **55TH KAPPIC EAGLES** unit from your army. In your opponent's next Shooting phase, when resolving an attack made by an enemy model against a unit other than that **55TH KAPPIC EAGLES** unit, subtract 1 from the hit roll if that **55TH KAPPIC EAGLES** unit is an eligible target for that attack.

9TH IOTAN GORGONNES



REGIMENTAL DOCTRINE: RESOLUTE HEROISM

The 9th Iotan Gorgonnes frequently fight alongside the Adepta Sororitas Order of the Glowing Chalice, both forces having originated from the same Schola Progenium facility of Vedill I. Their allies' devotion to the Imperial creed inspires them to seek the utter destruction of their enemies.

- When resolving a ranged attack made by a model with this doctrine against the closest enemy unit, an unmodified hit roll of 6 scores 1 additional hit.
- Each time a unit with this doctrine fights, if any **9TH IOTAN GORGONNES OFFICER** units are within 6", add 1 to the attack characteristic of each model in that unit.

WARLORD TRAIT: SANCTITY OF SPIRIT (AURA)

The warlord has fought on multiple battlefields with his regiment's allies of the Order of the Glowing Chalice. They have been blessed countless times by the battle sisters, and have drunk sacred water from holy cups held by the Order's preceptorles. As a result the warlord's roll of honour from fighting for the Ecclesiarchy is as long as he is tall, extolling him as a beacon of faith.

When a Psychic test is taken for an enemy **PSYKER** model within 24" of this **WARLORD**, that model suffers Perils of the Warp on a roll of any double.

RELIC: BLESSED BOLT PISTOL

Two dozen sisters of the Order of the Glowing Chalice have prayed over this holy bolt pistol.

9TH IOTAN GORGONNES model equipped with a bolt pistol only. This Relic replaces a bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blessed Bolt Pistol	12"	Pistol 2	5	-2	3

Abilities: Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. When resolving an attack made with this weapon against a **PSYKER** unit, this weapon has a Damage characteristic of 3 for that attack.

DARING DESCENT 1 CP

9th Iotan Gorgonnes - Strategic Ploy Stratagem

Incredibly courageous, the 9th Iotan Gorgonnes drop into the hotzone.

Use this Stratagem in your Movement phase. Select one **9TH IOTAN GORGONNES** unit from your army that was set up in a high-altitude transport. Until the end of that phase, when you set up that unit on the battlefield using the Aerial Drop ability, that unit must be set up more than 5" away from any enemy models, instead of more than 9". Subtract 2 from any charge rolls made by that unit in this turn.

STRATAGEMS

DISSUASION FIRE

2 CP

Militarum Tempestus - Battle Tactic Stratagem

Forward Operators are often paired with a supporting frontline unit, and provide cover from undesirable engagements with their volleys of covering fire.

Use this stratagem in your opponent's Charge phase, when a friendly unit within 6" of a **FORWARD OPERATOR** unit is selected as the target for a charge. That **FORWARD OPERATOR** unit may immediately fire Overwatch as if it were the target of that charge. For each hit scored on the charging unit, that unit must subtract 1 from its charge rolls until the end of that phase.

KILLING ZONE

1 CP

Militarum Tempestus - Battle Tactic Stratagem

Tempestus Scions frequently use fields of enfilading fire to destroy their enemies.

Use this Stratagem in your Shooting phase, after you have shot with a <TEMPESTUS REGIMENT> **INFANTRY** or **BIKER** unit from your army. Select one enemy unit that had any models destroyed as a result of attacks made by models from that unit in that phase. Until the end of that phase, when resolving an attack made by a friendly <TEMPESTUS REGIMENT> **INFANTRY** or **BIKER** model against that enemy unit, add 1 to the wound roll.

NO MATTER THE ODDS

1 CP

Militarum Tempestus - Battle Tactic Stratagem

The determined soldiers of the Militarum Tempestus aren't the types to let something so trivial as the fact their mission is impossible stop them.

Use this stratagem in the Fight phase, when a **MILITARUM TEMPESTUS** unit from your army is chosen to fight. Until the end of the phase, an unmodified hit roll of 6 automatically wounds the target.

PHALANX IMPACT

1 CP

Militarum Tempestus - Battle Tactic Stratagem

The Hoplites of the Militarum Tempestus know how to use the momentum of a charge to deal killing blows, even when they're on the receiving end.

Use this stratagem in the Charge phase, after a unit has finished a charge move. Select a **HOPLITE** unit from your army that was charged or performed a charge move in this turn. For each model in that unit, select an enemy unit that performed a charge move or was charged by that **HOPLITE** unit in this turn within 1" of that model and roll a D6. On a 4+ that unit suffers 1 mortal wound.

DO YOU WANT TO LIVE FOREVER?!

2 CP

Militarum Tempestus - Epic Deed Stratagem

The Officio Praefectus trains its officers so well they could convince their troops to follow them into the very gates of Hell.

Use this Stratagem at the beginning of your Charge phase. Select one <TEMPESTUS REGIMENT> **INFANTRY** unit from your army that is within 6" of a friendly <TEMPESTUS REGIMENT> **OFFICER**. Until the end of the phase, that unit may charge even if it advanced or was targeted by the Move! Move! Move! order in this turn.

UNQUESTIONING OBEDIENCE

1 CP

Militarum Tempestus - Epic Deed Stratagem

The soldiers of the Militarum Tempestus are renowned for their staunch discipline and unwavering obedience.

Use this Stratagem in the Morale phase. Select one **TEMPESTOR PRIME** or **COMMISSAR** model from your army. Until the end of that phase, when a Morale test is taken for a friendly **MILITARUM TEMPESTUS** unit within 12" of that model, do not roll the dice; it is automatically passed.

ADVANCED COUNTER-MEASURES

1 CP

Militarum Tempestus - Requisition Stratagem

When expecting to insert into particularly perilous drop zones, Tempestus Scions fit their dropships with additional defences to ward off incoming fire.

Use this Stratagem before the battle. Select one **YALKYRIE** model from your army. When you declare that model will hover, it does not lose the Hard to Hit ability.

FIELD OFFICER

1 CP

Militarum Tempestus - Requisition Stratagem

Sometimes, a promising squad leader will be assigned a brevet rank for the length of an operation to test their potential of becoming a ranking officer.

Use this stratagem before the battle. Select one **TEMPESTUS SCIONS** unit from your army. That unit's Tempestor gains the Voice of Command ability, but can only issue orders to its own unit.

PROGENY OF CONFLICT

1 CP

Militarum Tempestus - Requisition Stratagem

The Scions are bred for war, each a born leader.

Use this Stratagem before the battle, after nominating your Warlord. Select one **MILITARUM TEMPESTUS CHARACTER** model from your army that does not have a Warlord Trait and determine one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

GOADING RETREAT**2 CP***Militarum Tempestus - Strategic Play Stratagem*

Harriers know that being caught in the open unsupported is sure a way to get killed as any, so they bait enemies into that position by pretending to be in it themselves.

Use this stratagem in the Charge phase, when a **HARRIER** unit is selected as the target of a charge. Unless that unit is in engagement range of an enemy unit, it can make a Normal Move. Until the end of the phase, that unit may not fire Overwatch or Set to Defend. Your opponent can then select new targets for that charge.

PRECISION DROP**1 CP***Militarum Tempestus - Strategic Play Stratagem*

So skilled are some Tempestus Scions at combat drops that they can undertake aerial insertions that would be simply impossible for other troops.

Use this Stratagem in your Movement phase. Select one **AERONAUTICA IMPERIALIS** model with the Flyer Battlefield Role and the Grav-chute Insertion ability from your army. Until the end of that phase, when a **MILITARUM TEMPESTUS** unit with the Aerial Drop ability embarked aboard that model disembarks, that unit must be set up more than 5" away from any enemy models, instead of more than 9". In addition, if that model moved more than 20" that phase, do not roll a D6 for each model disembarking; no models are destroyed.

