

Turnir (Warhammer 40,000 9th Edition) [52 PL, 5CP, 999pts]

Battalion Detachment OCP (Imperium - Astra Militarum) [52 PL, 5CP, 999pts]

Rules: *Defenders of Humanity*

Configuration [6CP]

Battle Size [6CP]

Selections: 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Regimental Doctrine

Selections: Disciplined Shooters, Spotter Details

Categories: CONFIGURATION

Abilities: *Disciplined Shooters, Spotter Details*

Abilities	Description	Ref
Disciplined Shooters	"When an INFANTRY model with this doctrine shoots with a Rapid Fire weapon against a unit that is within 18", double the number of attacks that weapon makes, rather than following the normal rules for Rapid Fire weapons.	
Spotter Details	"Add 6" to the Range characteristic of Heavy weapons with a range of at least 24" that models with this doctrine are equipped with.	

Stratagems [-1CP]

Tank Ace [-1CP]

Categories: STRATAGEMS

HQ [17 PL, 332pts]

Company Commander [2 PL, 47pts]

Selections: Bolt pistol [2pts], Display Astra Militarum Orders, Frag grenades, Power fist [10pts], Warlord, WT: Grand Strategist

Categories: OFFICER, CHARACTER, COMPANY COMMANDER, FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY, HQ, WARLORD

Abilities: *Grand Strategist, Refractor Field, Senior Officer, Voice of Command*, **Astra Militarum Orders:** *Bring it Down!, First Rank, Fire! Second Rank, Fire!, Fix Bayonets!, Forwards, for the Emperor!, Get back in the Fight!, Move! Move! Move!, Take Aim!*, **Unit:** *Company Commander*, **Weapon:** *Bolt pistol, Frag grenades, Power fist*

Abilities	Description	Ref
Grand Strategist	Whilst your Warlord is alive, you can re-roll a single hit roll, wound roll or saving throw per battle. In addition, if your army is Battle-forged and this Warlord is on the battlefield, roll a D6 for each Command Point you spend to use a Stratagem; on a 5+ that Command Point is immediately refunded.	
Refractor Field	This model has a 5+ invulnerable save.	
Senior Officer	This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order.	
Voice of Command	This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase. Orders may only be issued to INFANTRY units within 6" of this unit that have the same <REGIMENT> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.	

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

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	

Primaris Psyker [3 PL, 50pts]

Selections: Force Stave, Laspistol, Nightshroud, Psychic Barrier

Categories: CHARACTER, FACTION: ASTRA TELEPATHICA, FACTION: IMPERIUM, FACTION: SCHOLASTICA PSYKANA, INFANTRY, PRIMARIS PSYKER, PSYKER, HQ

Abilities: *It's For Your Own Good*, **Psychic Power:** 3) *Psychic Barrier*, 4) *Nightshroud*, **Psyker:** *Psyker*, **Unit:** *Primaris Psyker*, **Weapon:** *Force Stave*, *Laspistol*

Abilities	Description	Ref
It's For Your Own Good	If this model is slain as a result of Perils of the Warp whilst within 6" of a friendly COMMISSAR they are executed before anything untoward can happen -- the power they were attempting still fails, but units within 6" of them do not suffer D3 mortal wounds as normal.	

Psychic Power	Warp Charge	Range	Details	Ref
3) Psychic Barrier	6	12"	Select a friendly ASTRA MILITARUM unit within 12" of the psyker. Until the start of your next Psychic phase, add 1 to that unit's saving throws.	
4) Nightshroud	6	12"	Choose a friendly ASTRA MILITARUM unit within 12" of the psyker. Until the start of your next turn, any enemy unit that targets the chosen unit with a ranged weapon suffers a -1 penalty to its hit rolls.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	Smite & 2 Psykana		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Primaris Psyker	6"	3+	3+	3	3	4	3	8	5+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Force Stave	Melee	Melee	+3	-1	D3		
Laspistol	12"	Pistol 1	3	0	1	-	

Tank Commander [12 PL, 235pts]

Selections: Battle Cannon [5pts], Display Tank Orders, Heavy Stubber [5pts], Lascannon [20pts], Stat Damage (Leman Russ Commander)

Categories: LEMAN RUSS, CHARACTER, FACTION: <REGIMENT>, FACTION: IMPERIUM, OFFICER, TANK COMMANDER, VEHICLE, HQ

Abilities: *Emergency Plasma Vents, Explodes, Grinding Advance, Smoke Launchers, Tank Orders, Stat Damage - M/BS/A: TC Russ 1, TC Russ 2, TC Russ 3, Tank Orders: Full Throttle!, Gunners, Kill on Sight!, Strike and Shroud!, Unit: Tank Commander, Weapon: Battle cannon, Heavy stubber, Lascannon*

