

CODEX ADEPTUS ASTARTES

9th Edition

FOREWORD

This document contains all the rules and datasheets contained within Codex Space Marines 9th Edition, released October 10th 2020. Due to Games Workshop no longer providing digital versions of their Codices and instead migrating to an in-app model, all the information you will find inside this document is a direct copy from the Warhammer 40,000 app. There's no fluff, no pretty pictures, just the rules.

Due to the way the information in the app is presented the rules and data sheets are not in the same order as they are in the physical book, instead they are in alphabetical order. Rules and data sheets in this document are layed out in verticle columns, moving left to right across the pages.

This was a pretty big job to get done, and I have no plans to pick up any other new Codices as they are released as I only collect Space Marines. I would encourage players of other factions who are eqaully motivated to help distribute rules to share your own 9th Edition in-app rules and data sheets if you have them, so that we may hopefully have every factions available one day. Lookin' at you Necron players!

I hope you find this resource useful in your games of Warhammer 40,000 and I wish you all a happy new year. May 2021 be less grim dark than 2020.

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CHAPTER COMMAND

Chapter Command
Chapter Ancient

Only the most distinguished Space Marines are granted the title of Chapter Ancient. Given the sacred task of bearing the Chapter's standard to war, they selflessly fly the colours even as they slay their foes. The sight of such a holy relic flying high above the battlefield inspires the Ancients' brethren to give their all. The mere presence of the Chapter's standard is worth a fortified bastion to the warriors of the Adeptus Astartes.

A Chapter Ancient model gains the following ability:
'Chapter Banner: In your Command phase, select one friendly <Chapter> Core unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.'

Relics and Warlord Traits
You can give a Chapter Ancient model the Pennant of the Fallen Relic, instead of giving them a Chapter Relic. In addition, you can give them the Steadfast Example Warlord Trait instead of giving them another Warlord Trait.

Chapter Command
Chapter Champion

The honorific of Chapter Champion is bestowed only upon the mightiest of Adeptus Astartes warriors. These martial masters fight for the glory and honour of their battle-brothers. In combat, they will seek out worthy opponents to cross blades with, and can single-handedly turn the tide of conflict. Only the most noble and accomplished of warriors ascend to this rank, each a shining example of their Chapter's glory and martial capabilities.

A Chapter Champion model gains the following abilities:
'Skilful Parry: Each time a melee attack is made against this model, subtract 1 from the hit roll.'
'Exquisite Swordsman: Each time this model makes a melee attack against an enemy Character unit, you can re-roll the wound roll.'
'Chapter Champion: This model has an Attacks characteristic of 5 and a Leadership characteristic of 9.'

Relics and Warlord Traits
You can give a Chapter Champion model the Blade of Triumph Relic, instead of giving them a Chapter Relic. In addition, you can give them the Martial Exemplar Warlord Trait instead of giving them another Warlord Trait.

Chapter Command
Chapter Master

Chapter Masters are some of the greatest military minds in the galaxy. There are few elements of strategy and tactics they have not studied and mastered, and they have tested their skills against innumerable enemies. They are magnificent leaders able to inspire their warriors to acts of legendary valour. There is no task to which they will set their battle-brothers that they have not completed themselves, and when they lead from the front, they wield their blades with incomparable ability, slaughtering more of the foe than any of their warriors.

'Chapter Master: In your Command phase, select one friendly <Chapter> Core or <Chapter> Character unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can reroll the hit roll.'

A Chapter Master is excluded from the Company Command rule. This means a Detachment can include both one Chapter Master unit and one other Captain unit.

Relics and Warlord Traits
You can give a Chapter Master model the Angel Artifice Relic, instead of giving them a Chapter Relic. In addition, you can give them the Master of the Codex Warlord Trait instead of giving them another Warlord Trait.

Chapter Command
Chief Apothecary

Chief Apothecaries are the most senior surgeons and battle medics available to Space Marine Chapters. Calm and resolute, they maintain the life force of their battle-brothers on and off the battlefield. Most importantly, they are responsible for their Chapter's future in the preservation of Space Marine gene-seed. With vast experience to draw upon, a Chapter's Chief Apothecary is its ultimate practitioner of the healer's art.

Chief Apothecary: At the end of your Movement phase, this model can use its Combat Restoratives ability twice instead of once.

Relics and Warlord Traits
You can give a Chief Apothecary model the Acquittal Relic, instead of giving them a Chapter Relic. In addition, you can give them the Selfless Healer Warlord Trait instead of giving them another Warlord Trait.

Chapter Command
Chief Librarian

At head of each Chapter's Librarius can be found the Chief Librarian. Battle scholars with vast experience and immense psychic power, they are as much invaluable warriors as they are dependable advisors. When mastery of the warp is required, none are better equipped to deal with its turbulent nature. On the battlefield, Chief Librarians direct the energies of the immaterium with unrivalled precision and power.

Chief Librarian: This model knows one additional psychic power from their chosen discipline and can attempt to deny one additional psychic power in your opponent's Psychic phase.

Relics and Warlord Traits
You can give a Chief Librarian model the Neural Shroud Relic, instead of giving them a Chapter Relic. In addition, you can give them the Psychic Mastery Warlord Trait instead of giving them another Warlord Trait.

Chapter Command
Master of Sanctity

Masters of Sanctity are the High Chaplains of the Space Marine Chapters. They maintain the spiritual well-being of their brothers, ensuring none falter in their responsibilities. Their mere presence inspires fervent aggression amongst their kin, though they are just as capable of delivering retribution first-hand. With word and deed a Master of Sanctity guides his brothers to glory.

Master of Sanctity: This model knows one additional litany from the Litanies of Battle. In your Command phase, if this model is on the battlefield, it can recite one additional litany it knows that has not already been recited by a friendly model that turn.'

Relics and Warlord Traits
You can give a Master of Sanctity model the Emperor's Judgement Relic, instead of giving them a Chapter Relic. In addition, you can give them the Wise Orator Warlord Trait instead of giving them another Warlord Trait:

Chapter Command
Master of the Forge

Masters of the Forge are the chief artificers of the Space Marines, responsible for maintaining the arms, armour and vehicles of their Chapter. Peerless mechanics and technicians, they are the foremost experts within the Adeptus Astartes on the intricacies that surround the machine. Having distinguished themselves from their brother Techmarines, Masters of the Forge oversee the Chapter's armoury, and have an intimate knowledge of its workings and the machine spirits that reside there.

Master of the Forge: Each time this model repairs a model using its Blessing of the Omnissiah ability, that model regains up to 3 lost wounds instead of up to D3'.

Relics and Warlord Traits
You can give a Master of the Forge model the Mortis Machina Relic, instead of giving them a Chapter Relic. In addition, you can give them the Warden of the Ancients Warlord Trait instead of giving them another Warlord Trait.

DETACHMENT ABILITIES

Codex: Space Marines Detachment Ability
And They Shall Know No Fear

Space Marines stand unafraid before the terrors of the galaxy.

Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers.

Codex: Space Marines Detachment Ability
Angels Of Death

Space Marines are amongst the finest warriors in the Imperium.

This unit has the following abilities, which are described below: And They Shall Know No Fear; Bolter Discipline; Shock Assault; Combat Doctrines.

Codex: Space Marines Detachment Ability
Bolter Discipline

To a Space Marine, the boltgun is more than a weapon – it is an instrument of Mankind's divinity, the bringer of death to his foes.

Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

• The shooting model's target is within half the weapon's range.
• The shooting model is Infantry (excluding Centurion models) and its unit Remained Stationary in your previous Movement phase.
• The shooting model is a Terminator or Biker.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type.

Codex: Space Marines Detachment Ability
Chapter Tactics

Each Chapter has its own combat philosophy suited to the unique skills of its battle-brothers.

All Adeptus Astartes units (other than Servitor and Beast units) with this ability, and all the models in them, gain a Chapter Tactic so long as every unit in their Detachment is from the same Chapter. The tactic gained depends upon which Chapter they are from, as shown on the following pages.

Example: An Ultramarines unit with the Chapter Tactics ability gains the Codex Discipline tactic.

If your Chapter does not have an associated Chapter Tactic, you must instead select Successor Tactics for them; this allows you to customise the rules for your successor Chapter. In either case, record all of your Detachments' Chapter Tactics/ Successor Tactics on your army roster.

SHOW CHAPTER TACTICS

Codex: Space Marines Detachment Ability
Combat Doctrines

When the Adeptus Astartes fight, they employ a set of combat doctrines to eliminate the enemy. After pounding the foe with heavy weapons, warriors advance to lay down a hail of bolter fire before charging forth with chainswords roaring to finish the foe.

If every unit from your army has the Adeptus Astartes keyword (excluding Agent of the Imperium and Unaligned units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

• During the first battle round, the Devastator Doctrine is active for your army.
• During the second battle round, the Tactical Doctrine is active for your army.
• At the start of the third battle round, select either the Tactical Doctrine or Assault Doctrine: until the end of that battle round, the doctrine you selected is active for your army.
• During the fourth and subsequent battle rounds, the Assault Doctrine is active for your army.

Unless specified otherwise, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon (e.g. the Storm of Fire Warlord Trait).

Devastator Doctrine
The Codex Astartes explains in detail the strategic value of overwhelming firepower applied to key targets at the optimal time in order to eliminate threats and create tactical openings.
• While this combat doctrine is active, improve the Armour Penetration characteristic of every Heavy and Grenade weapon that models in this unit are equipped with by 1.

Tactical Doctrine
As the warring armies close upon one another and vicious firefights erupt, the Codex lays out strategies for swiftly seizing the initiative and combining versatility with firepower.
• While this combat doctrine is active, improve the Armour Penetration characteristic of every Rapid Fire and Assault weapon that models in this unit are equipped with by 1.

Assault Doctrine
The Codex Astartes leaves no doubt that the killing blow in most engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end.
• While this combat doctrine is active, improve the Armour Penetration characteristic of every Pistol and Melee weapon that models in this unit are equipped with by 1.

Codex: Space Marines Detachment Ability
Company Command

When Space Marines are deployed to battle, the honour of leading them often falls to the Captain of a company and his esteemed Lieutenants.

You can include a maximum of one Captain model and two Lieutenant models in each Detachment in your army

Codex: Space Marines Detachment Ability
Shock Assault

The Adeptus Astartes are elite troops who strike with the fury of a thunderbolt. Few opponents can withstand this onslaught.

Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.

Codex: Space Marines Detachment Ability
Successor Tactics

Each Chapter has its own combat philosophy suited to the unique skills of its battle-brothers.

If your chosen Chapter does not have an associated Chapter Tactic, you must instead create their Chapter Tactic by selecting rules from the list here. Unless otherwise stated, your Chapter has two Successor Tactics from the following list:

SHOW SUCCESSOR TACTICS

Codex: Space Marines Detachment Ability
Weapon Definitions

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Some rules refer to 'bolt weapons', 'flame weapons', 'melta weapons' or 'plasma weapons'. The definitions of these weapons for the purposes of such rules can be found below:

SHOW WEAPON DEFINITIONS

CHAPTER TACTICS

Army Bonus
Astral Claws

For five thousand years the Astral Claws stood shoulder to shoulder with the Imperium's finest warriors, earning great renown for the strength of their fleet and the successes of their rapid boarding actions. Yet the Chapter's name is now synonymouswith treachery. Many attribute this fall to the deeds of Lugft Huron – now known as Huron Blackheart – whose increasingly tyrannical command dragged the Astral Claws into unorthodoxy then outright betrayal. Others argue that only a Chapter tainted by arrogance and sin would have followed such a leader so wilfully into damnation. Reborn as the Red Corsairs, Huron's piratical renegades now terrorise the Imperium they once served.