SUPERIOR INTELLIGENCE**1 CP***Militarum Tempestus - Strategic Play Stratagem*

Storm troopers of the Militarum Tempestus have access to the latest operational intelligence, and are ready to greet enemy reinforcements with a hail of hot-shot rounds.

Use this stratagem at the end of the Reinforcements step of your opponent's Movement phase. Select one **MILITARUM TEMPESTUS INFANTRY** unit from your army that is not within Engagement Range of any enemy units. That unit can immediately shoot at the arriving unit as if it were the Shooting phase, but its models may only target a single eligible enemy unit that was set up as reinforcements this turn and that is within 12" of their unit when doing so, and must subtract 1 from its hit rolls when resolving these attacks.

SUPPRESSING FIRE!**2 CP***Militarum Tempestus - Strategic Play Stratagem*

Sometimes, the available firepower is insufficient to kill the enemy at hand. In those cases it is best to keep them pinned until such firepower can be brought to bear.

Use this Stratagem in your Shooting phase or your opponent's Charge phase, after a **MILITARUM TEMPESTUS** or **AERONAUTICA IMPERIALIS** unit has resolved any ranged weapon attacks. Select one unit that lost at least one model as a result of those attacks. That unit halves its move characteristic and all of its advance and charge rolls.

TACTICAL AIR CONTROL**1 CP***Militarum Tempestus - Strategic Play Stratagem*

Many Tempestus Scions receive advanced training in calling for devastating air strikes and strafing runs.

Use this Stratagem at the start of your Shooting phase. Select one **OFFICER OF THE FLEET** model from your army. Until the end of that phase, when picking an enemy unit for that model's Air Raid Requested or Strafing Coordinates abilities, you can measure the range and visibility from any friendly **MILITARUM TEMPESTUS** unit on the battlefield that has a vox-caster, instead of from that model. When rolling a D6 for that model's Air Raid Requested ability, add 2 to the roll.

WAR CRY**2 CP***Militarum Tempestus - Strategic Play Stratagem*

With a blood-curling scream, waves of Ardit storm enemy positions and wrest control of them.

Use this Stratagem in your Command phase. Select one **ARDIT** unit from your army. That unit gains the following ability:

- War Cry [Aura]:** Until the start of your next Command phase, while an enemy unit is within 3" of that unit, it loses the Objective Secured ability and any similar abilities that allow them to control an objective marker regardless of the number of enemy models within range of that objective marker.

POINT-BLANK EFFICACY**1 CP***Militarum Tempestus - Wargear Stratagem*

When timed correctly, a hail of hot-shot las at close range can be devastating to the enemy.

Use this Stratagem in your Shooting phase, when a **MILITARUM TEMPESTUS** unit from your army is chosen to shoot with. Until the end of that phase, when resolving an attack made with a hot-shot weapon by a model in that unit against a unit within half range, add 1 to the Strength characteristic of that weapon for that attack.

CHAPTER APPROVED RULES

If every model in your army (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** models and that are part of a unit listed in Advisors and Auxilia) has the **MILITARUM TEMPESTUS** keyword, and your **WARLORD** has the **MILITARUM TEMPESTUS** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **MILITARUM TEMPESTUS** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

PURGE THE ENEMY

-DYNAMIC ELIMINATION

Progressive Objective

Oftentimes the enemy isn't even aware a Militarum Tempestus attack is being carried out until they've been slain, with the storm troopers moving on to their next target.

And the end of each turn, score 1 victory point for every 5 enemy non-**VEHICLE** or **MONSTER** models that were destroyed by units that were not on the battlefield at the beginning of the turn, and 3 victory points for every enemy **VEHICLE**, **MONSTER** or **CHARACTER** models destroyed by units that were not on the battlefield at the beginning of the turn, or 5 victory points if that model was **TITANIC**.

NO MERCY, NO RESPITE

-BREAK THEIR SPIRIT

Progressive Objective

Soldiers of the Militarum Tempestus are well aware that a psychological advantage can very quickly turn the tides of battle.

If you select this objective, you score victory points at the end of each battle round for achieving the following three goals:

- Score 1 victory point if any enemy unit failed a Morale test during that battle round.
- Score 1 victory point if any enemy unit Falls Back or failed a charge roll during that battle round.
- Score 2 victory points at the end of the battle round if there are no enemy units wholly within 6" of the center of the battlefield.

SHADOW OPERATIONS

-EXTRACT PERSONNEL

End Game Objective

One of the Militarum Tempestus' specialties is carrying out search and rescue missions behind enemy lines.

MILITARUM TEMPESTUS CORE units can attempt the following action:

Extract Personnel [Action]: one **MILITARUM TEMPESTUS CORE** unit may start to perform this action at the end of your Movement phase if it is wholly within your opponent's deployment zone. The action is completed at the end of your turn. Keep track of which units have completed this action.

You score 8 victory points for each unit from your army that has completed this action and ends its turn wholly within your deployment zone. You also score these victory points for each unit from your army that completed this action and survived until the end of the battle. Once these points are scored, the unit that scored them no longer counts as having completed the action.

WARLORD TRAITS

The troops of the *Militarum Tempestus* are bred for war. They are unshakable in their faith and possessed of immense surety of purpose. Their *Tempestor Primes* and *Tempestor Aruspices* are highly experienced soldiers, who in their long careers develop unique skills, characters and tastes in battle.

If a **MILITARUM TEMPESTUS** unit in a **MILITARUM TEMPESTUS** Detachment from your army is your **WARLORD**, you can use the *Militarum Tempestus* Warlord Traits table below to determine what Warlord trait they have. You can either roll one D6 to randomly generate one, or you can select one. If you wish, instead of selecting a Warlord trait from the table below, you can select a Regimental Warlord Trait for your **WARLORD**, but only if they are from the relevant *Tempestor Regiment*.

1. RIGHTEOUS FRENZY (AURA)

The fiery rhetoric of this officer instills a murderous fury into his troops.

Whenever a friendly **<TEMPESTUS REGIMENT> CORE** unit within 6" of this **WARLORD** fights, if it charged, was charged, or performed a heroic intervention in this turn, add 1 to the Attacks characteristic of all models in that unit.

2. MASTER OF AERIAL INSERTION (AURA)

After surviving innumerable airborne operations, this commander understands the key to survival is getting out of the drop zone as quickly as possible.

At the end of your Movement phase, after you've finished deploying any Reinforcements, select any number of **<TEMPESTUS REGIMENT>** units that entered the battlefield using the Aerial Drop or Grav Chute insertion abilities wholly within 6" of this **WARLORD** in this turn. Those units may immediately move up to 3".

3. STRATEGIC MASTERMIND

This warlord has developed his tactical acumen to levels bordering on prescience, and always knows where best to deploy his warriors.

After both players have deployed their armies, select up to three **<TEMPESTUS REGIMENT>** units from your army and redeploy them (units inside transports must be counted if their transport is redeployed). If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploy their units first.

4. INEXORABLE ASSAULT

The importance of keeping the battle line dynamic and cohesive in the face of enemy assaults is not lost on this warlord.

Friendly **<TEMPESTUS REGIMENT>** units within 6" of this **WARLORD** are eligible to shoot and charge even if they Fell Back in this turn.

5. BEACHHEAD HOLDER (AURA)

This leader stresses the importance of wresting vital ground from enemy control.

Models in friendly **<TEMPESTUS REGIMENT> CORE** units within 6" of this **WARLORD** gain the Objective Secured ability (see the *Warhammer 40,000 Core Book*). If a model in such a unit already has this ability, that model counts as one additional model when determining control of an objective marker.

6. DISRUPTIVE TACTICIAN

Ensuring the enemy doesn't execute their plans is as important to this commander as executing their own.

As long as this **WARLORD** has not been destroyed, you can use this Warlord trait at the beginning of any battle round. If you do, until the end of that battle round, roll on d6 each time your opponent spends CPs to use a Stratagem. On a 4+ your opponent must spend one additional CP to use that Stratagem, or else it has no effect (any CPs spent so far are lost). This ability cannot affect Stratagems used before the battle.

