



IMPERIUS
DOMINATUS

IMPERIAL FISTS

IMPERIAL FISTS GENRAL RULES

(FACTION VALUE 400)

To hit value 5+

Templar Brethren Squads. The artificer armored warriors of unequalled zeal symbolize the Emperor's very crusade to unite mankind.

Phalanx Warder Squads. Elite Breacher formations of unparalleled skill in boarding actions and close quarters combat.

IMPERIAL FISTS

Characteristics

The Imperial Fists Legion has the following characteristics:

- **Assault focused.** Must include at least one Breacher company in the army. Infantry must outnumber cavalry formations in the force.
- **Disciplined Fire.** Extraordinarily gifted in fire discipline Imperial Fist Legionnaires armed with bolters gain +1 to hit. Heavy support elements gain +1 to damage table rolls.
- **Unshakable Defense.** Imperial Fist legionnaires (infantry only), gains stubborn and Indomitable ability.
- **Resolve of Stone.** Imperial Fist legionnaires with any type of shield receive a bonus of +1 to their invulnerable save.
- **Shield Charge.** Imperial Fist legionnaires in formations with any type of shield gain +1 bonus to CAF to hit.
- **Librarius.** Rogal Dorn opposed the use of the Librarius. The Imperial Fists may not use the Librarius units.



UPGRADE ILIASTUS PATTERN ASSAULT CANNON

Terminator Companies only.



Wpns	SH	LG	AD	TSM	Notes
Iliastus Pattern Assault Cannon	25	-	3	-2	Assault Weapon



Point Value 50/100
+1 VP



THE AETOS DIOS

The Aetos Dios consists of 1 Thunderhawk Gunship

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aetos Dios	[F]	4+	4/-4	Turbo Laser Destructor [M]	50/100	1	-5	[DR3], [TR6],[RA], Special*
				Hellstrike missiles*	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs	-	B6	-2	
				Air defense	25	6	-1	

* 1 Void Shield (armor value 4+). Auto Repair System on 6+. Re-roll failed armor saves (second result stands).



Point Value 200
+2 VP

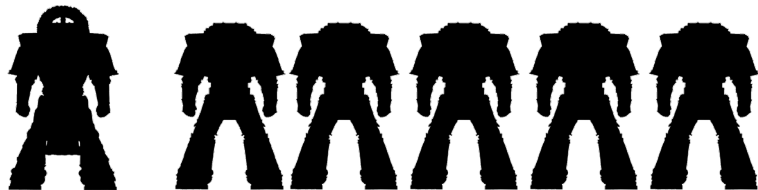




TEMPLAR BRETHREN DETACHMENT



The Templar Brethren Grand Detachment consists of 1 Templar Decurion
Stand 5 Templar Brethren Stands



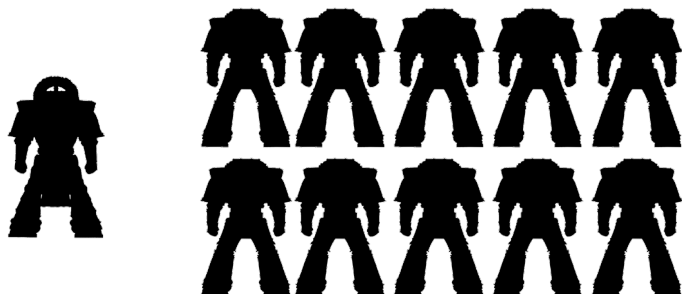
Point Value 250



TEMPLAR BRETHREN GRAND DETACHMENT



The Templar Brethren Grand Detachment consists of 1 Templar Decurion
Stand 10 Templar Brethren Stands



Point Value 450



TEMPLAR BRETHREN DETACHMENT

Break Point 4: Templar Brethren are broken if it has lost 4 stands either the Decurion or Templar stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Templar Brethren have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	4/-3	CC weapons	-	-	-	[HQ1], [V], [FA], [MB], [RA]
Templar Brethren	10	4+	4/-3	CC weapons	-	-	-	[FA], [MB], [RA]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

TEMPLAR BRETHREN GRAND DETACHMENT

Break Point 8: Templar Brethren are broken if it has lost 6 stands either the Decurion or Templar stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Templar Brethren have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	4/-3	CC weapons	-	-	-	[HQ1], [V], [FA], [MB], [RA]
Templar Brethren	10	4+	4/-3	CC weapons	-	-	-	[FA], [MB],[RA]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

PHALANX WARDER DETACHMENT

The Phalanx Warder Detachment consists of 1 Phalanx Warders Decurion
Stand 5 Phalanx Warders Stands



Point Value 250



PHALANX WARDER DETACHMENT

Break Point 4: The Phalanx Warders are broken if it has lost 4 stands either the Decurion or Phalanx stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Phalanx Warders have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

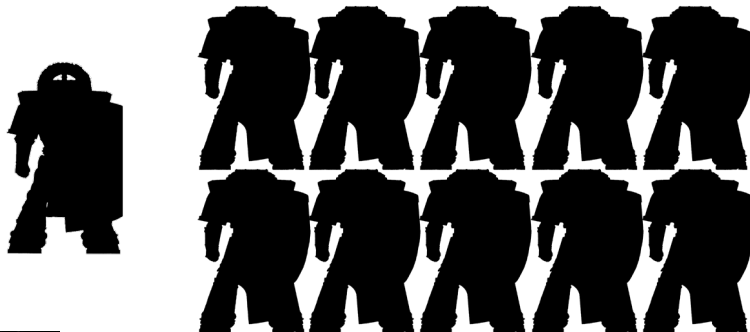
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4{6}+	1/-1	Boltgun	25	2	0	[HQ1], [MB], [V]
Phalanx Warder	10	4{6}+	1/-1	Boltgun	25	2	0	