2 Heavy Bolters [30pts]

Selections: 2x Heavy bolter

Weapon: Heavy bolter

Abilities	Description	Ref
Emergency Plasma Vents	If this model fires a supercharged plasma cannon, and you roll one or more hit rolls of 1, it is not automatically destroyed. Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.	Codex: Astra Militarum p114
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.	
Grinding Advance	If this model Remains Stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). The following weapons are turret weapons: battle cannon; Conqueror battle cannon; demolisher cannon; Eradicator nova cannon; Executioner plasma cannon; Exterminator autocannon; Punisher gatling cannon; Stygies Vanquisher battle cannon; twin lascannon and Vanquisher battle cannon.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book
Tank Orders	This model can issue one order each turn to a friendly <REGIMENT> LEMAN RUSS at the start of your Shooting phase. To issue a Tank Order, pick a target LEMAN RUSS within 6" of this model and choose which order you wish to issue from the Tank Orders table. Each LEMAN RUSS can only be given a single order each turn.	

Stat Damage - M/BS/A	Remaining W	Movement	BS	Attacks	Ref
TC Russ 1	7-12+	10"	3+	3	
TC Russ 2	4-6	7"	4+	D3	
TC Russ 3	1-3	4"	5+	1	

Tank Orders	Effect	Ref
Full Throttle!	Instead of shooting this phase the ordered model immediately moves as if it were the Movement phase. It must Advance as part of this move, and cannot declare a charge during this turn.	
Gunners, Kill on Sight!	Re-roll hit rolls of 1 for the ordered model until the end of the phase.	
Strike and Shroud!	This order can only be issued to a model that has not yet used its smoke launchers during the battle. The ordered model can shoot its weapons and launch its smoke launchers during this phase.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tank Commander	*	6+	*	7	8	12	*	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Battle cannon	72"	Heavy D6	8	-2	D3	Blast	
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Lascannon	48"	Heavy 1	9	-3	D6	-	

Troops [9 PL, 185pts]

Infantry Squad [3 PL, 60pts]

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY SQUAD, INFANTRY, TROOPS

Weapon: *Frag grenades*

8x Guardsman

Selections: 8x Lasgun

Unit: *Guardsman*, **Weapon:** *Lasgun*

Guardsman w/ Vox-caster [5pts]

Selections: Lasgun, Vox-caster [5pts]

Abilities: *Vox-caster*, **Unit:** *Guardsman*, **Weapon:** *Lasgun*

Sergeant

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *Laspistol*

Abilities	Description	Ref
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.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Infantry Squad [3 PL, 60pts]

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY SQUAD, INFANTRY, TROOPS

Weapon: *Frag grenades*

8x Guardsman

Selections: 8x Lasgun

Unit: *Guardsman*, **Weapon:** *Lasgun*

Guardsman w/ Vox-caster [5pts]

Selections: Lasgun, Vox-caster [5pts]

Abilities: *Vox-caster*, **Unit:** *Guardsman*, **Weapon:** *Lasgun*

Sergeant

Selections: Laspistol

Unit: *Sergeant*, **Weapon:** *Laspistol*

Abilities	Description	Ref
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.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Infantry Squad [3 PL, 65pts]

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, INFANTRY SQUAD, INFANTRY, TROOPS

Weapon: *Frag grenades*

7x Guardsman

Selections: 7x Lasgun

Unit: *Guardsman*, **Weapon:** *Lasgun*

Guardsman W/ Special Weapon [5pts]

Selections: *Flamer* [5pts]

Unit: *Guardsman*, **Weapon:** *Flamer*

Guardsman w/ Vox-caster [5pts]

Selections: *Lasgun*, *Vox-caster* [5pts]

Abilities: *Vox-caster*, **Unit:** *Guardsman*, **Weapon:** *Lasgun*

Sergeant

Selections: *Laspistol*

Unit: *Sergeant*, **Weapon:** *Laspistol*

Abilities	Description	Ref
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.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Guardsman	6"	4+	4+	3	3	1	1	6	5+	Codex: Astra Militarum p36
Sergeant	6"	4+	4+	3	3	1	2	7	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.	Warhammer 40,000 Core Book
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Elites [9 PL, 175pts]