RELICS

If your army is led by a **MILITARUM TEMPESTUS WARLORD**, you can, when mustering your army, give one of the following Heirlooms of the Regiments to a **MILITARUM TEMPESTUS CHARACTER** model in your army instead of giving them a Relic from *Codex: Astra Militarum*. These are considered to be Heirlooms of conquest for all intents and purposes.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics your models have on your army roster.

THE TACTICAL AUTO-RELIQUARY OF TIBERIUS

Built into the gold-encased skull of Lord Commander Lucellin Tyberius Himself, this device contains a web of psycho circuitry containing Tyberius' memory engrams and tactical acumen - and with it, his curmudgeonly and overbearing personality. Borne aloft by its own gravitic motors, the device observes and evaluates an officer's decisions. The moment it considers an order poorly chosen, the skull cuts into the vox and loudly overrides its exasperated owner.

When using the Voice of Command Ability, this model can issue one additional order per turn. Roll a D6 before issuing this additional order. On a roll of 1, the Reliquary issues contradictory nonsense and nothing happens.

INERTIAL SUPPRESSION FIELD

While not a true force field, this device robs any attack of enough power to make conventional armor a viable defensive option.

The bearer gains the following ability:

Inertial Suppression Field [Aura]: Each time an attack is allocated to a <TEMPESTUS REGIMENT> unit within 6" of the bearer, reduce the Armour Penetration characteristic of that attack by 1 (e.g. AP -2 becomes AP -1).

SERVO SKULL MEDICAE

Most enemies don't recognize the convention to not fire upon medical personnel, so some commanders ensure their retinue's safety by employing diminutive drones as doctors.

The bearer gains the following ability:

Servo Skull Medicae [Aura]: Whenever a model in a friendly <TEMPESTUS REGIMENT> unit (excluding **VEHICLES**) within 6" would lose a wound, roll one D6; on a 6+, that wound is not lost. At the end of any of your Movement phases, select a friendly <TEMPESTUS REGIMENT> **INFANTRY** unit within 3". One model in that unit recovers D3 wounds it lost earlier in the battle (if the unit has a Wound characteristic of 1, up to D3 models slain earlier in the battle are returned to the unit instead). A unit can only be targeted by this ability once per turn.

COM-BEAD RELAY

By tinkering with their personal vox sets, skilled officers have figured out how to use their very troops as repeaters to broadcast their orders further than normal.

Roll 1 D6 each time the bearer issues an order. On a 4+ that order can affect an additional <TEMPESTUS REGIMENT> unit within 6" of the original target (note that the target unit must be eligible to receive orders from the issuing model).

EMERGENCY STIMULANTS

By releasing aerosol of combat drugs in the air, the commander makes time appear to slow for nearby soldiers, giving them the seconds they need to accurately fire on encroaching enemies.

The bearer gains the following ability:

Emergency Stimulants [Aura]: Models in friendly <TEMPESTUS REGIMENT> units within 6" of the bearer may re-roll failed hit rolls when firing Overwatch.

SACRED INCENSER

The blessed fumes of this incenser confound the minds of heretical sorcerers and turn their own psychic abilities against them.

The bearer has the following ability:

Sacred Incenser [Aura]: Enemy **PSYKER** units within 18" of the bearer subtract 1 from Psychic tests, and each time a Psychic test is failed for that unit, roll one D6: on a 4+, that unit suffers D3 mortal wounds.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with the Militarum Tempestus, such as Agendas, Battle Traits and Crusade Relics that are bespoke to MILITARUM TEMPESTUS units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

AGENDAS

MILITARUM TEMPESTUS units attempt to achieve unique Agendas in Crusade battles, which can be found on page 20. These Agendas reflect the unique goals of Militarum Tempestus armies on the battlefield and help to reflect their particular methods of waging war. You can find out more about Agendas in the Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

The Requisitions presented on page 21 can be used on MILITARUM TEMPESTUS units. They represent unique upgrades and effects for MILITARUM TEMPESTUS units in a Crusade force to help reflect the individual character of their regiment.

BATTLE TRAITS

MILITARUM TEMPESTUS units can select one of the Battle Traits presented on page 22 as they gain experience and are promoted in your Crusade force. These help to reflect the distinctive upgrades and Battle Honours that are bestowed upon MILITARUM TEMPESTUS units.

TASK FORCE COMMAND

The Task Force Commands presented on page 23 is a new category of Battle Honour that can be bestowed to MILITARUM TEMPESTUS OFFICER units. They help to reflect the particular tactics, skills, and personality required to run a Militarum Tempestus special operations task force and further personalise the Tempestor Primes and Tempestor Aruspices in your Crusade force.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, MILITARUM TEMPESTUS characters can quest to search for one of the Crusade Relics described on page 23; these Relics are unique to the Militarum Tempestus, and allow the bearer to lead their troops more effectively.

AGENDAS

DISRUPT OPERATIONS

Militarum Tempestus Agenda

Often outnumbered, the strike forces of the Militarum Tempestus must rely on sowing confusion and panic to ensure the success of their missions.

Keep a Disrupt Operations tally for each **MILITARUM TEMPESTUS** unit in your army. Add 1 to a unit's Disrupt Operations tally every time an enemy unit that had any models destroyed by it in the current battle round fails a morale test. At the end of the battle, each unit gains 1 experience point for every mark on its Disrupt Operations tally.

RAID SUPPLY LINES

Militarum Tempestus Agenda

Rather than destroying enemy assets, often robbing them of their ability to resupply proves more valuable, leaving the enemy at a future disadvantage while providing valuable equipment for one's own troops.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker on the battlefield that is not within their own deployment zone. This objective marker represents the Supply Depot, but does not count as an objective marker for any rules purpose other than for this Agenda.

MILITARUM TEMPESTUS INFANTRY units from your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Raid Supplies [Action]: at the end of your Movement phase, one unit from your army that is within 3" of the Supply Depot objective marker can start to perform this action. The action is completed at the start of your next Command Phase. If completed, remove the Supply Depot objective marker from the battlefield.

A unit gains 3 experience points if it completed this action. If that unit is either within your deployment zone at the end of the battle or if every enemy unit on the battlefield is destroyed you can additionally give a Weapon Enhancement Battle Honour to that unit. If the unit is a **CHARACTER**, you can instead use the Relic Requisition (see the Warhammer 40,000 Core Book) to give that model a Relic as if it had gained a rank, without spending a Requisition point (that model must be able to take a Relic).

SURGICAL STRIKE

Militarum Tempestus Agenda

When the Militarum Tempestus are deployed with the intent of direct elimination, they rarely leave survivors.

At the end of the battle, if there are no models from the enemy army left on the battlefield, each **MILITARUM TEMPESTUS** unit from your army that is on the battlefield gains 3 experience points.

TACTICA IMPERIALIS

Militarum Tempestus Agenda

The Militarum Tempestus are a fierce fighting force, but under the tactical guidance of a Tempestor Prime or Arxspex, they become true bringers of death.

Keep a Directed Elimination tally for each **MILITARUM TEMPESTUS** unit in your army. Add 1 to a unit's Directed Elimination tally each time it destroys an enemy **CHARACTER**, **MONSTER**, or **VEHICLE** unit in a Shooting phase where it has received an order from the Voice of Command ability. A unit gains 2 experience points at the end of the battle for every mark on its Directed Elimination tally.

REQUISITIONS

BAND OF BROTHERS 1 RP

When the men in a unit have been through thick and thin together, they develop unbreakable trust for each other and the directions of their Tempestus.

Purchase this Requisition whenever a **TEMPESTUS SCIONS** unit from your Order of Battle gains a rank. The Field Commander stratagem costs 0 CP if it targets that unit.

JOINT TRAINING OPERATIONS 1 RP

The regiments of the Militarum Tempestus often perform combined training exercises, and sometimes the special skill set of a regiment will rub off onto their training partners.

Purchase this Requisition at any time. Select one **MILITARUM TEMPESTUS** unit from your Order of Battle. Select one of the following Tempestus Regiments. This cannot be the Tempestus Regiment the unit currently belongs to.