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

PHALANX WARDER GRAND DETACHMENT

The Phalanx Warder Grand Detachment consists of 1 Phalanx Warders Decurion Stand 10 Phalanx Warders Stands



Point Value 450



PHALANX WARDER GRAND DETACHMENT

Break Point 6: The Phalanx Warders are broken if it has lost 6 stands either the Decurion or Phalanx stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Phalanx Warders have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4{6}+	1/-1	Boltgun	25	2	0	[HQ1], [MB], [V]
Phalanx Warder	10	4{6}+	1/-1	Boltgun	25	2	0	

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

PHALANX WARDER ASSAULT DETACHMENT

The Phalanx Warder Detachment consists of 1 Phalanx Warders Decurion
Stand 5 Phalanx Warders Assault Stands



Point Value 250



PHALANX WARDER ASSAULT DETACHMENT

Break Point 4: The Phalanx Warders are broken if it has lost 4 stands either the Decurion or Phalanx stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Phalanx Warders have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

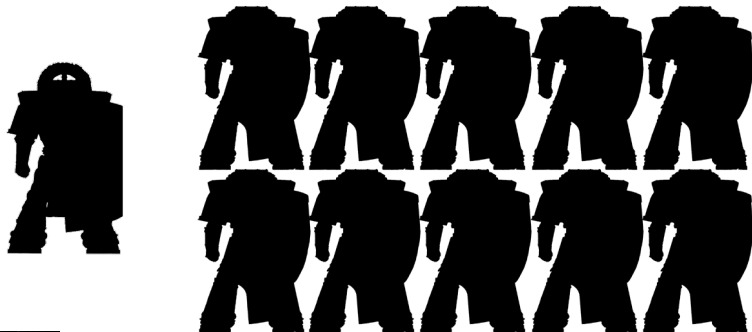
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4{6}+	2/-3	CC	-	-	-	[HQ1], [MB], [V]
Phalanx Warder Assault	10	4{6}+	2/-3	CC	-	-	-	

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

PHALANX WARDER ASSAULT GRAND DETACHMENT

The Phalanx Warder Grand Detachment consists of 1 Phalanx Warders Decurion Stand 10 Phalanx Warders Assault Stands



Point Value 450



PHALANX WARDER ASSAULT GRAND DETACHMENT

Break Point 6: The Phalanx Warders are broken if it has lost 6 stands either the Decurion or Phalanx stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Phalanx Warders have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4{6}+	2/-3	CC	-	-	-	[HQ1], [MB], [V]
Phalanx Warder Assault	10	4{6}+	2/-3	CC	-	-	-	

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

SPECIAL FORMATION

SIGISMUND

Sigismund consists of 1 Sigismund Stand.



Point Value 50



SIGISMUND

Break Point +1: Sigismund adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Sigismund has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sigismund	10	4[6]+	4/-3	CC Special weapons	-	-	-	[DR2], [HQ2], [ID], [AW]

Sigismund

- Possesses the Adamantium Will [AW] and Indomitable [ID] abilities. Formations in command gain the sweeping advance [SA] ability.
- Gains +2 to rolls on the hero/fool table.
- Any formation that gains a hero special order also gains +1 CAF bonus and +5cms to the charge move.

Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

ALEXIS POLUX

Alexis Polux consists of 1 Alexis Polux Stand.



Point Value 100



ALEXIS POLUX

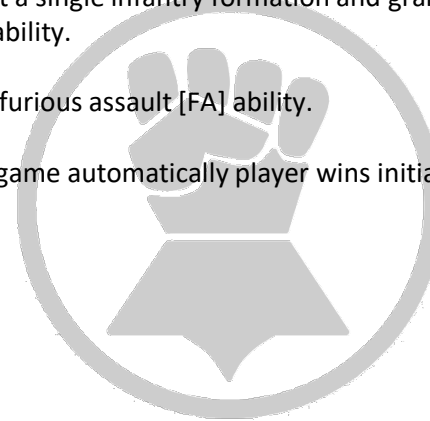
Break Point +1: Alexis Polux adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Alexis Polux has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Alexis Polux	10	4[5]+	4/-2	Combi-melta	25	2	-3	[HQ3]

Alexis Polix –

- May select a single infantry formation and grant it the deep strike [T] ability.
- Gains the furious assault [FA] ability.
- Once per game automatically player wins initiative.



Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

ROGAL DORN PRIMARCH OF THE IMPERIAL FISTS

Rogal Dorn Primarch of the Imperial Fists consists of one Rogal Dorn.



Point Value 150



ROGAL DORN PRIMARCH OF THE IMPERIAL FISTS

Break Point 1: Rogal Dorn is only broken when Rogal Dorn Primarch of the Imperial Fists is Destroyed.

Morale Value 4+: Rogal Dorn has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rogal Dorn [2]	15	2[4]+	7/-4	The Voice of terra	25	3	-3	[DR2], Primarch

Sire of the Imperial Fists – Infantry formations in command of Dorn gain the Indomitable [ID] ability against terror, +1 CAF to hit bonus and +5cm charge move bonus.

Unshakable Defence – Infantry in cover gain increased cover by one step (light is now hard, hard becomes fortified). Must be last element to have close combat dice allocated against him in close combat.

Teleport Homer. Deep strike formations do not scatter within 25cms of Dorn.

The Aetos Dios – Special personal transport Thunderhawk Gunship. Standard stats with void shield (1), Invulnerable save 6+ and Auto Repair Systems. Separate cost to field.

Victory Points 2

Your opponent gains 2 VP when this model is destroyed.