Designer's Note: Though the Astral Claws are technically of an unknown founding, before they turned renegade they were strict adherents of Roboute Guilliman's Codex Astartes. For all rules purposes, we suggest that the Astral Claws are considered to be an Ultramarines successor Chapter, and so can use all the rules for an Ultramarines successor Chapter that are presented in Codex: Space Marines and Codex Supplement: Ultramarines. We also recommend that Astral Claws use the Rapid Assault and Hungry for Battle Successor Chapter Tactics, as described in Codex: Space Marines, to best reflect their Chapter's style of waging war.

Army Bonus
Blood Ravens

Guided by their unusually powerful Librarians, the Blood Ravens strike with prescient, calculated wrath, studying their enemy closely and rarely deviating from their carefully forged battle plans. The Blood Ravens' origins are unknown even to themselves, and this fact perhaps contributes to their fervent pursuit of knowledge and ancient lore. Coupled with their methodical combat doctrine, this practice has attracted derision from some headstrong Chapters, but in battle the Blood Ravens fight with a zeal and fury equal to any other Adeptus Astartes force.

Designer's Note: While the Blood Ravens are of an unknown founding, their codes of battle align with those of the Codex Astartes. For all rules purposes, we suggest that the Blood Ravens are considered to be an Ultramarines successor Chapter, and so can use all the rules for an Ultramarines successor Chapter that are presented in Codex: Space Marines and Codex Supplement: Ultramarines. We also recommend that Blood Ravens use the Stalwart and Knowledge is Power Successor Chapter Tactics, as described in Codex: Space Marines, to best reflect their Chapter's preferred methods of waging war and their determination to discover their hidden past.

Army Bonus
Carcharodons

The enigmatic Carcharodons pursue a sacred and unending mission to travel the empty spaces beyond the Imperium's borders to seek and destroy the enemies of Mankind. Deathly pale in complexion with glistening black eyes devoid of sclera, the Chapter's warriors are taciturn and watchful in nature, but erupt into extreme, merciless violence in combat, disregarding civilian casualties as they butcher their foes in chilling silence. The Carcharodons disdain protracted engagements, and rely on speed and stealth to make sudden, unexpected attacks, dealing maximum damage at close range before withdrawing to strike again and again until their prey is bled dry.

Designer's Note: Though the Carcharadons are technically of an unknown founding, they have long been alleged to be a successor Chapter of the Raven Guard. For all rules purposes, we suggest that the Carcharadons are considered to be a Raven Guard successor Chapter, and so can use all the rules for a Raven Guard successor Chapter that are presented in Codex: Space Marines and Codex Supplement: Raven Guard. We also recommend that Carcharadons use the Stealthy and Whirlwind of Rage Successor Chapter Tactics, as described in Codex: Space Marines, to best reflect their Chapter's style of waging war.

Army Bonus
Codex Discipline

The sons of Guilliman hold the tenets of the Codex Astartes as sacrosanct, its wisdom guiding them to discipline and measured strategic responses even amidst the hottest-burning flames of battle.

• Add 1 to the Leadership characteristic of models with this tactic.
• Units with this tactic are eligible to shoot in a turn in which they Fell Back, but if they do, then until the end of the turn, each time a model in that unit makes a ranged attack, subtract 1 from that attack's hit roll.

Army Bonus
Forged in Battle

To the Salamanders, war is the anvil upon which their strength is wrought, every battle a test in which to prove themselves and the superior craftsmanship of their weapons and armour.

• Each time a unit with this tactic is selected to shoot or fight, you can re-roll one wound roll when resolving that unit's attacks.
• Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this tactic, that attack has an Armour Penetration characteristic of 0 instead.

Army Bonus
Fury Within

The Flesh Tearers are possessed of a bloodthirsty recklessness. When controlled and focused, however, this murderous ferocity makes them unstoppable.

Each time a model with this tactic makes a melee attack:

• If that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.
• On an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1. This is cumulative with the bonus from the Assault Doctrine if it is active for your army.

Army Bonus
Grim Resolve

The stalwart descendants of the Lion are renowned for their unshakeable resolve, enduring tenacity and strict fire discipline in battle.

• Each time a model with this tactic makes an attack, unless that model's unit has moved this turn (excluding pile-in and consolidation moves), add 1 to that attack's hit roll.
• Each time a Combat Attrition test is taken for a unit with this tactic, it is automatically passed.

Army Bonus
Hunters Unleashed

The Space Wolves train their whole lives for the moment when battle is joined. After a long hunt tensed for the kill, they spring forward to devastating effect.

• Each time a model with this tactic makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's hit roll.
• Units with this tactic are eligible to perform Heroic Interventions as if they were Characters.

Army Bonus
Lightning Assault

The White Scars are the Masters of high speed, hit-and-run warfare. Theirs is the fury of the storm, the scent of prey upon the wind. They do battle on the move, wrong-footing their enemies with breakneck manoeuvres and melting away one moment only to crash home like a lightning strike elsewhere the next.

• Units with this tactic are eligible to declare a charge with in a turn in which they Advanced or Fell Back.
• Models with this tactic do not suffer the penalty incurred to their hit rolls for firing Assault weapons in the same turn their unit Advanced.

Army Bonus
Minotaurs

Once known for their unpredictable berserker fury and eschewing of wider strategy, the Minotaurs are a highly mysterious Chapter who vanished without trace in the mid-38th Millennium, only to reappear in a much changed form. The returned Minotaurs fought with far greater control and cohesion, utilising vanguard strikes, fast encirclements and excellent reserves of heavy armour to crush all manner of foes, but their enigmatic nature continued to attract great suspicion and acrimony. Often linked to the cursed 21st Founding, the Minotaurs are rumoured to possess a 'chimeric' geneseed, and are even alleged to hold shadowy ties with the High Lords of Terra.

Designer's Note: Though the Minotaurs are technically part of the so-called Cursed Founding and their origins are shrouded in mystery, their expertise at siegecraft and attrition warfare are closely aligned with the combat methodology of the Imperial Fists. For all rules purposes, we suggest that the Minotaurs are considered to be an Imperial Fists successor Chapter, and so can use all the rules for an Imperial Fists successor Chapter that are presented in Codex: Space Marines and Codex Supplement: Imperial Fists. We also recommend that Minotaurs use the Duellists and Stalwart Successor Chapter Tactics, as described in Codex: Space Marines, to best reflect their Chapter's style of waging war.

Army Bonus

No Matter the Odds

Even when faced with seemingly insurmountable odds, the Crimson Fists emerge bloodied but victorious with bolters roaring.

• Each time a model with the tactic makes a ranged attack against a unit that contained at least 5 more models than the attacker's unit when it was selected to shoot, add 1 to that attack's hit roll. For the purposes of this tactic, Vehicle models each count as 5 models.
• Each time a model with this tactic makes an attack with a bolt weapon, an unmodified hit roll of 6 scores 1 additional hit.

Army Bonus

Red Scorpions

The Red Scorpions are stalwart traditionalists who view the purity of the Human form as sacrosanct. Although nothing is known of the Chapter's origins or primogenitor, their gene-seed is noted for its extreme incorruptibility, and this fact shapes their core beliefs. Scornful of any deviation from the physiology granted to them by the Emperor – whom they regard as divine – they despise aliens and mutants, refusing to ally with such abominations unless the Emperor's blessing seems indisputable. Strongly isolationist as a result, the Red Scorpions are distrusted by some, but their vigilant defence of Mankind is rarely questioned.

Designer's Note: Though the Red Scorpions are technically of an unknown founding, it has been said that their zealous adherence to the Codex Astartes marks them as a successor Chapter of the Ultramarines. For all rules purposes, we suggest that the Red Scorpions are considered to be an Ultramarines successor Chapter, and so can use all the rules for an Ultramarines successor Chapter that are presented in Codex: Space Marines and Codex Supplement: Ultramarines. We also recommend that Red Scorpions use the Inheritors of the Primarch Successor Chapter Tactic, and use the Chapter Tactic of the Ultramarines, as described in Codex: Space Marines, to best reflect their Chapter's style of waging war.

Army Bonus

Red Thirst

Though they strive to restrain it, the murderous ferocity of the Blood Angels simmers beneath the surface of their thoughts. In battle, this rage drives them towards the foe and lends great strength to their blows.

• Add 1 to Advance rolls and charge rolls made for units with this tactic.
• Each time a model with this tactic makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.

Army Bonus

Righteous Zeal

Hot burns the hatred of the Black Templars for the mutant, the witch and the heretic, and bright blazes their faith in the immortal Emperor of Mankind. With furious cries do these crusading warriors hurl themselves into battle against their reviled foes, and with fervent prayers do they shrug off even the most grievous wounds.

• You can re-roll Advance rolls and charge rolls made for units with this tactic.
• Each time a model with this tactic would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

Army Bonus

Shadow Masters

The Raven Guard slip through the shadows, half-seen spectres barely visible to the foe. Enemies blaze away into the gloom with increasing panic, their shots flying wide as the sons of Corax encircle their victims and prepare to level the killing blow. By the time the prey is close enough to direct their fire with any real chance of accuracy, they are caught within the Raven's talons.

• Each time a ranged attack is made against a unit with this tactic, if the attacker is more than 18" away, then the unit with this tactic is treated as having the benefits of light cover against that attack (see the Warhammer 40,000 Core Book).
• Each time a ranged attack is made against an Infantry unit with this tactic that is entirely on or within a terrain feature, if the attacker is more than 12" away, then the unit with this tactic is treated as having the benefits of dense cover against that attack.

Army Bonus

Siege Masters

The Imperial Fists drill tirelessly with their armaments, perfecting the art of purging their foes from behind ramparts with hails of pinpoint fire.

• Each time a model with this tactic makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
• Each time a model with this tactic makes an attack with a bolt weapon, an unmodified hit roll of 6 scores 1 additional hit.

Army Bonus

The Flesh Is Weak

Most Iron Hands are heavily augmented with ultra-durable cybernetic limbs and organs that render them extremely difficult to kill, while their vehicles have been upgraded with all manner of secret Adeptus Mechanicus technologies that make them incredibly resilient.

• Each time a model with this tactic would lose a wound, roll one D6: on a 6, that wound is not lost.
• Models with this tactic whose characteristics can change as they suffer damage are considered to have double the number of wounds remaining for the purposes of determining what those characteristics are.

Army Bonus

Xenos Hunters

Warriors of the Deathwatch are psycho-conditioned even beyond other Space Marines, rapidly learning about the hundreds of xenos species that threaten Mankind. This, combined with their incredible martial skill and strict discipline, makes them unparalleled xenos hunters; when fighting these enemies they are frighteningly effective.

• Each time a model with this tactic makes a melee attack against a Tyranids, Aeldari, Ork, Necrons or T'au Empire unit, re-roll a hit roll of 1.
• After both sides have finished deploying their armies, select one Battlefield Role. Until the end of the battle, each time a model with this tactic makes an attack against an enemy unit with that Battlefield Role, re-roll a wound roll of 1.

SUCCESSOR TACTICS

Army Bonus
Bolter Fusillades

With rigorous drilling and singular focus, this Chapter trains its battle-brothers to optimise the killing fury of their bolt weaponry and annihilate their enemies in firefights.

Each time a model with this tactic makes a ranged attack with a bolt weapon, re-roll a hit roll of 1.