- 54TH PSIAN JACKALS
- 32TH THETOID EAGLES
- 133TH LAMBDA LIONS
- 43TH IOTAN DRAGONS
- 55TH KAPPIC EAGLES
- 9TH IOTAN GORGONNES

At the beginning of one of your Command phases, you must select whether that unit will benefit from this Requisition or not. If it does, until the beginning of your next turn, that unit loses its Regimental Doctrine and gains the one granted to the Tempestus Regiment selected through this Requisition. Note that it maintains its original **<TEMPESTUS REGIMENT>** keyword regardless.

TEMPESTOR-COMMISSAR 1 RP

Members of the Officio Praefectus are sometimes appointed a military rank to lead particularly important and perilous missions.

Purchase this Requisition at any time. Select one **COMMISSAR** or **LORD COMMISSAR** unit from your Order of Battle. That unit gains the Voice of Command ability. If it's a **LORD COMMISSAR**, it also gains the Senior Officer ability.

HONORARY INDUCTION

After multiple shared engagements, operational protocols start being shared with auxiliary units so that they may work together with the regiment more efficiently.

Purchase this Requisition at any time. Select one unit from your Order of Battle of Blooded rank or higher that does not have the **<REGIMENT>** or **<TEMPESTUS REGIMENT>** keyword. That unit gains the **<TEMPESTUS REGIMENT>** keyword. That unit may benefit from its Tempestus Regiment's Regimental Doctrine regardless of any rules that would prevent this. Its specific Tempestus Regiment must be shared by at least one other unit of your Order of Battle that has fought a battle in the same army as that unit.

BATTLE TRAITS

When a **MILITARUM TEMPESTUS** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book. Each time you do so, roll one D6 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose one that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

OFFICER UNITS	
D6	TRAIT
1-2	<p>LEAD THROUGH EXAMPLE</p> <p><i>This officer prefers to take a "show, don't tell" approach when instructing his men on the battlefield.</i></p> <p>Once per turn, when this unit uses its Voice of Command ability on another unit, it can choose to have that order affect itself as well.</p>
	<p>LARGER THAN LIFE</p> <p><i>The commander's exploits seem to be the work of someone beyond the stature of a mere mortal.</i></p> <p>This unit adds 1 to its Strength, Toughness, Wounds and Attacks characteristics.</p>
5-6	<p>WEAPON COLLECTOR</p> <p><i>The officer has faced all kinds of enemies during their career, and likes to keep a tool handy to deal with any situation that might come up.</i></p> <p>This unit may be targeted by the Rearm and Resupply Requisition even if it is a CHARACTER. When the Rearm and Resupply Requisition is used on this unit, it costs 0 RP. Whenever this unit would replace an item of its wargear, instead of losing its old wargear, it keeps it and adds the newly selected item to its wargear. This unit cannot be equipped with more than one of each type of item available to it.</p>

FORWARD OPERATOR UNITS	
D6	TRAIT
1-2	<p>CLIMBING HARNESSSES</p> <p><i>Reaching the perfect position often requires rapidly taking the high ground.</i></p> <p>When this unit makes a Normal Move, Advances or Falls Back, it does not count any vertical distance moves against the total that it can move that turn.</p>
	<p>AUXILIARY FIRE BASE</p> <p><i>This unit is especially careful not to let its supporting units fall to enemy assaults.</i></p> <p>Once per battle, when the Cover Fire stratagem is used on this unit, that stratagem costs 0 CP.</p>
5-6	<p>GUERRILLA SNIPERS</p> <p><i>These operators are trained to move back to cover after each shot they take.</i></p> <p>In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units, it can make a Normal Move as if it were your Movement phase.</p>

CORE UNITS	
D6	TRAIT
1-2	<p>DESIGNATED ELIMINATION SQUAD</p> <p><i>Members of this squad are briefed on holding their position and taking out enemies at range.</i></p> <p>When this unit is selected to fire, if it remained stationary in its last Movement phase, add 6" to the range of all Assault weapons fired by this unit in this phase, and instead of following the normal rules for Rapid Fire weapons, models in this unit shooting hot-shot lasguns make double the number of attacks.</p>
	<p>BREACH STORMERS</p> <p><i>When a position needs to be taken, this is the unit to send in.</i></p> <p>When this unit fights, add 1 to its Strength characteristic if it made a charge move in this turn.</p>
5-6	<p>IMPLACABLE DIVERS</p> <p><i>There's no stopping these troopers from landing where they want to.</i></p> <p>When this unit is deployed through its Aerial Drop ability, it may ignore enemy abilities that disallow it from deploying closer than a certain distance (note they still can't ignore the 9" limit imposed by Aerial Drop itself).</p>

HARRIER UNITS	
D6	TRAIT
1-2	<p>DISRUPTION AMPLIFIERS</p> <p><i>These bikers have outfitted their vehicles to attract as much attention as possible and be especially distracting.</i></p> <p>Increase all of this unit's aura abilities by 3".</p>
	<p>SCYTHED WHEELS</p> <p><i>This unit's motorbikes have razor sharp blades affixed to their wheels.</i></p> <p>After this unit performs a charge move, for each model in this unit, select 1 enemy unit within 1" of that model. On a 4+ that unit suffers 1 mortal wound.</p>
5-6	<p>LIGHTWEIGHT FRAMES</p> <p><i>Everything non-essential has been removed from these bikes, and parts have been replaced with lighter alloys, allowing their riders to carry them over rough terrain.</i></p> <p>This unit counts as INFANTRY for the purposes of traversing cover and gaining the benefits of cover.</p>

CRUSADE RELICS

When a **MILITARUM TEMPESTUS CHARACTER** gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

When a model from your army is given a Crusade Relic, replace all instances of the **<TEMPESTUS REGIMENT>** keyword on that Crusade Relic's rules (if any) with the name of the Regiment that your model is drawn from.

ANTIQUITY RELICS

A **MILITARUM TEMPESTUS CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has - this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Stern Field

Much like the Militarum Tempestus themselves, this powerful defensive force field strikes out at enemies with lightning fast blasts.

This unit gains a 4+ invulnerable save. At the end of the Charge phase, roll 1 D6 for each enemy unit within 3" of the bearer. On a roll of 4+ that unit suffers 1 mortal wound. On a roll of 6+, that unit suffers D3 mortal wounds instead.

LEGENDARY RELICS

A **MILITARUM TEMPESTUS CHARACTER** model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has - this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Command Neuro-Link

This elaborate cerebral implant allows the wearer to broadcast their mind over short distances, allowing them to communicate with their troops at the speed of thought.

Each time this unit uses its Voice of Command ability, it can target any number of units within 6" instead of just one. Each target may receive a different order.

TASK FORCE COMMAND

Task Force Commands are a new type of Battle Honour that can be given to **MILITARUM TEMPESTUS OFFICER** units. When such a unit from your army would gain a Battle Honour, you can instead choose for it to gain one of the Task Force Commands listed below.

TASK FORCE ARIOLO

Wars are won or lost on good intel, and the commander makes sure to know where the enemy will be before they even get there.

Once per battle, if this unit is on the battlefield, when you use the Superior Intelligence Stratagem (page 15), that stratagem costs 0 Command points.

TASK FORCE AUDENS

Rather than sitting back and waiting for the perfect opportunity, the commander prefers to go and create it themselves.

Once per battle, if this unit is on the battlefield, when you use the Do You Want to Live Forever?! Stratagem (page 14), that stratagem costs 0 Command points.

TASK FORCE BOTHYNUX

The impact of Valkyrie-deployed forces delivered point-blank to enemy positions is often described as meteoric.

Once per battle, if this unit is on the battlefield, when you use the Precision Drop (page 15), that stratagem costs 0 Command points.

TASK FORCE DEMETO

When enough hot-shot lasguns are fired at close range, enemy hordes fall as though scythed down by an unseen reaper.

Once per battle, if this unit is on the battlefield, when you use the Point Blank Efficacy Stratagem (page 15), that stratagem costs 0 Command points.

TASK FORCE EXPUNGO

Even the staunchest resistance cannot deny a properly led force of Arititi from wresting control of a vital position.