Bullgryns [5 PL, 105pts]

Categories: FACTION: MILITARUM AUXILLA, FACTION: IMPERIUM, BULLGRYNS, INFANTRY, OGRYN, ELITES

Rules: *Avalanche of Muscle*

Bullgryn [35pts]

Selections: Brute Shield, Bullgryn Maul, Frag Bombs

Abilities: *Brute Shield*, **Unit:** *Bullgryn*, **Weapon:** *Bullgryn Maul, Frag Bombs*

Bullgryn [35pts]

Selections: Brute Shield, Bullgryn Maul, Frag Bombs

Abilities: *Brute Shield*, **Unit:** *Bullgryn*, **Weapon:** *Bullgryn Maul, Frag Bombs*

Bullgryn Bone 'ead [35pts]

Selections: Brute Shield, Bullgryn Maul, Frag Bombs

Abilities: *Brute Shield*, **Unit:** *Bullgryn Bone 'ead*, **Weapon:** *Bullgryn Maul, Frag Bombs*

Abilities	Description	Ref
Brute Shield	4+ Invulnerable Save	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Bullgryn	6"	3+	4+	5	5	3	3	7	4+	Codex: Astra Militarum p44
Bullgryn Bone 'ead	6"	3+	4+	5	5	3	4	8	4+	Codex: Astra Militarum p44

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bullgryn Maul	Melee	Melee	+2	-1	2		
Frag Bombs	6"	Grenade	D6	4	0	1 Blast.	

Commissar [2 PL, 30pts]

Selections: Bolt pistol, Power sword [5pts]

Categories: CHARACTER, COMMISSAR, FACTION: IMPERIUM, FACTION: OFFICIO PREFECTUS, INFANTRY, FACTION: ASTRA MILITARUM, ELITES

Abilities: *Aura of Discipline*, *Summary Execution*, **Unit:** *Commissar*, **Weapon:** *Bolt pistol, Power sword*

Abilities	Description	Ref
Aura of Discipline	Any friendly ASTRA MILITARUM units within 6" of a COMMISSAR can use his Leadership instead of their own.	
Summary Execution	The first time an Astra Militarum unit fails a Morale test during the Morale phase whilst it is within 6" of any friendly Commissars, you can execute a model. If you do, one model of your choice in that unit is slain and the Morale test is re-rolled (do not include this slain model when re-rolling the Morale test).	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Commissar	6"	3+	3+	3	3	3	3	8	5+	Codex: Astra Militarum p33

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol	1	4	0	1 -	
Power sword	Melee	Melee	+1	-3	1	-	

Ministorum Priest [2 PL, 40pts]

Selections: Chainsword, Frag & Krak grenades, Laspistol

Categories: CHARACTER, FACTION: ADEPTUS MINISTORUM, FACTION: IMPERIUM, INFANTRY, MINISTORUM PRIEST, ELITES

Abilities: *Rosarius, War Hymns, Zealot*, **Unit:** *Ministorum Priest*, **Weapon:** *Chainsword, Frag grenades, Krak grenades, Laspistol*

Abilities	Description	Ref
Rosarius	This model has a 4+ invulnerable save.	
War Hymns	You can add 1 to the Attacks characteristic of all models in an ADEPTUS MINISTORUM INFANTRY and ASTRA MILITARUM INFANTRY units that within 6" of any friendly MINISTORUM PRIESTS.	
Zealot	You can re-roll failed hit rolls for this unit in a turn in which it charged, made a heroic intervention, or was charged by an enemy unit.	Codex: Astra Militarum p99

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ministorum Priest	6"	4+	4+	3	3	4	3	7	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Laspistol	12"	Pistol 1	3	0	1	-	

Fast Attack [3 PL, 57pts]

Armoured Sentinels [3 PL, 57pts]

Categories: ARMoured SENTINEL, VEHICLE, FACTION: ASTRA MILITARUM, FAST ATTACK, FACTION: <REGIMENT>, FACTION: IMPERIUM

Armoured Sentinel [3 PL, 57pts]

Selections: Hunter-killer missile [5pts], Plasma Cannon [15pts], Sentinel Chainsaw [2pts]

Abilities: *Explodes, Smoke Launchers*, **Unit:** *Armoured Sentinel*, **Weapon:** *Hunter-killer missile, Plasma cannon, Standard, Plasma cannon, Supercharge, Sentinel Chainsaw*

Abilities	Description	Ref
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 3" suffers 1 mortal wound.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Armoured Sentinel	8"	4+	4+	5	6	6	1	7	3+	Codex: Astra Militarum p45