Army Bonus
Born Heroes

Like demigods of war do the champions of this Chapter bestride the battlefield, taking their blades to any foe who dares challenge them and leaving nought but bloodied corpses in their wake.

Each time a model with this tactic makes a melee attack, if that model's unit made a charge move this turn, add 1 to that attack's hit roll.

Army Bonus
Duelists

This Chapter prizes skill and precision in close-quarters combat above simple ferocity. Its warriors are deadly combatants, their attacks flowing around their enemies' guard like smoke.

Each time a model with this tactic makes a melee attack against an Infantry or Biker unit, an unmodified hit roll of 6 automatically wounds the target.

You cannot select this tactic if you have already selected the Whirlwind of Rage tactic.

Army Bonus
Fearsome Aspect

Whether through ominous trappings and iconography, deafening vox-amplified war cries or simply the sheer force of their presence, this Chapter's warriors sow terror amongst the enemy ranks.

Units with this tactic have the following ability: 'Fearsome Aspect (Aura): While an enemy unit is within 3" of this unit, subtract 1 from the Leadership characteristic of models in that enemy unit.'

Army Bonus
Hungry for Battle

For this Chapter's warriors, all else is but a prelude to the glorious moment in which their warriors' charge crashes home.

Add 1 to Advance rolls and charge rolls made for units with this tactic.

Army Bonus
Indomitable

No matter what horrors they face, nor what catastrophic losses they might suffer, this Chapter's warriors stand immovable and fearless before even the most ghastly foe.

Each time a Combat Attrition test is taken for a unit with this tactic, it is automatically passed.

Army Bonus
Inheritors of the Primarch

So closely do this Chapter's warriors cleave to the strategic doctrines of their genetic forebears that only their heraldry marks them out as unique from the First Founding Chapter they emulate.

You cannot select this Successor Tactic if you have selected any other Successor Tactic, and if you select this tactic you cannot select a second. Select one of the following Chapters and use the Chapter Tactic of that Chapter: Dark Angels, White Scars, Space Wolves, Imperial Fists, Blood Angels, Iron Hands, Ultramarines, Salamanders or Raven Guard.

Army Bonus
Knowledge is Power

Vast are the data-stacks and Librarius cloisters of this Chapter, and esoteric is the knowledge possessed by its psykers. In battle, they swiftly establish empyric dominance.

Each time a Psychic test or Deny the Witch test is taken for a Psyker unit with this tactic, re-roll any or all dice results of 1.

Army Bonus
Long-range Marksmen

This Chapter's warriors are able to extend the maximum effective range of their firearms through a combination of modified targeting rituals and precision adjustments by their skilled armourers.

Add 3" to the Range characteristic of Rapid Fire and Heavy weapons (excluding Flame weapons, see page 195) models with this tactic are equipped with.

Army Bonus
Master Artisans

Far and wide spreads the fame of this Chapter's craftsmen, who fashion the finest masterwork weaponry for their battle-brothers.

Each time a unit with this tactic is selected to shoot or fight, you can re-roll one hit roll when resolving that unit's attacks.

Army Bonus
Preferred Enemy

Time and time again, the warriors of this Chapter have faced the same foes. Through bloody defeat and hate-fuelled victory they have learned their enemies' weaknesses well.

When you select this tactic, select one of the following Faction keywords: Chaos Knights; Tyranids; Aeldari; Ork; Heretic Astartes; Necrons; T'au Empire. Each time a model with this tactic makes a melee attack against a unit with that Faction keyword, re-roll a hit roll of 1.

Army Bonus
Rapid Assault

Firing from the hip, tracking their targets with enhanced runic displays that flicker lightning-fast across their auto-senses, the warriors of this Chapter lay down punishing fusillades even as they close with the foe.

Models with this tactic do not suffer the penalty incurred to their hit rolls for firing Assault weapons in the same turn their unit Advanced.

Army Bonus
Scions of the Forge

This Chapter's warriors are expert armourers, their tanks and Dreadnoughts maintained to levels that even the Adeptus Mechanicus would admire.

Models with this tactic whose characteristics can change as they suffer damage are considered to have double the number of wounds remaining for the purposes of determining what those characteristics are.

Army Bonus
Stalwart

How does one defeat warriors whose willpower and determination are so ferocious that they can shrug off even the most catastrophic injuries and keep on fighting?

Each time an attack is made against a unit with this tactic, an unmodified wound roll of 1 or 2 always fails, irrespective of any abilities that the weapon or the attacker may have.

Army Bonus
Stealthy

This Chapter makes a virtue of deception and cunning, and drills its battle-brothers in evasive techniques that allow them to hug the shadows and close upon their foes unseen and unsuspected.

Each time a ranged attack is made against a unit with this tactic, if the attacker is more than 18" away, the unit with this tactic is treated as having the benefits of light cover against that attack.

Army Bonus
Stoic

Bravery runs in the blood of this Chapter's battle-brothers.

Add 1 to the Leadership characteristic of models with this tactic.

Army Bonus
Tactical Withdrawal

This Chapter's warriors are well drilled in the art of disengaging only to hurl themselves back into the fray with fresh impetus.

Units with this tactic are eligible to declare a charge with even if they Fell Back this turn.

Army Bonus
Warded

Whether through latent psychic talent, personal energy shielding, enhanced reflexes or sheer zealotry, the battle-brothers of this Chapter can shrug off even the most devastating attacks.

Each time a model with this tactic would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

Army Bonus
Whirlwind of Rage

Like ravening beasts this Chapter's battle-brothers fall upon the foe.

Each time a model with this tactic makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, an unmodified hit roll of 6 scores 1 additional hit.

You cannot select this tactic if you have already selected the Duellists tactic

WEAPON DEFINITIONS

Army Bonus

Bolt Weapons

-

A bolt weapon is any weapon whose profile includes the word ‘bolt’ (bolt rifle, boltstorm gauntlet, storm bolter etc.), and any Relic that replaces a bolt weapon (e.g. Primarch’s Wrath). Rules that apply to bolt weapons only apply to the boltgun profile of combi-weapons, and the boltgun profile of Relics that replace combi-weapons. If a bolt weapon has a shooting and melee profile, rules that apply to bolt weapons only apply to the shooting profile of that weapon. Note that the following weapons found in Codex supplements are also bolt weapons:

- Blackout
- Blood Song (master-crafted boltgun profile)
- The Deliverer
- Dorn’s Arrow
- Gauntlets of Ultramar
- Guardian spear
- Gorgon’s Wrath
- Infernus (master-crafted boltgun profile)
- Lion’s Wrath (master-crafted boltgun profile)
- Quietus

Army Bonus

Flame Weapons

-

A flame weapon is any weapon whose profile includes the word ‘flame’ (flamer, flamestorm gauntlet, heavy flamer etc.), any Relic that replaces a flame weapon, and any incendium cannons. Rules that apply to flame weapons only apply to the flamer profile of combi-flamers, and the flamer profile of Relics that replace combi-flamers. If a flame weapon has a shooting and melee profile, rules that apply to flame weapons only apply to the shooting profile of that weapon. Note that the following weapons found in Codex supplements are also flame weapons:

- Drakkis
- Gauntlet of the Forge
- Infernus (flamer profile)

Army Bonus

Melta Weapons

-

A melta weapon is any weapon whose profile includes the word ‘melta’ (meltagun, melta destroyer, multi-melta etc.), any Relic that replaces a melta weapon, and any inferno pistols. Rules that apply to melta weapons only apply to the meltagun profile of combi-meltas, and the meltagun profile of Relics that replace combi-meltas. Note that the following weapons found in Codex supplements are also melta weapons:

- Blood Song (meltagun profile)

Army Bonus

Plasma Weapons

-

A plasma weapon is any weapon whose profile includes the word ‘plasma’ (plasma gun, plasma pistol, heavy plasma cannon etc.), and any Relic that replaces a plasma weapon. Rules that apply to plasma weapons only apply to the plasma gun profile of combi-plasmas, and the plasma gun profile of Relics that replace combi-plasmas. Note that the following weapons found in Codex supplements are also plasma weapons:

- Lion’s Wrath (plasma gun profile)

LITANIES OF BATTLE

Litanies of Battle
Canticle of Hate (Aura)

Bellowing his hatred of the foe, the Chaplain leads his brothers in the wholesale destruction of the enemy.

If this litany is inspiring, then while a friendly <Chapter> Core or <Chapter> Character unit is within 6" of this Priest:
• Add 2 to charge rolls made for that unit. This is not cumulative with any other rule that adds to a unit's charge roll.
• Each time a model in that unit makes a pilein or consolidation move, it can move up to an additional 3". This is not cumulative with any other rule that increases the distance models can pile in or consolidate.

Litanies of Battle
Catechism of Fire

The Chaplain calls upon his brothers to unleash a relentless storm of close-range firepower.

If this litany is inspiring, select one friendly <Chapter> Core or <Chapter> Character unit within 6" of this Priest. Each time a model in that unit makes a ranged attack against the closest eligible target, add 1 to that attack's wound roll.

Litanies of Battle
Exhortation of Rage

The Chaplain bellows his fury at the enemy, his brothers surging forwards to strike them down.

If this litany is inspiring, select one friendly <Chapter> Core or <Chapter> Character unit within 6" of this Priest. Each time a model in that unit makes a melee attack, add 1 to that attack's wound roll.

Litanies of Battle
Litany of Faith (Aura)

The Chaplain exhorts his charges to steel themselves against even the most dangerous weapons the enemy can bring to bear.

If this litany is inspiring, then while a friendly <Chapter> Core or <Chapter> Character unit is within 6" of this Priest, each time a model in that unit would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

Litanies of Battle
Mantra of Strength

The Chaplain focuses his mind on the purity of the blood that runs through his veins, bestowed upon him by the Primarch himself.

If this litany is inspiring:
• Add 1 to this Priest's Attacks and Strength characteristics.
• Add 1 to the Damage characteristic of melee weapons this Priest is equipped with.

Litanies of Battle
Recitation of Focus

The Chaplain recites creeds that focus the minds of his brothers to ensure their shots strike true.

If this litany is inspiring, select one friendly <Chapter> Core or <Chapter> Character unit within 6" of this Priest. Each time a model in that unit makes a ranged attack, add 1 to that attack's hit roll.

PSYCHIC POWERS

Librarius Psychic Power
Fury of the Ancients

Calling upon the myths of his Chapter's home world, the psyker sends forth a terrifying monstrosity wrought from psychic energy.

Witchfire: Fury of the Ancients has a warp charge value of 6. If manifested, select one enemy model that is within 18" of and visible to this Psyker. Draw a line between any part this Psyker's base and any part of the selected model's base (or hull); the selected model's unit, and every other enemy unit that this line passes over or through, suffers 1 mortal wound.

Obscuration Psychic Power
Hallucination

The psyker instils terror and panic within his foes by conjuring images out of their memories – from past allies seemingly returned from the dead, to apparitions wrought from nightmares.

Malediction: Hallucination has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this Psyker.
• Until the start of your next Psychic phase, subtract 1 from the Leadership characteristic of models in that unit.
• Until the start of your next Psychic phase, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

Librarius Psychic Power
Might of Heroes

The psyker cages the immense power of the immaterium within the physical form of one of his brothers, making the blessed warrior the Emperor's vengeance made manifest.

Blessing: Might of Heroes has a warp charge value of 6. If manifested, select one friendly <Chapter> Core or <Chapter> Character model within 12" of this Psyker. Until the start of your next Psychic phase, add 1 to that model's Strength, Toughness and Attacks characteristics (if a unit has more than one Toughness characteristic, use the lowest Toughness characteristic in that unit when resolving any rules).