Once per battle, if this unit is on the battlefield, when you use the War Cry Stratagem (page 15), that stratagem costs 0 Command points.

TASK FORCE OBTURBO

With the enemy milling about in confusion, the commander's troops are free to choose only favorable engagements and move to advantageous positions uncontested.

Once per battle, if this unit is on the battlefield, when you use the Suppressing Fire Stratagem (page 15), that stratagem costs 0 Command points.

DATASHEETS

THE <TEMPESTUS REGIMENT> KEYWORD

Every datasheet in this section has the **MILITARUM TEMPESTUS** keyword. This is a keyword you can select yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All **MILITARUM TEMPESTUS** units are drawn from a Tempestus Regiment. When you include such a unit in your army, you must nominate which Tempestus Regiment it is from and then replace the <TEMPESTUS REGIMENT> keyword in every instance on its datasheet with the name of your chosen Tempestus Regiment. This could be one of the Tempestus Regiments detailed in a Warhammer 40,000 publication, or one of your own design.

*Example: if you include a Tempestor Aruspex in your army, and you decide he is from the 55th Alphic Hydras, his <TEMPESTUS REGIMENT> keyword becomes **55TH ALPHIC HYDRAS** and his Combined Arms Coordinator ability reads 'When this unit uses its Voice of Command ability, it can target any **55TH ALPHIC HYDRAS** unit without the **VEHICLE** keyword.'*

WARGEAR

The weapon profiles found on datasheets describe the primary weapons that models in that unit can be equipped with. A summary of all Militarum Tempestus weapon profiles can be found on pages 36-37.

ABILITIES

AERIAL DROP

During deployment, if every model in this unit has this ability, then you can set up this unit in a high-altitude transport, ready to deploy via grav-chute, instead of placing it on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases, you can set this unit up anywhere on the battlefield more than 9" away from any enemy models.

CONCEALED POSITIONS

During deployment, when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield more than 9" away from the enemy deployment zone and any enemy models.

OUTFLANK

During deployment, if every model in this unit has this ability, then you can set up this unit behind enemy lines instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases, you can set up this unit wholly within 6" of any battlefield edge and more than 9" away from any enemy models.

PRECOGNITION

Whenever a model with this ability uses its Voice of Command ability, it may issue orders from the table below instead of choosing from the normal list of orders.

PRECOGNITIVE ORDERS

PREPARE COUNTERCHARGE!

Meeting the enemy's charge with a head on rush will often catch them off guard.

- Until the beginning of your next turn, if the target unit was charged in this turn, any units that declared a charge against that unit fight last in this turn.

REPEL THE ASSAULT!

With the enemy bearing down, the aruspex exhorts his men to sell their lives dearly.

- Until the beginning of your next turn, each time an enemy unit declares a charge against the target unit, the unit can fire Overwatch before the charge roll is made.

HIT THE DECK!

The telltale signs of incoming fire are evident to the commander as they urge their troops to seek cover.

- Until the beginning of your next turn, the target unit is treated as though it were receiving the benefits of light cover.

STAND TALL, MEN!

Showing everybody one does not fear death can have a demoralising impact on the enemy and bolster allies' morale.

- Until the beginning of your next turn, increase the range of the target's Aurn abilities by 3".

MAINTAIN THE OFFENSIVE!

When the enemy decides the engagement is no longer in their favor, the attack must be pressed even further.

- Enemy units within engagement range of the target unit cannot Fall Back unless they can FLY.

DOUBLE TIME!

Clearing out the enemy is meaningless if the task forces' objective are not carried out.

- The target unit immediately completes any action it is performing.

DESIGNER'S NOTE

Tempestor Aruspex and Hoplite models should be played on 32mm round bases, as they are power armoured infantry.

Harriers should be played on 60mm oval bases, as they are human-sized (non-astartes) bikers.

MISSION DIRECTIVES

Every time a *Militarum Tempestus* operation is planned, command prepares stages for troop insertion, target elimination, and tactical maneuvers.

If every unit from your army (excluding **AGENT OF THE IMPERIUM** or **UNALIGNED** units and units listed in Advisors and Auxilia) has the **MILITARUM TEMPESTUS** keyword, you must choose which mission directives will affect your army for the battle.

After players have determined their mission, you must assign a different one of the mission directives to each of the first

five battle rounds, and note this down secretly on your army roster.

Example: *George's army fulfills the above prerequisites, so he must assign mission directives. He selects the following, writing them down on his army roster:*

- Battle Round 1 = 1 (Tactical deployment)
- Battle Round 2 = 3 (Rapid insertion)
- Battle Round 3 = 6 (Fluid battle line)
- Battle Round 4 = 5 (Up close and personal)
- Battle Round 5+ = 4 (Target acquisition)

At the start of each battle round, the mission directive that you assigned to that battle round becomes active for your army until the end of that battle round. When a mission directive becomes active for your army, reveal it to your opponent. Until the assigned mission directive stops being active, your army gains its benefits.

If the battle lasts for more than five battle rounds, then until the end of the battle, whichever mission directive was active in the fifth battle round remains active. The available mission directives are shown below.

1. TACTICAL DEPLOYMENT

The Ordo Tempestus rarely engage as a conventional fighting force would, and often have reserves incoming before the battle even begins.

If this mission directive is active for your army, during the Reinforcements stage of your Movement phase, you may deploy up to 3 **MILITARUM TEMPESTUS** units from your army that are currently being held in reserve. These units are deployed normally, but can be deployed regardless of the battle round and any mission rules. When deploying these units, no model can be placed within 18" of any enemy models.

2. SAFEGUARD PRIORITY

Despite their emphasis on offense, even storm troopers know when it's best to weather incoming fire to more effectively answer at a later moment.

MILITARUM TEMPESTUS units in your army receive the benefits of light cover.

3. RAPID INSERTION

Drop zones are the most dangerous part of the battlefield, and the troops know it's best to leave them as soon as possible.

Any **MILITARUM TEMPESTUS** unit that was deployed from your reserves during this battle round may move up to 1" immediately after being set up, but cannot charge if it makes this move.

4. TARGET ACQUISITION

Once all forces are committed to battle, all that remains is to ensure the enemy is properly eradicated.

Whenever a **MILITARUM TEMPESTUS** unit from your army is selected to shoot, you can re-roll 1 hit, wound and damage roll for that unit.

5. UP CLOSE AND PERSONAL

Offentimes close quarters combat is required to hold to take a vital position. In those cases it's best to be prepared.

If a **MILITARUM TEMPESTUS** unit from your army performs a charge move or is charged in this turn, you can re-roll hit rolls of 1 for that unit's melee attacks.

6. FLUID BATTLE LINE

If the enemy's defenses prove exceptionally rigid, the Scions plan to attack from multiple angles to create weak points and break them apart.

MILITARUM TEMPESTUS units in your army can shoot and charge even if they Fell Back.

TEMPESTOR ARUSPEX

4 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tempestor Aruspex	6"	3+	3+	3	3	5	4	9	3+

A Tempestor Aruspex is equipped with chainsword, hot-shot laspistol, frag grenades, krak grenades, vox-caster.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Hot-shot laspistol	9"	Pistol 1	3	-2	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with:					
-Standard	12"	Pistol 1	7	-3	1	-
-Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	Blast
Krak grenade	6"	Grenade 1	4	0	1	-

Tempestor Aruspices are the elite tacticians of the Militarum Tempestus, specialized in predicting enemy strategies and setting up responses to quickly foil them.

OTHER WARGEAR	ABILITIES
Vox-caster	If a friendly OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

WARGEAR OPTIONS
<ul style="list-style-type: none"> This model's chainsword can be replaced with 1 item from the Melee Weapons list. This model's hot-shot laspistol can be replaced with one of the following: 1 bolt pistol; 1 plasma pistol.