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.	
Plasma cannon, Standard	36"	Heavy D3	7	-3	1	Blast.	
Plasma cannon, Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	
Sentinel Chainsaw	-	Melee	User	-1	1		

Heavy Support [14 PL, 250pts]

Heavy Weapons Squad [3 PL, 55pts]

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, HEAVY WEAPONS SQUAD, INFANTRY, HEAVY SUPPORT

Weapon: *Frag grenades*

Heavy Weapon Team

Selections: Heavy bolter, Lasgun

Unit: *Heavy Weapons Team*, **Weapon:** *Heavy bolter, Lasgun*

Heavy Weapon Team

Selections: Heavy bolter, Lasgun

Unit: *Heavy Weapons Team*, **Weapon:** *Heavy bolter, Lasgun*

Heavy Weapon Team [5pts]

Selections: Lasgun, Missile launcher [5pts]

Unit: *Heavy Weapons Team*, **Weapon:** *Lasgun, Missile launcher, Frag missile, Missile launcher, Krak missile*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Missile launcher, Frag missile	48"	Heavy D6	4	0	1	Blast.	
Missile launcher, Krak missile	48"	Heavy 1	8	-2	D6	-	

Heavy Weapons Squad [3 PL, 55pts]

Categories: FACTION: <REGIMENT>, FACTION: IMPERIUM, HEAVY WEAPONS SQUAD, INFANTRY, HEAVY SUPPORT

Weapon: *Frag grenades*

Heavy Weapon Team

Selections: Heavy bolter, Lasgun

Unit: *Heavy Weapons Team*, **Weapon:** *Heavy bolter, Lasgun*

Heavy Weapon Team

Selections: Heavy bolter, Lasgun

Unit: *Heavy Weapons Team*, **Weapon:** *Heavy bolter, Lasgun*

Heavy Weapon Team [5pts]

Selections: Lasgun, Missile launcher [5pts]

Unit: *Heavy Weapons Team*, **Weapon:** *Lasgun, Missile launcher, Frag missile, Missile launcher, Krak missile*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Heavy Weapons Team	6"	4+	4+	3	3	2	2	6	5+	Codex: Astra Militarum p36

Weapon	Range	Type	S	AP	D	Abilities	Ref
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Lasgun	24	Rapid Fire 1	3	0	1	-	
Missile launcher, Frag missile	48"	Heavy D6	4	0	1	Blast.	
Missile launcher, Krak missile	48"	Heavy 1	8	-2	D6	-	

Wyverns [8 PL, 140pts]

Selections: Stat Damage (HS)

Categories: VEHICLE, WYVERN, HEAVY SUPPORT, FACTION: <REGIMENT>, FACTION: IMPERIUM

Abilities: *Explodes, Smoke Launchers, Vehicle Squadron, Stat Damage - M/BS/A: Stat Damage (HS) 1, Stat Damage (HS) 2, Stat Damage (HS) 3*

Wyvern [8 PL, 140pts]

Selections: Heavy Bolter, Heavy Stubber [5pts], Well-stocked Magazines, Wyvern Quad Stormshard Mortar

Abilities: *Well-stocked Magazines, Unit: Wyvern, Weapon: Heavy bolter, Heavy stubber, Wyvern Quad Stormshard Mortar*

Abilities	Description	Ref
Explodes	When this model is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 6" suffers D3 mortal wounds.	
Smoke Launchers	Once per game, instead of shooting any weapons in the Shooting phase, the vehicle can use its Smoke Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.	Warhammer 40,000 Core Book
Vehicle Squadron	The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.	
Well-stocked Magazines	"When rolling to determine the Type characteristic of a ranged weapon this model is equipped with, you can re-roll any or all of the dice.	

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

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Heavy stubber	36"	Heavy 3	4	0	1	-	
Wyvern Quad Stormshard Mortar	48"	Heavy 4D6	4	0	1	Blast. This weapon can target units not visible to the bearer. You can re-roll failed wound rolls for this weapon.	Codex: Astra Militarum p51

Force Rules

Defenders of Humanity: If your army is Battle-forged, all Troops units in ASTRA MILITARUM Detachments and all LEMAN RUSS units in Spearhead Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models in range as normal. ()

Selection Rules

Avalanche of Muscle: You can add 1 to the Attacks characteristic of this model in the Fight phase on any turn in which it made a successful charge. This ability may only be used the first time this model fights each turn. (Codex: Astra Militarum p102)

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