Obscuration Psychic Power
Mind Raid

The psyker peers into the mind of the foe, raiding their thoughts for secret codes, battle plans, the location of hidden forces and any other tactical information that might be useful. Such brute psychic interrogation doubtless inflicts severe cerebral trauma on its victim.

Witchfire: Mind Raid has a warp charge value of 6. If manifested, select one enemy model within 18" of and visible to this Psyker. • That model's unit suffers 1 mortal wound. • If that model is a Character, roll 3D6: if the result is equal to or greater than that model's Leadership characteristic, you gain 1 Command point.

Librarius Psychic Power
Null Zone

The psyker unleashes the full might of his mind to cast down his opponent's defences, both technological and mystical, rendering them vulnerable to the retribution of the Adeptus Astartes.

Blessing (Aura): Null Zone has a warp charge value of 7. If manifested, then:
• Until the start of your next Psychic phase, while a unit is within 6" of this Psyker, each time an attack is made against that unit, invulnerable saving throws cannot be made against that attack.
• Until the start of your next Psychic phase, while an enemy Psyker unit is within 6" of this Psyker, halve the total of Psychic tests taken for that unit.

Librarius Psychic Power
Psychic Fortress

Drawing on boundless reserves of inner strength, the psyker constructs a powerful field of shimmering psychic energy around himself as well as any nearby battle-brothers, protecting them from harm.

Blessing (Aura): Psychic Fortress has a warp charge value of 6. If manifested, then until the start of your next Psychic phase, while a friendly <Chapter> unit is within 6" of this Psyker, models in that unit have a 5+ invulnerable save.

Librarius Psychic Power
Psychic Scourge

The psyker pits his superhuman willpower against that of his enemies in a battle of mental fortitude, seeking to destroy their minds in a burst of psychic fury.

Witchfire: Psychic Scourge has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this Psyker. Then, roll one D6 and add this Psyker's Leadership characteristic to the result. Your opponent then rolls one D6 and adds that unit's Leadership characteristic to the result. If your total is higher than your opponent's, the selected unit suffers D3 mortal wounds; if it is equal to your opponent's total, the selected unit suffers 1 mortal wound; if it is less than your opponent's total, nothing happens.

Obscuration Psychic Power
Shrouding

The psyker uses his mastery of the warp to fog the minds of his enemies, clouding their senses so that his allies appear as nothing more than indistinct shadows.

Blessing: Shrouding has a warp charge value of 6. If manifested, select one friendly <Chapter> Phobos unit within 18" of this Psyker. Until the start of your next Psychic phase, unless that unit is the closest eligible target, enemy models cannot target that unit with ranged attacks.

Obscuration Psychic Power
Soul Sight

The psyker shares his warp-sight with his brethren, causing their eyes to glow with an ethereal light. So empowered, no foe can escape their omniscient gaze; the souls of their targets flare like flaming beacons in the dark.

Blessing: Soul Sight has a warp charge value of 6. If manifested, select one friendly <Chapter> Phobos unit within 18" of this Psyker. Until the start of your next Psychic phase, each time a model in that unit makes a ranged attack, you can re-roll the hit roll and the target does not receive the benefits of cover against that attack.

Obscuration Psychic Power
Temporal Corridor

The psyker creates an invisible corridor in which the passage of time is altered, allowing his allies to traverse the battlefield with supernatural swiftness.

Blessing: Temporal Corridor has a warp charge value of 5. If manifested, select one friendly <Chapter> Phobos unit within 6" of this Psyker.
• That unit cannot shoot or fight this turn.
• If that unit is not within Engagement Range of any enemy models, it can either make a Normal Move or it can Advance as if it were your Movement phase (if it Advances, do not make an Advance roll; instead, until the end of the phase, add 6" to the Move characteristic of models in that unit).

Obscuration Psychic Power
Tenebrous Curse

As the psyker twists his hand, a psychic bolt lances through the minds of his enemies. As they reel from the assault, their own shadows seemingly come to life, pulling their casters to the ground with frenzied determination.

Malediction: Tenebrous Curse has a warp charge value of 7. If manifested, select one enemy unit that cannot Fly and is within 18" of and visible to this Psyker.
• That unit suffers 1 mortal wound.
• Until the start of your next Psychic phase, halve that unit's Move characteristic and subtract 2 from Advance rolls and charge rolls made for it.

Librarius Psychic Power
Veil of Time

The psyker projects his will beyond the regular passage of time, altering the temporal flow to sway the tide of battle.

Blessing: Veil of Time has a warp charge value of 6. If manifested, select one friendly <Chapter> unit within 18" of this Psyker.
• Until the start of your next Psychic phase, you can re-roll Advance rolls and charge rolls made for that unit.
• Until the start of your next Psychic phase, if that unit starts the Fight phase within Engagement Range of an enemy unit, it fights first that phase.

RELICS

Chief Apothecary Relic
Acquittal

Acquittal is a master-crafted pistol equipped with a powerful bio-auspex scope. This allows the wielder to both dispatch his foes with surgical precision and grant swift and painless oblivion to his wounded battle-brothers.

Model equipped with a bolt pistol or absolvor bolt pistol only. This Relic replaces a bolt pistol or absolvor bolt pistol and has the following profile:

Acquittal

RANGE	TYPE	S	AP	D
18"	Pistol 1	5	-3	2

Each time an attack is made with this weapon against an Infantry unit, that attack always wounds on an unmodified wound roll of 2+ and has a Damage characteristic of 4.

Chapter Master Relic
Angel Artifice

The surface of this exquisite battle plate is woven with a super-dense alloy, the exact nature of which has been lost to history. Whatever its origin, it absorbs and refracts incoming energy, rendering the wearer all but invulnerable. Such a priceless relic is bestowed upon only the greatest heroes of the Adeptus Astartes.

• The bearer has a Save characteristic of 2+.
• Add 1 to the bearer's Wounds and Toughness characteristics.

Adeptus Astartes Relic
Bellicos Bolt Rifle

The forge world of Bellicos was a hidden weapons-testing facility given dispensation to practise near heretical levels of technological innovation. Before it was swallowed by the Great Rift, the planet managed to dispatch a single cargo hauler containing prototype bolt rifles of an incredibly advanced pattern. These weapons are regarded with a borderline religious reverence for their bellicose lethality, and to wield one is considered a paramount honour.

Model equipped with a master-crafted auto bolt rifle only. This Relic replaces a master-crafted auto bolt rifle and has the following profile:

Bellicos bolt rifle

RANGE	TYPE	S	AP	D
24"	Assault 4	5	-1	2

Adeptus Astartes Relic
Benediction of Fury

Borne on a dozen bloody and hard-fought crusades, this weapon's unique empathokinetic circuitry has absorbed the bellicosity and righteous wrath of every Chaplain who has ever wielded it. As a result, it now strikes with the force of a thunderbolt.

Chaplain model only. This Relic replaces a Crozius Arcanum and has the following profile:

Benediction of Fury

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	3

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.

Chapter Champion Relic
Blade of Triumph

This gleaming broadsword is a masterpiece of artifice and a weapon befitting any Chapter Champion. Its perfectly weighted blade is etched with the names of its previous wielders and a catalogue of their most magnificent deeds. By pressing an indentation in the sword's electrum grip the wielder can overcharge its power field with a surge of fiery energy, allowing the Blade of Triumph to cleave through even the thickest armour.

Model with master-crafted power sword only. This Relic replaces a master-crafted power sword and has the following profile:

Adeptus Astartes Relic
Ghostweave Cloak

Hand-stitched by blinded servitors and anointed with the distilled blood of a thousand sentries who failed at their posts, this cloak contains strands of mnemothread spun from a thrice-blessed dataloom imbued with obfuscatory data-spirits. It throws up a field of techno-spiritual dissonance that veils its wearer from sight and sensors, allowing them to slip across the battlefield like a wraith.

Phobos model with a camo cloak only.
• Each time the bearer makes a Normal Move, Advances or Falls Back, it can move across models as if they were not there.
• Each time an attack is made against the bearer, subtract 1 from that attack's hit roll.

Adeptus Astartes Relic
Lament

Dark rumours abound that this weapon is so cruel of essence that
those who wield it doom themselves as surely as those who fall
under their sights. It is telling of the Space Marines' selfless courage
that they utilise the weapon regardless.

Model equipped with a master-crafted stalker bolt rifle only. This Relic replaces a master-crafted stalker bolt rifle and has the following profile:

Lament

RANGE	TYPE	S	AP	D
36"	Heavy 1	5	-2	3

Each time an attack is made with this weapon, if the attack successfully wounds the target, it inflicts 1 mortal wound on the target in addition to any normal damage.

Master of the Forge Relic
Mortis Machina

Forged deep within the subterranean vaults of Mars, this axe hews through not just the metal armour of war engines and vehicles, but through their very machine spirit. Even a glancing blow can gut an enemy tank or walker.

Model equipped with an Omnissian power axe only. This Relic replaces an Omnissian power axe and has the following profile:

Mortis Machina

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-2	3

Each time an attack is made with this weapon against a Vehicle unit, if the saving throw is failed, the target suffers 1 mortal wound in addition to any normal damage.

Chief Librarian Relic
Neural Shroud

A neural shroud is a specially modified psychic hood sometimes worn by the most senior members of a Chapter's Librarius. The resonating crystals within its neurokinetic housing have been supercharged with empyric energy. Though wearing such a device demands incredible focus and willpower, it projects an extremely potent anti-psychic field.

Increase the range of the bearer's Psychic Hood ability to 24".

Chapter Ancient Relic
Pennant of the Fallen

This hallowed standard records the names of legendary Space Marines of the Chapter, mighty heroes who have fallen in glorious battle against the xenos and the heretic. The last stands of these warriors are grand tales of defiance in the face of overwhelming odds. Warring in the shadow of such a proud legacy inspires battle-brothers to fight until their final breath.

Each time a friendly model is destroyed and makes attacks as a result of the bearer's Astartes Banner ability, that model can make 2 attacks with one of its melee weapons instead of 1.

Adeptus Astartes Relic
Primarch's Wrath

The ancient boltgun known as the Primarch's Wrath is believed to have come from the personal weapons collection of Roboute Guilliman himself. Perhaps the finest example of its kind ever crafted, it has dispensed thunderous death to the foes of Mankind for millennia. Chased in Theldrite moonsilver and inscribed in microscopic lettering with every treatise on tactics that Guilliman ever penned, this weapon's quality is such that it allows its wielder to sweep away great swathes of the enemy with a storm of armour-piercing, fragmenting bolts.

Model equipped with a boltgun, master-crafted boltgun or special issue bolt carbine only. This Relic replaces a boltgun, master-crafted boltgun or special issue bolt carbine and has the following profile:

Primarch's Wrath

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	5	-2	2

Adeptus Astartes Relic
Purgatorus

This bolt pistol is a true work of the artificer's art. Since its forging in M35, many battle-brothers have used the pistol to purge traitors, tyrants and heretics from the Emperor's realm. The weapon's machine spirit is wrathful, its aim inescapable; in many ways, Purgatorus epitomises the very warriors who wield it.

Model equipped with a bolt pistol, heavy bolt pistol, mastercrafted special issue bolt pistol or absolvor bolt pistol only. This Relic replaces a bolt pistol, heavy bolt pistol, master-crafted special issue bolt pistol or absolvor bolt pistol and has the following profile:

Purgatorus

RANGE	TYPE	S	AP	D
18"	Pistol 3	5	-3	2

Adeptus Astartes Relic

Reliquary of Gathalamor

By the time the Indomitus Crusade reached the world of Gathalamor, daemonic hordes had already carved a bloody path across much of the planet. Its final defence was led by Knight Centura Ordela Grendoth, whose null-field was anathema to the warp creatures. Gathalamor was liberated by Guilliman, but Grendoth was slain in the battle. Her bones have since been placed inside a reliquary that now possesses a fraction of her power.