ABILITIES
Aerial Drop, Precognition [pg 24]
Senior Officer, Voice of Command [see Codex: Astra Militarum]
Combined arms Coordinator: when this unit uses its Voice of Command ability, it can choose any <TEMPESTUS REGIMENT> unit without the VEHICLE keyword and within range as the target.
FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS, <TEMPESTUS REGIMENT>
KEYWORDS: INFANTRY, CHARACTER, OFFICER, TEMPESTOR ARUSPEX

TEMPESTOR PRIME

3 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tempestor Prime	6"	3+	3+	3	3	4	3	9	4+

A Tempestor Prime is equipped with chainsword; hot-shot laspistol; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Hot-shot laspistol	9"	Pistol 1	3	-2	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with:					
-Standard	12"	Pistol 1	7	-3	1	-
-Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Frag grenade	6"	Grenade DG	3	0	1	Blast
Krak grenade	6"	Grenade 1	4	0	1	-

Tempestor Primes are bred for leadership, capable of taking split-second decisions that can swing the outcome of a battle.

OTHER WARGEAR	ABILITIES
Tempestor Command Rod	A model with a tempestor command rod may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order.

WARGEAR OPTIONS
<ul style="list-style-type: none"> This model's chainsword can be replaced with 1 item from the Melee Weapons list. This model's hot-shot laspistol can be replaced with one of the following: 1 bolt pistol; 1 plasma pistol.

ABILITIES
Aerial Drop (pg 24)
Voice of Command (see Codex: Astra Militarum)
FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS, <TEMPESTUS REGIMENT>
KEYWORDS: INFANTRY, CHARACTER, OFFICER, TEMPESTOR ARUSPEX

ARDITI

3 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Ardito	6"	3+	3+	3	3	1	2	6	4+
1	Ardito Tempestor	6"	3+	3+	3	3	1	3	7	4+

If this unit contains 6 or more models, it has **Power Rating 6**. Every model is equipped with: hot-shot lasgun, chainsword, frag grenades, krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Hot-shot laspistol	9"	Pistol 1	3	-2	1	-
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with:					
-Standard	12"	Pistol 1	7	-3	1	-
-Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Frag grenade	6"	Grenade DG	3	0	1	Blast
Krak grenade	6"	Grenade 1	4	0	1	-

Arditi are the shock troops of the shock troops, trained to stay on the offensive by any means possible.

OTHER WARGEAR	ABILITIES
Vox-caster	If a friendly OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

WARGEAR OPTIONS
<ul style="list-style-type: none"> Any model's chainsword can be replaced with 1 item from the Melee Weapons list. Any model's hot-shot lasgun can be replaced with one of the following: 1 bolt pistol; 1 hot-shot laspistol; 1 plasma pistol.

ABILITIES
<p>Aerial Drop [pg 24]</p> <p>Close Quarters Volleys: whenever a model with this ability is chosen to shoot, it may treat any Rapid Fire weapon it is equipped with as a Pistol weapon.</p> <p>FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS, <TEMPESTUS REGIMENT></p> <p>KEYWORDS: INFANTRY, ARDITI, CORE</p>

TEMPESTUS SCIONS

3 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+
1	Tempestor	6"	4+	3+	3	3	1	2	7	4+

If this unit contains 6 or more models, it has **Power Rating 5**. Every model is equipped with: hot-shot lasgun, frag grenades, krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Hot-shot laspistol	9"	Pistol 1	3	-2	1	-
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with:					
-Standard	12"	Pistol 1	7	-3	1	-
-Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is slain.
Krak grenade	6"	Grenade 1	4	0	1	Blast
Frag grenade	6"	Grenade D6	3	0	1	-

Tempestus Scions carry an impressive amount of disciplined firepower to any location on the battlefield, dropping down from the skies to obliterate anything around them.

OTHER WARGEAR	ABILITIES
Vox-caster	If a friendly OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 10" if the target unit also contains a vox-caster.

WARGEAR OPTIONS
<ul style="list-style-type: none"> 1 Tempestus Scion may take a vox-caster. For every 5 models in the unit, up to 2 other models may replace their hot-shot lasgun with an item from the Special Weapons list. The Tempestor may replace their hot-shot lasgun with 1 bolt pistol, 1 hot-shot laspistol or 1 plasma pistol. The Tempestor may take 1 item from the Melee Weapons list.

ABILITIES
Aerial Drop (pg 24)
FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS, <TEMPESTUS REGIMENT>
KEYWORDS: INFANTRY, TEMPESTUS SCIONS, CORE

HOPLITES

5 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Hoplite	6"	3+	3+	3	3	1	1	7	2+
1	Hoplite Tempestor	6"	3+	3+	3	3	1	2	8	2+

If this unit contains 6 or more models, it has **Power Rating 10**. Every model is equipped with: power pike, hoplite shield, frag grenades, krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power Pike	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, if bearer's unit was charged or performed a charge move this turn, that attack has a Strength characteristic of x2, an Armour Penetration characteristic of -3 and a Damage characteristic of D3+1
Power Pilum	18"	Assault 1	6	-2	2	When targeting a unit within half range, this weapon has a Damage characteristic of D3+1
Krak grenade	6"	Grenade 1	4	0	1	Blast
Frag grenade	6"	Grenade D6	3	0	1	

Hoplites specialize in holding the line once important positions have been secured and bringing down heavy targets with their power pikes.

OTHER WARGEAR	ABILITIES
Hoplite Shield	The bearer has a 4+ invulnerable save.
Vox-caster	If a friendly OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

WARGEAR OPTIONS
<ul style="list-style-type: none"> Any model may take a power pilum. 1 Hoplite may take a vox-caster.

ABILITIES
<p>Aerial Drop [pg 24]</p> <p>Spear Wall: models with this ability can fight if they are within 1" of other models from the same unit that are within 1" of an enemy unit.</p> <p>The Tip of the Spear: you may re-roll failed wound rolls for melee attacks made by models in this unit.</p>
<p>FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS, <TEMPESTUS REGIMENT></p> <p>KEYWORDS: INFANTRY, HOPLITE, CORE</p>

TEMPESTUS COMMAND SQUAD

2 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4	Veteran Tempestus Scion	6"	4+	3+	3	3	1	1	6	4+

Every model is equipped with: hot-shot lasgun, frag grenades, krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Hot-shot laspistol	9"	Pistol 1	3	-2	1	-
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with:					
-Standard	12"	Pistol 1	7	-3	1	-
-Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is slain.
Krak grenade	6"	Grenade 1	4	0	1	Blast
Frag grenade	6"	Grenade D6	3	0	1	-

Militarum Tempestus officers are often accompanied by a team of veterans ready to lay down their lives to ensure the survival of their commander.

OTHER WARGEAR	ABILITIES
Medi-pack	At the end of any of your Movement phases, a model with a medi-pack can attempt to heal a single model. Select a friendly ASTRA MILITARUM INFANTRY unit within 3" and roll a D6. On a roll of 4+, one model in the unit recovers a wound it lost earlier in the battle (if the unit has a Wounds characteristic of 1, one model slain earlier in the battle is returned to the unit instead). A unit can only be the target of this ability once in each turn.
Platoon Standard	All <TEMPESTUS REGIMENT> units within 6" of any friendly units with a platoon standard add 1 to their Leadership and automatically pass combat attrition tests.
Vox-caster	If a friendly OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

WARGEAR OPTIONS

- 1 model may take a vox-caster.
- 1 other model may take a medi-pack.
- 1 other model may take a platoon standard.
- Any model may replace their hot-shot lasgun with 1 bolt pistol, 1 hot-shot laspistol, 1 plasma pistol, or 1 item from the Special Weapons list.
- Any model may take 1 item from the Melee Weapons list.