Primaris model only. The bearer has the following ability:
'Reliquary of Gathalamor (Aura): While an enemy Psyker unit is within 18" of the bearer, subtract 1 from Psychic tests taken for that unit, and each time a Psychic test is failed for that unit, roll one D6: on a 4+, that unit suffers D3 mortal wounds.'

Adeptus Astartes Relic

Standard of the Emperor Ascendant

Woven from threads of spun adamantine in the early days of the Unification of Terra, this banner was carried at the head of the Emperor's guard. It is said that its constant proximity to the Master of Mankind has imbued within it indelible traces of his psychic signature. Whatever the truth of this, its presence is a constant inspiration to those loyal to the Emperor's cause, instilling them with valour and determination even as their foes quail in its presence.

Ancient model only.
• Add 3" to the range of the bearer's Astartes Banner ability.
• Each time a Morale test is taken for a friendly <Chapter> Core unit within range of the bearer's Astartes Banner ability, you can re-roll that test.

Adeptus Astartes Relic

Teeth of Terra

The origins of the Teeth of Terra lie shrouded in mystery. Mentions of this large, obsidian-toothed chainsword can be found dotted throughout the histories of many Space Marine Chapters, yet the weapon itself can be traced to no artisan's hand, nor can it be found in any Chapter's Armoury save in times of the greatest need. What is certain is that, when wielded in battle by a true hero of the Imperium, the Teeth of Terra strikes with the force of a thunderbolt, leaving a bloody trail of broken bodies in its wake.

Model equipped with an Astartes chainsword only. This Relic replaces an Astartes chainsword and has the following profile:

Teeth of Terra

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-2	2

Each time the bearer fights, it makes 3 additional attacks with this weapon.

Adeptus Astartes Relic

The Armour Indomitus

The Armour Indomitus was forged long before the Horus Heresy. Unlike the plasteel and ceramite of normal power armour, the artefact is made from plates of raw adamantine, making it all but unbreachable by conventional weaponry. When rained upon with heavier fire, the Armour Indomitus manifests a shimmering force field, the secrets of which have long been lost to modern artificers.

• Add 1 to the Wounds characteristic of the bearer.
• The bearer has a Save characteristic of 2+.
• Once per battle, before making a saving throw for the bearer, it can activate its armour's force field. If it does, then until the end of the phase, the bearer has a 3+ invulnerable save.

Adeptus Astartes Relic

The Burning Blade

This ancient broadsword is so large and dense that no mere Human could lift it, let alone wield it in battle. It was recovered from the wreckage of Horus' battle barge, the only unblemished artefact in a chamber crawling with the filthy taint of Chaos. Some artificers have posited that it is the Master of Mankind's greatness that shines out from its sacred steel. In the heat of battle, the sword blazes so brightly that it can melt through even the thickest armour.

Model equipped with a power sword or master-crafted power sword only. This Relic replaces a power sword or master-crafted power sword, and has the following profile:

The Burning Blade

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-5	2

Master of Sanctity Relic

The Emperor's Judgement

Legend has it that the golden, skull-faced death mask known as the Emperor's Judgement was crafted in the years following the Horus Heresy, and its crimson, crystal eye lenses are imbued with droplets of his own lifeblood. Regardless of the truth of its origins, several influential Masters of Sanctity have been granted the honour of wearing the Emperor's Judgement in battle. Both heretics and xenos cower in the face of its grim majesty.

• Each time an attack is made against the bearer, your opponent cannot re-roll the hit roll, cannot re-roll the wound roll and cannot re-roll the damage roll.
• The bearer has the following ability: "The Emperor's Judgement(Aura): While an enemy unit is within 6" of the bearer, each time a Morale test is taken for that unit, roll one additional D6 and discard the lowest result."

Adeptus Astartes Relic

The Honour Vehement

A single stanza of script, the original of which was said to have been penned by the Emperor himself, the Honour Vehement is inscribed on thrice-blessed parchment and affixed with a purity seal upon its bearer's armour. So potent is the inspirational value of the Emperor's own evocation that not only those who bear it, but all their battle-brothers are driven into a relentless killing fury.

The bearer has the following ability:
'The Honour Vehement (Aura): While a friendly <Chapter> Core unit is within 6" of the bearer, each time that unit fights, until that fight is resolved, add 1 to the Attacks characteristic of models in that unit. This is not cumulative with the additional attack granted by the Shock Assault ability.'

Adeptus Astartes Relic

The Shield Eternal

The Shield Eternal was a gift from Rogal Dorn to his seneschal during the dark days of the Horus Heresy. This magnificently worked storm shield is a bulwark against which all the wrath of a hateful galaxy can crash. Its warding powers turn aside the maleficent attentions of the witch and the daemon, safeguarding its wearer from mortal blows and perfidious warpcraft alike.

Model with a storm shield, relic shield or combat shield only. This Relic replaces a storm shield, relic shield or combat shield.
• The bearer has a 4+ invulnerable save.
• Add 1 to armour saving throws made for the bearer.
• Each time the bearer would lose a wound, roll one D6: on a 5+, that wound is not lost.

Adeptus Astartes Relic

The Vox Espiritum

Developed by Archmagos Cawl, the Vox Espiritum is a powerful neural amplifier that causes its wearer's voxed utterances to resonate on a modulated and heavily warded frequency. Though still highly experimental and not altogether safe, it allows its user to project their bellowed commands – and sometimes even unspoken mental imperatives – directly into the minds of friend and foe alike.

Primaris model only. Add 3" to the range of the bearer's aura abilities (to a maximum of 9"). This does not increase the range of aura abilities that are psychic powers.

Adeptus Astartes Relic

Tome of Malcador

Malcador the Sigillite was the trusted aide of the Emperor himself. The most potent Human psyker of the time, the tome he penned on the nature of reality enhances the mind of the reader.

Librarian model only. The bearer knows one additional psychic power from any discipline it has access to.

STRATAGEMS

Adeptus Astartes – Strategic Ploy Stratagem
Adaptive Strategy — 2 CP

The tenets of the Codex Astartes allow for unorthodox use of combat tactics and the employment of divergent strategic doctrines if doing so will lead to victory.

Use this Stratagem in your Command phase, if a <Chapter> Warlord from your army is on the battlefield and a combat doctrine is active for your army. Select one <Chapter> Core unit from your army that is on the battlefield. Until the start of your next Command phase, each time a model in that unit makes an attack, the Devastator Doctrine, Tactical Doctrine and Assault Doctrine are considered to be active for that attack.

Adeptus Astartes – Epic Deed Stratagem
Armour of Contempt — 1 CP

The belligerency of some Adeptus Astartes machine spirits makes them unyielding foes to face.

Use this Stratagem in any phase, when an Adeptus Astartes Vehicle model from your army would lose a wound as the result of a mortal wound. Until the end of the phase, each time that model would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

Adeptus Astartes – Wargear Stratagem
Assault Launchers — 1 CP

Assault launchers fire salvoes of explosive charges at the enemy, causing horrific damage to those who are caught out of cover.

Use this Stratagem at the start of your Charge phase. Select one Adeptus Astartes Assault Launchers unit from your army and one enemy unit (excluding Vehicle or Monster units) within 9" of that unit. That enemy unit can either brace or duck for cover.
• If that unit braces, it suffers D3 mortal wounds.
• If that unit ducks for cover, then until the end of the turn, subtract 1 from the Attacks characteristic of models in that unit, and that unit cannot fire Overwatch or Set to Defend.

Adeptus Astartes – Wargear Stratagem
Auspex Scan — 2 CP

Nearby motion and radiation signatures are detected by a handheld device, forewarning the bearer of ambushes.

Use this Stratagem at the end of the Reinforcements step of your opponent's Movement phase. Select one Adeptus Astartes Infantry unit from your army that is not within Engagement Range of any enemy units. That unit can shoot as if it were your Shooting phase, but its models can 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.

Adeptus Astartes – Epic Deed Stratagem
Combat Revival — 1 CP

With decades of experience, the Apothecary confidently works with at high speed to return wounded brothers to the fray.

Use this Stratagem at the end of your Movement phase. Select one <Chapter> Apothecary unit from your army and then select one friendly <Chapter> Infantry or <Chapter> Biker unit that is not at its Starting Strength and is within 3" of that Apothecary. One of the selected unit's destroyed models is returned to its unit with its full wounds remaining.

Adeptus Astartes – Epic Deed Stratagem
Commanding Oratory — 2 CP

Fuelled by battlefield adrenaline, the Chaplain recites his litanies with even greater fervour, inspiring the warriors around him.

Use this Stratagem at the start of any of your phases other than your Command phase. Select one Adeptus Astartes Chaplain unit from your army that has not recited a litany this turn. That model can recite one litany that has not already been recited by a friendly model this turn. That litany is automatically inspiring (do not roll) and takes effect until the start of your next Command phase.

Adeptus Astartes – Battle Tactic Stratagem
Death to the Traitors! — 1 CP

Of all Humanity's foes, none are as hated as the Heretic Astartes, for they have betrayed their ancient oaths.

Use this Stratagem in the Fight phase, when an Adeptus Astartes unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack against a Heretic Astartes unit, you can re-roll the hit roll.

Adeptus Astartes – Wargear Stratagem
Flakk Missile — 1 CP

Flakk missiles are designed to eliminate aircraft by unleashing a payload of shrapnel that shreds armour and vital systems.

Use this Stratagem in your Shooting phase, when an Adeptus Astartes Infantry model from your army targets an Aircraft unit with a missile launcher. You can only make one attack with that weapon this phase, but add 1 to that attack's hit roll. If a hit is scored, the target suffers 2D3 mortal wounds and the attack sequence ends.

Adeptus Astartes – Battle Tactic Stratagem
Fury of the First — 1 CP

When the fighting is at its fiercest, the Terminator-armoured warriors of the Chapter truly show their quality.

Use this Stratagem in your Shooting phase, when an Adeptus Astartes unit from your army is selected to shoot, or in the Fight phase, when an Adeptus Astartes unit from your army is selected to fight. Until the end of the phase, each time a Terminator model in that unit makes an attack, add 1 to that attack's hit roll.

Adeptus Astartes – Battle Tactic Stratagem
Gene-wrought Might — 1 CP

Blessed with incredible strength, Primaris Space Marines deliver blows that inflict terrifying damage.

Use this Stratagem in the Fight phase, when a Primaris unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack, an hit roll of 6 automatically wounds the target.

Adeptus Astartes – Wargear Stratagem
Grav Pulse — 1 CP

Crews of gravitic battle tanks can discharge directed pulses of gravitic force through their ventral plates.

Use this Stratagem in either:
• Your Movement phase, when an Adeptus Astartes Repulsor Field unit from your army Falls Back. Until the end of the turn, that unit is still eligible to shoot even though it Fell Back.
• Your opponent's Charge phase, when an Adeptus Astartes Repulsor Field unit from your army is selected as a target of a charge. Until the end of the phase, subtract 2 from charge rolls made for any unit that declares a charge against that Repulsor Field unit.

Adeptus Astartes – Strategic Ploy Stratagem
Guerilla Tactics — 1 CP

At the opportune moment, Space Marine infiltration units slip away from battle, only to relocate and strike the foe again.

Use this Stratagem in your Movement phase, when a Phobos unit from your army that is more than 6" from any enemy models is selected to move. If the mission you are playing is using the Strategic Reserves rule, place that unit into Strategic Reserves.

Adeptus Astartes – Strategic Ploy Stratagem
Hammer of Wrath — 1 CP

Space Marines with jump packs crash into combat with bone-breaking force.

Use this Stratagem in your Charge phase, when an Adeptus Astartes Jump Pack unit from your army finishes a charge move. Select one enemy unit within Engagement Range of that Jump Pack unit and roll one D6 for each model in that Jump Pack unit that is within Engagement Range of that enemy unit. For each dice result that equals or exceeds that enemy unit's Toughness characteristic, it suffers 1 mortal wound.

Adeptus Astartes – Wargear Stratagem
Hellfire Shells — 1 CP

Originally devised to counter large Tyranid bio-forms, hellfire rounds fill the target with mutagenic acid upon detonation.

Use this Stratagem in your Shooting phase, when an Adeptus Astartes Infantry model from your army shoots with a heavy bolter, a hellstorm heavy bolter or an executor heavy bolter. You can only make one attack with that weapon this phase, but if a hit is scored, the target suffers D3 mortal wounds and the attack sequence ends (if a hit is scored against a Monster unit, that unit suffers 3 mortal wounds instead of D3).

Adeptus Astartes – Requisition Stratagem
Hero of the Chapter — 1 CP

Every Space Marine is a champion in their own right, a posthuman demigod who stands between Mankind and the darkness.

Use this Stratagem before the battle, when you are mustering your army, if your Warlord has the Adeptus Astartes keyword. Select one Adeptus Astartes Character model from your army (excluding named characters) and determine one Warlord Trait for it (this must be a Warlord Trait it can have); that model it is only 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), and you cannot use this Stratagem to give a model two Warlord Traits. 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).

Adeptus Astartes – Strategic Ploy Stratagem
Hit-and-Run Warfare — 1 CP

Space Marine pilots receive advanced training in handling their vehicles, and have preternatural reaction speeds.

Use this Stratagem in your Movement phase, when an Adeptus Astartes Biker, Land Speeder or Storm Speeder unit from your army Falls Back. That unit is still eligible to shoot this turn even though it Fell Back.

Adeptus Astartes – Battle Tactic Stratagem

Honour the Chapter

2 CP

Every Chapter has forged its own tales of heroism, and none of its battle-brothers would see that noble record besmirched.

Use this Stratagem at the end of the Fight phase. Select one Assault Intercessor Squad unit from your army that is within Engagement Range of any enemy units; that unit can fight again.

Adeptus Astartes – Wargear Stratagem

Melta Bomb

1 CP

Melta bombs are fusion charges designed to burn through an armoured hull in a matter of seconds.

Use this Stratagem in the Fight phase, when an Adeptus Astartes Melta Bomb unit from your army is selected to fight. Select one model in that unit; that model can only make one attack this phase, and must target an enemy Vehicle unit with that attack, but if a hit is scored, that unit suffers 2D3 mortal wounds and the attack sequence ends.

Adeptus Astartes – Epic Deed Stratagem

Only in Death Does Duty End

2 CP

Imminent death does not prevent a Space Marine from enacting his final justice upon the enemies of the Imperium.

Use this Stratagem in the Fight phase, when an Adeptus Astartes Character model from your army that has not already been selected to fight this phase is destroyed. Do not remove that model from play – it can fight after the attacking model's unit has finished making attacks. After resolving the destroyed model's attacks, it is then removed.

Adeptus Astartes – Strategic Ploy Stratagem

Orbital Bombardment

3 CP

The Chapter's orbiting star ships stand ready to unleash hell.

Use this Stratagem in your Command phase, if an Adeptus Astartes Warlord from your army is on the battlefield. Select one point on the battlefield and place a marker on that point. At the start of your next Command phase, roll one D6 for each unit within 6" of the centre of that marker, adding 1 if the unit being rolled for is within 3" of the centre of the marker and subtracting 1 if the unit being rolled for is a Character. On a 2-5, that unit suffers D3 mortal wounds, and on a 6+, that unit suffers D6 mortal wounds. The marker is then removed. You can only use this Stratagem once.

Adeptus Astartes – Epic Deed Stratagem

Power of the Machine Spirit

2 CP

There are many tales of machine spirits wreaking havoc on the foe, even after their crew are slain and critical systems are failing.

Use this Stratagem in your Command phase. Select one Adeptus Astartes Machine Spirit model from your army. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

Adeptus Astartes – Battle Tactic Stratagem

Rapid Fire

2 CP

The combination of superhuman reflexes and bolter-drills means Space Marine Intercessors can produce a devastating rate of fire.

Use this Stratagem at the end of your Shooting phase. Select one Intercessor Squad or Veteran Intercessor Squad unit from your army; that unit can shoot again.

Adeptus Astartes – Requisition Stratagem

Relic of the Chapter

1 CP

In times of great need, the Space Marine Chapters will unleash the full power of their armouries, equipping their battle-brothers with artefacts of extraordinary power.

Use this Stratagem before the battle, when you are mustering your army, if your Warlord has the Adeptus Astartes keyword. Select one Adeptus Astartes Character model from your army and give them one Chapter Relic (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. 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).

Adeptus Astartes – Wargear Stratagem

Shock and Awe

1 CP

Space Marine forces use shock grenades and similar weapons to stun and distract the enemy with blinding light and raucous noise.

Use this Stratagem in your Shooting phase, when an Adeptus Astartes Shock Grenades or Land Speeder Storm unit from your army is selected to shoot. Select one enemy unit within 6" of that unit. Until the start of your next turn:

- The selected unit cannot fire Overwatch or Set to Defend.
- Each time a model in the selected unit makes an attack, subtract 1 from that attack's hit roll.

Adeptus Astartes – Strategic Ploy Stratagem

Skilled Riders

1 CP

Space Marine riders and pilots rely on their post-human reflexes to weave around incoming fire.

Use this Stratagem in your opponent's Shooting phase, when an Adeptus Astartes Biker, Land Speeder or Storm Speeder unit from your army that Advanced is selected as the target of a ranged attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

Adeptus Astartes – Wargear Stratagem

Smokescreen

1 CP

Throwing down a hail of smoke grenades or deploying their smoke launchers, the Space Marines screen themselves from the enemy.

Use this Stratagem in your opponent's Shooting phase, when an Adeptus Astartes Smokescreen unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

Adeptus Astartes – Strategic Ploy Stratagem

Steady Advance

2 CP

A measured advance allows Space Marines to unleash a steady stream of fire.

Use this Stratagem in your Movement phase, when an Adeptus Astartes Infantry unit from your army makes a Normal Move. Until the end of the turn, that unit is considered to have Remained Stationary.

Adeptus Astartes – Strategic Ploy Stratagem

Suppression Fire

1 CP

Few indeed are the foes who can hope to escape the savage barrage of Space Marine artillery with their wits intact.

Use this Stratagem in your Shooting phase, when a Whirlwind model from your army is selected to shoot. Until the end of the phase, each time that model makes an attack with a weapon that has the Blast ability, if a hit is scored for that attack, then until the start of your next turn the target cannot fire Overwatch or Set to Defend, and cannot be selected to fight until all eligible units from your army have done so.

Adeptus Astartes – Strategic Ploy Stratagem

Terror Troops

2 CP

At the most critical time, Reivers engage their armour's enhanced features to terrify and disrupt the enemy as much as possible.

Use this Stratagem in your Command phase. Select one Reiver unit from your army.

- That unit gains the following ability: 'Terror Troops (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.
- Until the end of the turn, each time that Reiver unit ends a Normal Move, an Advance or a charge move within 3" of an enemy unit that is performing an action, roll 2D6: if the total exceeds that enemy unit's Leadership characteristic, the action the unit is attempting to perform immediately fails.

Adeptus Astartes – Battle Tactic Stratagem

Transhuman Physiology

1-2 CP

Space Marines can fight through even the most grievous of wounds.

Use this Stratagem in any phase, when a Primaris unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have. If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

Adeptus Astartes – Wargear Stratagem

Tremor Shells

1 CP

These shells burrow deep into the ground before detonating; though the force of the blast is reduced, the resulting shock wave is sufficient to hurl the foe from their feet.

Use this Stratagem in your Shooting phase, when selecting a target for a Thunderfire Cannon model from your army. Until the end of the phase, each time that model makes a ranged attack, subtract 1 from that attack's wound roll, and, if a hit is scored against a target that is not Titanic and cannot Fly, then until the start of your next Movement phase, halve the Move characteristic of models in the target unit and subtract 2 from Advance rolls and charge rolls made for that unit.

Adeptus Astartes – Strategic Ploy Stratagem

Uncompromising Fire

2 CP

Switching weapons to full auto, the Space Marines unleash a short-lived but inescapable hail of fire.

Use this Stratagem in your Shooting phase. Select one Adeptus Astartes Infantry unit from your army that is performing an action. That unit can shoot this phase without that action failing.

Adeptus Astartes – Battle Tactic Stratagem

Unyielding in the Face of the Foe

1 CP

Those clad in Gravis armour are walking ceramite strongpoints.

Use this Stratagem in any phase, when a Mk X Gravis unit from your army selected as the target of an attack. Until the end of the phase, each time an attack with a Damage characteristic of 1 is allocated to a model in that unit, add 1 to any armour saving throw made against that attack.

Adeptus Astartes – Epic Deed Stratagem

Wisdom of the Ancients

1 CP

Each fallen champion who rests within the sarcophagus of a Dreadnought has seen a thousand battles and slain foes beyond counting. All such noble warriors are immensely inspiring to their battle-brothers.

Use this Stratagem in your Command phase. Select one Adeptus Astartes Dreadnought model from your army (excluding Wulfen and Death Company models). Until the start of your next Command phase, that model gains either the Rites of Battle ability or the Tactical Precision ability, as shown below:

• Rites of Battle (Aura): While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

• Tactical Precision (Aura): While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

WARGEAR

Armorium Cherub

If this unit has an Armorium Cherub, then after a model in this unit shoots with a ranged weapon, that Armorium Cherub can reload that model's weapon. If it does, that Armorium Cherub is removed from play and that model can immediately shoot with that ranged weapon again. An Armorium Cherub is represented by an Armorium Cherub model, but does not count as a model for any rules purposes. Whilst a unit with an Armorium Cherub is on the battlefield, that Armorium Cherub must be within 2" of it.

Auto launchers

The bearer has the Smokescreen keyword.

Blizzard shield

The bearer has a 4+ invulnerable save.

Camo cloak

Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

Centurion assault launchers

While the bearer is on the battlefield, its unit has the Assault Launchers keyword.

Combat shield

The bearer has a 5+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

Grapnel launcher

The bearer has the Outflank ability. When the bearer's unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves against the total that it can move this turn.

Grapnel launcher

The bearer has the Outflank ability. When the bearer's unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves against the total that it can move this turn.

Outflank ability: 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.

Haywire mine

Once per battle, when an enemy unit finishes a charge move within Engagement Range of the bearer's unit, the bearer can use its Haywire mine. If it does, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds (if it has the Vehicle keyword, it suffers 3 mortal wounds instead).

We recommend placing a Haywire Mine model next to the bearer as a reminder, removing it once this ability has been used (a Haywire Mine does not count as a model for any rules purposes).

Helix gauntlet

Once per turn, the first time a saving throw is failed for the bearer's unit, the Damage characteristic of that attack is changed to 0.