ABILITIES

Aerial Drop [pg 24]

Officer's Retinue: While a friendly <TEMPESTUS REGIMENT> **OFFICER** is within 3" of this unit, enemy models cannot target that **OFFICER** with ranged attacks.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS, <TEMPESTUS REGIMENT>

KEYWORDS: INFANTRY, TEMPESTUS SCIONS, CORE

HARRIERS

3 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Harrier	14"	3+	3+	3	4	2	1	6	4+
1	Harrier Tempestor	14"	3+	3+	3	4	2	2	7	4+

If this unit contains 4 or more models, it has **Power Rating 6**. Every model is equipped with: hot-shot lasgun, hot-shot laspistol, frag grenades, Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Hot-shot laspistol	9"	Pistol 1	3	-2	1	-
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Hot-shot sniper rifle	36"	Heavy 1	5	-2	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with:					
-Standard	12"	Pistol 1	7	-3	1	-
-Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is slain.
Frag grenade	6"	Grenade D6	3	0	1	Blast
Krak grenade	6"	Grenade 1	4	0	1	-

Harriers use their maneuverability to reach and destroy vulnerable targets, while their array of disruption equipment reduces enemy effectiveness and draws fire from more important units.

OTHER WARGEAR	ABILITIES
Vox-caster	If a friendly OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

WARGEAR OPTIONS
<ul style="list-style-type: none"> Any model may replace their hot-shot lasgun with an item from the Special Weapons list or a hot-shot sniper rifle. Any model may replace their hot-shot laspistol with a bolt pistol or a plasma pistol. Any model may take 1 item from the Melee Weapons list. 1 Harrier may take 1 vox-caster.

ABILITIES
<p>Outflank [pg 24]</p> <p>First to the Frag: at the start of the first battle round, before the first turn begins, this unit can move as if it were your Movement phase. This unit must end that move more than 9" away from any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.</p> <p>Sensory Overload Systems (Aura): enemy units within 6" of this unit cannot benefit from any re-rolls to hit or wound rolls.</p> <p>Suppression Experts: whenever you use the Suppressing Fire! stratagem, if the target unit has this ability, that stratagem costs 1 CP, unless it would otherwise cost less.</p> <p>Turbo boost: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.</p> <p>FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS, <TEMPESTUS REGIMENT></p> <p>KEYWORDS: INFANTRY, HARRIER</p>

FORWARD OPERATORS

4 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Forward Operator	6"	4+	3+	3	3	1	1	6	4+
1	Forward Operator Tempestor	6"	4+	3+	3	3	1	2	7	4+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with: hot-shot sniper rifle, camo-cloak, frag grenades, krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Hot-shot laspistol	9"	Pistol 1	3	-2	1	-
Hot-shot sniper rifle	36"	Heavy 1	5	-2	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with:					
-Standard	12"	Pistol 1	7	-3	1	-
-Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is slain.
Servor skull detonator	24"	Heavy 1	1	0	1	Each time an attack is made with this weapon, an unmodified wound roll of 3+ inflicts 1 mortal wound on the target and the attack sequence ends.
Frag grenade	6"	Grenade D6	3	0	1	Blast
Krak grenade	6"	Grenade 1	4	0	1	-

Forward operators provide long range firepower, striking at crucial lynchpins of the enemy's offensive and command structure.

OTHER WARGEAR	ABILITIES
Camo cloak	Each time a ranged attack is allocated to the bearer while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.
Vox-caster	If a friendly OFFICER is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

WARGEAR OPTIONS

- Any model may replace their hot-shot sniper rifle with 1 servo skull detonator.
- 1 Forward Operator may take 1 vox-caster and 1 hot-shot laspistol.
- The Forward Operator Tempestor may replace their hot-shot sniper rifle with 1 item from the Melee Weapons list and 1 bolt pistol, 1 hot-shot laspistol or 1 plasma pistol.

ABILITIES

Concealed Positions (pg 24)

Vox Scrambler: enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS, <TEMPESTUS REGIMENT>

KEYWORDS: INFANTRY, FORWARD OPERATOR

TAUROX PRIME

6 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Taurox Prime [6+ wounds remaining]	14"	6+	3+	6	6	10	3	7	3+
	Taurox Prime [3-5 wounds remaining]	10"	6+	3+	6	6	N/A	D3	7	3+
	Taurox Prime [1-2 wounds remaining]	6"	6+	3+	6	6	N/A	1	7	3+

A Taurox Prime is a single model equipped with: taurox battle cannon, 2 hot-shot volley guns.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Heavy Stubber	36"	Heavy 3	4	0	1	-
Hot-shot volley gun	24"	Heavy 4	4	-2	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Taurox battle cannon	48"	Heavy D6	7	-1	D3	Blast
Taurox gatling cannon	24"	Heavy 20	4	0	1	-
Taurox missile launcher	Before selecting targets, select one of the profiles below to make attacks with:					
-Frag	48"	Heavy 2D6	4	0	1	Blast
-Krak	48"	Heavy 2	8	-2	D6	-

WARGEAR OPTIONS

- This model may replace its taurox battle cannon with 1 taurox gatling cannon or 1 taurox missile launcher.
- This model may replace its 2 hot-shot volley guns with 2 autocannons.
- This model may take 1 storm bolter or 1 heavy stubber.

ABILITIES

Strike Carrier: units embarked within this transport can disembark after it moves, provided it has moved no more than half of its Move value.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM TEMPESTUS, <TEMPESTUS REGIMENT>

KEYWORDS: VEHICLE, TRANSPORT, TAUROX PRIME

The taurox prime acts as a transport and mobile fire base, rapidly redeploying withering amounts of firepower where it is most needed.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of "x pts/model", then the unit costs x points for every model in that unit. You must then add points for each weapon or item of wargear that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).



HQ

Tempester Aruspex

Unit size.....	1 model
Unit cost.....	60 pts
• Plasma pistol.....	+5 pts
• Power axe.....	+5 pts
• Power fist.....	+10 pts
• Power maul.....	+5 pts
• Power sword.....	+5 pts

Tempester Prime

Unit size.....	1 model
Unit cost.....	40 pts
• Plasma pistol.....	+5 pts
• Power axe.....	+5 pts
• Power fist.....	+10 pts
• Power maul.....	+5 pts
• Power sword.....	+5 pts
• Tempester command rod.....	+5 pts



TROOPS

Arditi

Unit size.....	5-10 models
Unit cost.....	10 pts/model
• Plasma pistol.....	+5 pts
• Power axe.....	+5 pts
• Power fist.....	+10 pts
• Power maul.....	+5 pts
• Power sword.....	+5 pts
• Vox caster.....	+5 pts

Tempester Scions

Unit size.....	5-10 models
Unit cost.....	9 pts/model
• Flamer.....	+5 pts
• Grenade launcher.....	+5 pts
• Hot-shot volley gun.....	+5 pts
• Meltagun.....	+10 pts
• Plasma gun.....	+10 pts
• Plasma pistol.....	+5 pts
• Power axe.....	+5 pts
• Power fist.....	+10 pts
• Power maul.....	+5 pts
• Power sword.....	+5 pts
• Vox caster.....	+5 pts



ELITES

Hoplites

Unit size.....	5-10 models
Unit cost.....	20 pts/model
• Power pilum.....	+5 pts
• Vox caster.....	+5 pts

Tempester Command Squad

Unit size.....	4 models
Unit cost.....	40 pts
• Flamer.....	+5 pts
• Grenade launcher.....	+5 pts
• Hot-shot volley gun.....	+5 pts
• Medi-pack.....	+5 pts
• Meltagun.....	+10 pts
• Plasma gun.....	+10 pts
• Plasma pistol.....	+5 pts
• Platoon-standard.....	+5 pts
• Power axe.....	+5 pts
• Power fist.....	+10 pts
• Power maul.....	+5 pts
• Power sword.....	+5 pts
• Vox caster.....	+5 pts



FAST ATTACK

Harriers

Unit size.....	3-6 models
Unit cost.....	14 pts/model
• Flamer.....	+5 pts
• Grenade launcher.....	+5 pts
• Hot-shot volley gun.....	+5 pts
• Hot-shot sniper rifle.....	+5 pts
• Meltagun.....	+10 pts
• Plasma gun.....	+10 pts
• Plasma pistol.....	+5 pts
• Power axe.....	+5 pts
• Power fist.....	+10 pts
• Power maul.....	+5 pts
• Power sword.....	+5 pts
• Vox caster.....	+5 pts



HEAVY SUPPORT

Forward Operators

Unit size.....	5-10 models
Unit cost.....	15 pts/model
• Plasma pistol.....	+5 pts
• Power axe.....	+5 pts
• Power fist.....	+5 pts
• Power maul.....	+5 pts
• Power sword.....	+5 pts
• Servo skull detonator.....	+5 pts
• Vox caster.....	+5 pts



Taurus Prime

Unit size.....	1 model
Unit cost.....	115 pts
• Autocannon.....	+5 pts
• Heavy stubber.....	+5 pts
• Storm bolter.....	+3 pts
• Taurus gatling cannon.....	+15 pts
• Taurus missile launcher.....	+5 pts

WEAPON PROFILES

On pages 36-37 you will find the profiles for all the weapons that Militarum Tempestus models can be equipped with. Note that some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book.