Infiltrator comms array

The bearer's unit is always considered to be within range of the following aura abilities of any friendly <Chapter> Phobos units that are on the battlefield: Rites of Battle; Tactical Precision.

Ironclad assault launchers

The bearer has the Assault Launchers keyword.

Jump pack

The bearer has a Move characteristic of 12" and gains the Jump Pack and Fly keywords.

Orbital comms array

In your Command phase, one model from your army with an orbital comms array that has not been used this battle can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a Character. On a 4+, that unit suffers D3 mortal wounds.

Reiver grav-chute

The bearer has the Death From Above ability.

Relic shield

Add 1 to armour saving throws made for the bearer. In addition, each time the bearer would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

Shield dome

The bearer has a 5+ invulnerable save.

Storm shield 3

The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

Teleport homer

Once per battle, at the start of your Movement phase, you can remove this unit from the battlefield and then, in the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere wholly within your own deployment zone and more than 9" from any enemy models, or anywhere within 3" of a friendly <Chapter> model and more than 9" from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed. If this unit has split into two units because of its Combat Squads ability, only one of those units can use the Teleport Homer ability.

We recommend placing a Teleport Homer model next to the unit as a reminder, removing it once this ability has been used (a Teleport Homer does not count as a model for any rules purposes).

Vindicator siege shield

Each time a ranged attack is allocated to the bearer, add 1 to any armour saving throw made against that attack.

WARLORD TRAITS

Blood Angels Trait
Blood Angels: Speed of the Primarch

Honouring the memory of Sanguinius on the field of battle, this warlord strikes as fast as the mighty angel of Baal once did.

At the start of the Fight phase, if this Warlord is within Engagement Range of any enemy units, it can fight first that phase.

May choose this for a Blood Angels Unit.

Adeptus Astartes Trait
Champion of Humanity

This commander has slain enemy generals beyond counting.

• Each time this Warlord fights, if it is within Engagement Range of any enemy Character units, then until that fight is resolved, add 1 to this Warlord's Attacks characteristic.
• Each time this Warlord makes a melee attack against a Character unit, add 1 to that attack's hit roll and wound roll.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait
Crimson Fists: Refuse to Die

This Crimson Fists champion defies death against all odds.

The first time this Warlord is destroyed, you can choose to roll one D6 at the end of the phase instead of using any rules that are triggered when a model is destroyed (e.g. the Only in Death Does Duty End Stratagem). If you do, then on a 4+, set this Warlord back up on the battlefield as close as possible to where they were destroyed and more than 1" away from any enemy models, with D3 wounds remaining.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait
Dark Angels: Brilliant Strategist

The commanders of the Dark Angels share a measure of their Primarch's vaunted strategic brilliance.

In your Command phase, you can select one friendly Dark Angels unit within 6" of this Warlord. Until the start of your next Command phase, if the Tactical Doctrine is active for your army, then each time a model in that unit makes an attack, the Devastator Doctrine is considered to be active for that attack instead; if the Assault Doctrine is active for your army, then each time a model in that unit makes an attack, the Tactical Doctrine is considered to be active for that attack instead.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait
Deathwatch: Vigilance Incarnate

In standing sentinel over a vital swathe of the Imperium, this warlord always knows the appropriate tactics to defeat a foe.

In your Command phase, you can select one friendly Deathwatch Core unit within 6" of this Warlord. Each time you do, select one Battlefield Role; until the start of your next Command phase, each time a model in that unit makes an attack against an enemy unit with that Battlefield Role, re-roll a wound roll of 1.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait
Fear Made Manifest (Aura)

The Emperor's enemies quail beneath this champion's wrathful gaze.

While an enemy unit is within 6" of this Warlord:
• Subtract 1 from the Leadership characteristic of models in that unit.
• Each time a Combat Attrition test is taken for that unit, subtract 1 from that Combat Attrition test.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait
Flesh Tearers: Merciless Butcher

In battle, this warlord loses themselves in the pursuit of slaughter, hacking apart all before them with unrelenting savagery.

Each time this Warlord fights, if there are 5 or more enemy models within 3" of it, it can make D3 additional attacks.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait
Imperial Fists: Architect of War (Aura)

Imperial Fist leaders have a gift for bolstering defensive positions.

While a friendly Imperial Fists Core unit that is receiving the benefits of cover is within 6" of this Warlord, each time an attack with an Armour Penetration characteristic of -1 is allocated to a model in that unit, that attack has an Armour Penetration characteristic of 0 instead.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait
Iron Hands: Adept of the Omnissiah

This warlord is a master of war and the rites of the machine.

• At the end of your Movement phase, unless this Warlord is a Techmarine, it can repair one friendly Iron Hands Vehicle model within 1" of it. That Vehicle model regains 1 lost wound. Each model can only be repaired once per turn.
• If this Warlord is a Techmarine, then each time it uses its Blessing of the Omnissiah ability, the model it is repairing regains up to D3+1 lost wounds instead of D3.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait
Iron Resolve

Faith and duty drive this warlord relentlessly onwards as he shrugs off injuries that would lay lesser warriors low.

• Add 1 to the Wounds characteristic of this Warlord.
• Each time this Warlord would lose a wound, roll one D6: on a 6, that wound is not lost.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait
Lord of Deceit

This leader is adept at subterfuge and spreading misinformation.

After both players have deployed their armies, select up to three <Chapter> Phobos units from your army and redeploy them. 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 redeploys their units first.

May choose this for a Adeptus Astartes Unit.

Chapter Champion Trait
Martial Exemplar

This warlord is an exquisite warrior and an exemplar of the Chapter, whose deeds inspire those around him.

While a friendly <Chapter> Core or <Chapter> Character unit is within 6" of this Warlord, you can re-roll charge rolls made for that unit.

May choose this for a Chapter Champion Unit.

Adeptus Astartes Trait
Master Marksman

This warlord is one of the finest sharpshooters in the galaxy.

Add 1 to the Damage characteristic of ranged weapons this Warlord is equipped with (excluding Grenades and Relics).

May choose this for a Adeptus Astartes Unit.

Chapter Master Trait
Master of the Codex

Chapter Masters have spent centuries studying the hallowed pages of the Codex Astartes, poring over its wisdom and analysing its teachings in detail. Many commit its content to memory word for word, ready to draw upon whjat they have leanred even when battle is raging at its fiercest.

At the start of your Command phase, if this Warlord is on the battlefield, roll one D6: on a 4+, you gain 1 Command point.

May choose this for a Chapter Master Unit.

Adeptus Astartes Trait
Master of the Vanguard

This living legend of the Vanguard is an inspiration to his brothers.

While a friendly <Chapter> Phobos unit is within 6" of this Warlord:
• Add 1 to charge rolls made for that unit.
• Each time that unit is selected to make a Normal Move, Advance or Fall Back, add 1" to that unit's Move characteristic until the end of the phase.

May choose this for a Adeptus Astartes Unit.

Black Templars Trait

Oathkeeper

The fury of a Black Templars warlord carries him headlong into battle no matter the hardships, the foe or the challenge he faces.

• This Warlord is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit.
• Each time this Warlord makes a Heroic Intervention move, it can move up to 6" instead of 3". All other rules for Heroic
Interventions still apply.

May choose this for a Black Templars Unit.

Chief Librarian Trait

Psychic Mastery

This Librarian has reached a level of psychic mastery that allows him to delve deep into the warp, to depths that would cause lesser psykers to be consumed by its ravenous energies.

Add 1 to Psychic tests taken for this Warlord.

May choose this for a Chief Librarian Unit.

Adeptus Astartes Trait

Raven Guard: Echo of the Ravenspire

This warlord can vanish from sight with supernatural skill.

Once per battle, at the end of your Movement phase, this Warlord can vanish into the gloom if it is more than 6" from any enemy models. If it does, remove it from the battlefield and then, in the Reinforcements step of your subsequent Movement phase, set up this Warlord anywhere on the battlefield that is more than 9" away from any enemy models. If the battle ends and this Warlord is not on the battlefield, it is destroyed.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait

Rites of War (Aura)

This commander and his warriors have vowed to secure victory.

While a friendly <Chapter> Core or <Chapter> Character unit is within 6" of this Warlord, that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait

Salamanders: Anvil of Strength

Vulkan was renowned as the strongest of the Primarchs, and his genetic heritage lends this son of Nocturne great physical might.

Add 2 to the Strength characteristic of this Warlord.

May choose this for a Adeptus Astartes Unit.

Chief Apothecary Trait

Selfless Healer

This altruistic warlord will go to any lengths to heal his brothers.

• Each time this Warlord uses its Combat Restoratives ability, the model being healed regains up to 3 lost wounds instead of D3.
• Each time this Warlord is selected to return a destroyed model to a unit by using the Combat Revival Stratagem, that Stratagem costs 0 Command points.

May choose this for a Chief Apothecary Unit.

Adeptus Astartes Trait

Shoot and Fade

This warrior harries the foe before returning to the shadows.

Once per turn, in your Shooting phase, after shooting with a friendly <Chapter> Phobos unit within 6" of this Warlord, that unit can make a Normal Move or it can Advance; in either case, if it does, that unit is not eligible to declare a charge with this turn.

May choose this for a Adeptus Astartes Unit.

Chapter Ancient Trait

Steadfast Example

This warlord vows to secure victory no matter the cost, and inspires his brethren to take a similar oath.

While a friendly <Chapter> Infantry unit is within 6" of this Warlord, that unit has 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.

May choose this for a Chapter Ancient Unit.

Adeptus Astartes Trait

Stealth Adept

This warlord slips through enemy territory like a spectre.

Unless this Warlord is the closest eligible target, enemy models cannot target it with ranged attacks.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait

Storm of Fire (Aura)

This warlord expertly guides his warriors' fire.

While a friendly <Chapter> Core unit is within 6" of this Warlord, each time a model in that unit makes a ranged attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait

Target Priority

This tactician is constantly seeking prime targets.

In your Command phase, you can select one friendly <Chapter> Phobos unit within 6" of this Warlord. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, add 1 to that attack's hit roll.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait

The Imperium's Sword

This warlord hurls himself forwards with unbridled ferocity, cutting down the foe like a reaping whirlwind.

• You can re-roll charge rolls made for this Warlord.
• Each time this Warlord fights, if it made a charge move or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to its Strength and Attacks characteristics.

May choose this for a Adeptus Astartes Unit.

Adeptus Astartes Trait

Ultramarines: Adept of the Codex

Ultramarines warlords are peerless masters of tactics and strategy, epitomising the teachings of the Codex Astartes.

While this Warlord is on the battlefield, each time you spend a Command point to use a Stratagem you can roll one D6: on a 5+, that Command point is refunded.

May choose this for a Adeptus Astartes Unit.

Master of the Forge Trait

Warden of the Ancients

This warlord has an affinity with the Dreadnoughts of his Chapter. He meticulously tends to his bellicose, ill-tempered charges, ensuring that when the time comes for them to take to the battlefield, they fight with unrivalled fury.

While a friendly <Chapter> Dreadnought is within 6" of this Warlord, add 1 to its Strength and Attacks characteristics.

May choose this for a Master of the Forge Unit.

Adeptus Astartes Trait

White Scars: Deadly Hunter

This son of the Warhawk strikes swiftly, a predator whose first kill is claimed before the foe are even aware of their peril.

After this Warlord makes a charge move, you can select one enemy unit within 1" of it and roll one D6: on a 2+, that unit suffers 1 mortal wound.

May choose this for a Adeptus Astartes Unit.