WEAPON PROFILES

The wargear options section of some datasheets in this Codex refer to one or more weapon lists. These lists can be found below:

SPECIAL WEAPONS

- Flamer
- Grenade launcher
- Hot-shot volley gun
- Meltagun
- Plasma gun

MELEE WEAPONS

- Chainsword
- Power axe
- Power fist
- Power maul
- Power sword

WEAPON DEFINITIONS

Some rules refer to “hot-shot weapons”. The definitions of these weapons for the purposes of such rules can be found below:

Hot-shot weapons

A hot-shot weapon is any weapon whose profile includes the word “hot-shot” (hot-shot lasgun, hot-shot laspistol, hot-shot volley gun, etc.), and any Relic that replaces a hot-shot weapon (e.g. Fire of Judgement, page 8). If a hot-shot weapon has a shooting and melee profile, rules that apply to hot-shot weapons only apply to the shooting profile of that weapon.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Frag grenade	6"	Grenade D6	3	0	1	Blast
Grenade launcher	Before selecting targets, select one of the profiles below to make attacks with:					
-Frag grenade	24"	Grenade D6	3	0	1	Blast
-Krak grenade	24"	Grenade 1	6	-1	D3	-
Heavy Stubber	36"	Heavy 3	4	0	1	-
Hot-shot laspistol	9"	Pistol 1	3	-2	1	-
Hot-shot lasgun	18"	Rapid Fire 1	3	-2	1	-
Hot-shot sniper rifle	36"	Heavy 1	5	-2	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Hot-shot volley gun	24"	Heavy 4	4	-2	1	-
Krak grenade	6"	Grenade 1	4	0	1	-
Mehtagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2
Plasma gun	Before selecting targets, select one of the profiles below to make attacks with:					
-Standard	24"	Rapid Fire 1	7	-3	1	-
-Supercharge	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is slain.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with:					
-Standard	12"	Pistol 1	7	-3	1	-
-Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is slain.
Servor skull detonator	24"	Heavy 1	1	0	1	Each time an attack is made with this weapon, an unmodified wound roll of 3+ inflicts 1 mortal wound on the target and the attack sequence ends.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power axe	Melee	Melee	+2	-2	1	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power maul	Melee	Melee	+3	-1	1	-
Power pike	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, if bearer's unit was charged or performed a charge move this turn, that attack has a Strength Characteristic of x2, an Armour Penetration characteristic of -3 and a Damage characteristic of D3+1.
Power sword	Melee	Melee	+1	-3	1	-

GLOSSARY

On this page you will find a glossary that contains a number of terms used in this Codex. These are intended to provide precise information to help resolve some of the more complex rules interactions that may arise, and players should feel under no obligation to memorise this list. This section also includes a bullet-pointed summary of several Militarum Tempestus rules. In most games, you may find referencing this summary is all you need to resolve a rule, but if not, follow the page reference to read the entirety of the rule.

Any number of models can each have their Weapon A replaced with 1 Weapon B: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can have that weapon be replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Hot-shot weapon: [pg 36]: A ranged weapon profile includes the word "hot-shot", or a Relic that replaces a hot-shot weapon.

Maximum number of models: A unit contains the maximum number of models if it includes every model it possibly can, as described on its datasheet.

Militarum Tempestus Detachment [pg 7]: a Detachment in a Battle-forged army where every model has the **MILITARUM TEMPESTUS** keyword (excluding models with the **AGENT OF THE IMPERIUM** or **UNALIGNED** units and units listed in Advisors and Auxilia)

Militarum Tempestus secondary objective [pg 16]: additional secondary objectives that can be used in certain matched play mission packs if every detachment in your army is a **MILITARUM TEMPESTUS** detachment.

Regimental Doctrine [pg 7]: Detachment ability for **MILITARUM TEMPESTUS** Detachments. An ability gained by **MILITARUM TEMPESTUS** models based on the Tempestus Regiment they are drawn from, if all models in that Detachment are drawn from the same Tempestus Regiment.

Stratagem label: a Stratagem's labels are written beneath its title and can include: Militarum Tempestus; Battle Tactic; Epic Deed; Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label: for example, a stratagem with "Militarum Tempestus - Epic Deed Stratagem" has both the Militarum Tempestus and Epic Deed labels.

REFERENCE

This section also includes a bullet-pointed summary of a number of *Militarum Tempestus* rules. In most games, you may find referencing this summary is all you need to resolve a rule, but if not, follow the page reference to read the entirety of the rule.

AERIAL DROP [PG 24]

- During deployment, can set unit up in a high altitude transport instead of setting it up on the battlefield.
- Unit can then arrive during the Reinforcements step of one of your Movement phases.
- When unit arrives, set it up on the battlefield more than 9" from any enemy models.

CONCEALED POSITIONS [PG 24]

- During deployment, can set unit up anywhere on the battlefield more than 9" from enemy deployment zone and more than 9" from any enemy models.

DETACHMENT ABILITIES [PG 7]

- **MILITARUM TEMPESTUS** units in **MILITARUM TEMPESTUS** Detachments gain Regimental Doctrine ability.
- Troops in **MILITARUM TEMPESTUS** Detachments gain the Objective Secured ability (see Warhammer 40'000 Core Book).

MISSION DIRECTIVES [PG 24]

- Mission Directives only applies if every model in your army has the **MILITARUM TEMPESTUS** keyword (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** models, as well as models from the units listed in Advisors and Auxilia)
- Before battle, secretly assign one command protocol to each of the first five battle rounds (no repeats).
- Start of each battle round, reveal mission directive.

OUTFLANK [PG 24]

- During deployment, can set unit up behind enemy lines instead of setting them up on the battlefield.
- Unit can then arrive during Reinforcements step of one of your Movement phases.
- When unit arrives set it up on battlefield wholly within 6" of a battlefield edge, more than 9" from any enemy models.

PRECOGNITION [PG 24]

- Units with this ability can choose to give orders from the Precognition orders list when using their Voice of command ability.

REGIMENTAL DOCTRINE [PG 7]

- If every unit in a Detachment is drawn from the same Tempestus Regiment, all **MILITARUM TEMPESTUS** units in that Detachment gain a Regimental Doctrine.
- Regimental Doctrine gained depends on what Tempestus Regiment they are from.
- If Tempestus Regiment does not have an associated Regimental Doctrine, choose one belonging to an existing Tempestus Regiment.

STORM TROOPERS [PG7]

- Storm troopers only applies if every model in your army is from the same Tempestus Regiment (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** units and the units listed in Advisors and Auxilia).
- Models in this unit can shoot without failing actions they are performing.
- If this unit isn't performing an action, when firing at a unit within half range, a hit roll of 6+ generates an additional shot from the same weapon (these do not generate extra shots themselves).

TASK FORCE COMMAND [PG 23]

- **OFFICERS** can have a single Task force command instead of gaining a Battle Trait.
- Cannot have two **OFFICERS** in your order of battle drawn from the same Tempestus Regiment with the same Task force command.

<TEMPESTUS REGIMENT> KEYWORD [PG 7]

- When you include a unit with the <TEMPESTUS REGIMENT> keyword, nominate which Tempestus Regiment it is drawn from.
- Replace every instance of the <TEMPESTUS REGIMENT> keyword on that unit's datasheet with the name of your chosen Tempestus Regiment.