Master of Sanctity Trait

Wise Orator

A veteran of the battlefield and of the sermon, this warlord intones his litanies and galvanises his brothers with every word.

• Each time this Warlord recites a litany, add 1 to the roll to see if it is inspiring.
• Each time this Warlord is selected to use the Commanding Oratory Stratagem, that Stratagem costs 1 Command point.

May choose this for a Master of Sanctity Unit.

WEAPONS

Absolvor bolt pistol

RANGE	TYPE	S	AP	D
18"	Pistol 1	5	-1	2

Accelerator autocannon

RANGE	TYPE	S	AP	D
48"	Heavy 3	7	-1	2

Assault bolter

RANGE	TYPE	S	AP	D
18"	Assault 3	5	-1	1

Assault cannon

RANGE	TYPE	S	AP	D
24"	Heavy 6	6	-1	1

Assault plasma incinerator

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
24"	Assault 3	6	-4	1

Supercharge

RANGE	TYPE	S	AP	D
24"	Assault 3	7	-4	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Astartes chainsword

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Astartes grenade launcher

Before selecting targets, select one of the profiles below to make attacks with.

Frag grenade

RANGE	TYPE	S	AP	D
30"	Assault D6	3	0	1

Blast.

Krak grenade

RANGE	TYPE	S	AP	D
30"	Assault 1	6	-1	D3

Astartes shotgun

RANGE	TYPE	S	AP	D
18"	Assault 2	4	0	1

Auto bolt rifle

RANGE	TYPE	S	AP	D
24"	Assault 3	4	0	1

Bellicatus missile array

Before selecting targets, select one of the profiles below to make attacks with.

Krak missiles

RANGE	TYPE	S	AP	D
48"	Heavy 1	8	-2	D6

Frag missiles

RANGE	TYPE	S	AP	D
48"	Heavy D6	4	0	1

Blast.

Icarus missiles

RANGE	TYPE	S	AP	D
48"	Heavy D3	7	-1	2

Blast. Each time an attack is made with this weapon profile against an Aircraft unit, add 1 to that attack's hit roll.

Bolt carbine

RANGE	TYPE	S	AP	D
24"	Assault 2	4	0	1

Bolt pistol 2 (original)

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Bolt rifle

RANGE	TYPE	S	AP	D
30"	Rapid Fire 1	4	-1	1

Bolt sniper rifle

Before selecting targets, select one of the profiles below to make attacks with. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.

Hyperfrag round

RANGE	TYPE	S	AP	D
36"	Heavy D3	5	0	1

Blast.

Executioner round

RANGE	TYPE	S	AP	D
36"	Heavy 1	5	-1	1

Each time an attack is made with this weapon profile, add 1 to that attack's hit roll. Targets do not receive the benefits of cover against attacks made with this weapon profile.

Mortis round

RANGE	TYPE	S	AP	D
36"	Heavy 1	5	-2	2

Each time an attack is made with this weapon profile, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

Boltgun 1

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Boltstorm gauntlet

Shooting

RANGE	TYPE	S	AP	D
12"	Pistol 3	4	-1	1

Melee

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Centurion missile launcher

RANGE	TYPE	S	AP	D
36"	Assault D3	8	-2	D3

Blast.

Cerberus launcher

RANGE	TYPE	S	AP	D
18"	Heavy D6	4	0	1

Blast.

Chainfist

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-4	D3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a Vehicle model, that attack has a Damage characteristic of 3.

Combat knife 1

RANGE	TYPE	S	AP	D
Melee	Melee	User	0	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Combi-bolter

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Combi-flamer

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Crozius arcanum

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-1	2

Cyclone missile launcher

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
36"	Heavy 2D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
36"	Heavy 2	8	-2	D6

Deathwind launcher

RANGE	TYPE	S	AP	D
12"	Heavy D6	5	0	1

Blast.

Demolisher cannon

RANGE	TYPE	S	AP	D
24"	Heavy D6	10	-3	D6

Blast.

Dreadnought chainfist

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-4	2D3

Each time an attack made with this weapon is allocated to a Vehicle model, that attack has a Damage characteristic of 6.

Dreadnought combat weapon

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	3

Eviscerator

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-4	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Executioner relic blade

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-3	2

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.

Executor bolt rifle

RANGE	TYPE	S	AP	D
42"	Heavy 1	5	-2	2

Executor heavy bolter

RANGE	TYPE	S	AP	D
42"	Heavy 2	5	-2	3

Fenrisian great axe

Each time an attack is made with this weapon, select one of the profiles below to make that attack with.

Cleave

RANGE	TYPE	S	AP	D
Melee	Melee	+4	-3	D3+3

Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.

Scythe

RANGE	TYPE	S	AP	D
Melee	Melee	User	-3	1

Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Flamestorm cannon

RANGE	TYPE	S	AP	D
12"	Heavy D6	6	-2	2

Each time an attack is made with this weapon, that attack automatically hits the target.

Force axe

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	D3

Force stave

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	D3

Force sword

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	D3

Forge bolter

RANGE	TYPE	S	AP	D
24"	Assault 3	5	-1	2

Each time the bearer shoots, it can make attacks with this weapon even if it also makes attacks with Pistols or Grenades.

Frag grenades

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Fragstorm grenade launcher

RANGE	TYPE	S	AP	D
18"	Assault D6	4	0	1

Blast.

Grav-cannon

RANGE	TYPE	S	AP	D
30"	Heavy 4	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Grav-pistol

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Great wolf claw

RANGE	TYPE	S	AP	D
Melee	Melee	+4	-2	3

Each time an attack is made with this weapon, you can re-roll the wound roll.

Grenade harness

RANGE	TYPE	S	AP	D
12"	Assault D6	4	-1	1

Blast.

Hammerfall heavy bolter array

RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Hammerfall heavy flamer array

RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Hammerfall missile launcher

Before selecting targets, select one of the profiles below to make attacks with.

Superfrag missile

RANGE	TYPE	S	AP	D
72"	Heavy 2D6	6	0	1

Blast.

Superkrak missile

RANGE	TYPE	S	AP	D
72"	Heavy 2	10	-2	D6

Hammerstrike missile launcher

RANGE	TYPE	S	AP	D
36"	Heavy 2	8	-3	3

Hand flamer 1

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy bolt pistol

RANGE	TYPE	S	AP	D
18"	Pistol 1	4	-1	1

Heavy bolt rifle

RANGE	TYPE	S	AP	D
36"	Rapid Fire 1	5	-1	1

Heavy bolter

RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Heavy flamer

RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy laser destroyer

RANGE	TYPE	S	AP	D
72"	Heavy 2	12	-4	D3+3

Heavy melta rifle

RANGE	TYPE	S	AP	D
24"	Heavy 1	8	-4	D6+2

Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+4.

Heavy onslaught gatling cannon

RANGE	TYPE	S	AP	D
30"	Heavy 12	6	-1	1

Heavy plasma cannon

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy D3	7	-3	2

Blast.

Supercharge

RANGE	TYPE	S	AP	D
36"	Heavy D3	8	-3	3

Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.

Heavy plasma incinerator

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy 1	8	-4	2

Supercharge

RANGE	TYPE	S	AP	D
36"	Heavy 1	9	-4	3

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Heavy thunder hammer

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	4

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Helfrost cannon

Before selecting targets, select one of the profiles below to make attacks with.

Dispersed

RANGE	TYPE	S	AP	D
36'	Heavy D3	6	-2	1

Blast.

Focussed

RANGE	TYPE	S	AP	D
36"	Heavy 1	8	-4	D3+3

Helfrost pistol

Before selecting targets, select one of the profiles below to make attacks with.

Focussed

RANGE	TYPE	S	AP	D
12"	Pistol 1	6	-4	3

Dispersed

RANGE	TYPE	S	AP	D
12"	Pistol D3	4	-2	1

Blast.

Hellstorm bolt rifle

RANGE	TYPE	S	AP	D
30"	Assault 3	5	0	1

Hellstorm heavy bolter

RANGE	TYPE	S	AP	D
30"	Heavy 4	5	0	2

Hunter-killer missile

RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Hunter-slayer missile

RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-slayer missile it is equipped with once per battle. This weapon can target units that are not visible to the bearer.

Hurricane bolter

RANGE	TYPE	S	AP	D
24"	Rapid Fire 6	4	0	1

Icarus ironhail heavy stubber

RANGE	TYPE	S	AP	D
36"	Heavy 4	4	-1	1

Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Icarus rocket pod

RANGE	TYPE	S	AP	D
24"	Heavy D3	7	-1	2

Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Icarus stormcannon

RANGE	TYPE	S	AP	D
48"	Heavy 3	7	-1	2

Each time an attack is made with this weapon against an Aircraft unit, make 2 hit rolls instead of 1 and add 1 to both those hit rolls.

Incendium cannon

RANGE	TYPE	S	AP	D
12"	Heavy 2D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Instigator bolt carbine

RANGE	TYPE	S	AP	D
24"	Assault 1	4	-1	2

Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.

Invictor fist

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	3

Ironclad combat weapon

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	3

Ironhail heavy stubber

RANGE	TYPE	S	AP	D
36"	Heavy 4	4	-1	1

Ironhail skytalon array

RANGE	TYPE	S	AP	D
36"	Heavy 8	4	-1	1

Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Kheres-pattern assault cannon

RANGE	TYPE	S	AP	D
24"	Heavy 6	7	-1	1

Krak grenades

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Krakstorm grenade launcher

RANGE	TYPE	S	AP	D
18"	Assault 1	6	-1	D3

Lancer laser destroyer

RANGE	TYPE	S	AP	D
72"	Heavy 2	10	-3	D3+3

Las fusil

RANGE	TYPE	S	AP	D
36"	Heavy 1	8	-3	3

Las-talon

RANGE	TYPE	S	AP	D
24"	Heavy 2	9	-3	D6

Lascannon

RANGE	TYPE	S	AP	D
48"	Heavy 1	9	-3	D6

Lightning claw 1

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Macro plasma incinerator

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy D6	8	-4	2

Blast.

Supercharge

RANGE	TYPE	S	AP	D
36"	Heavy D6	9	-4	3

Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.

Marksman bolt carbine

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

Master-crafted auto bolt rifle

RANGE	TYPE	S	AP	D
24"	Assault 3	4	0	2

Master-crafted boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	-1	2

Master-crafted heavy bolt rifle

RANGE	TYPE	S	AP	D
36"	Rapid Fire 1	5	-1	2

Master-crafted instigator bolt carbine

RANGE	TYPE	S	AP	D
30"	Assault 1	4	-2	3

Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.

Master-crafted occulus bolt carbine

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	2

Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.

Master-crafted power axe

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	2

Master-crafted power sword

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	2

Master-crafted special issue bolt pistol

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	-2	2

Master-crafted stalker bolt rifle

RANGE	TYPE	S	AP	D
36"	Heavy 1	4	-2	3

Mechadendrite

RANGE	TYPE	S	AP	D
Melee	Melee	+1	0	1

Each time the bearer fights, it makes 2 additional attacks with this weapon.

Melta destroyer

RANGE	TYPE	S	AP	D
24"	Heavy 3	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.

Melta rifle

RANGE	TYPE	S	AP	D
24"	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.

Meltagun

RANGE	TYPE	S	AP	D
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.

Missile launcher

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 1	8	-2	D6

Multi-melta

RANGE	TYPE	S	AP	D
24"	Heavy 2	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.

Neo-volkite pistol

RANGE	TYPE	S	AP	D
15"	Pistol 2	5	0	2

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.

Occulus bolt carbine

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.

Omnissian axe

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-2	2

Omnissian power axe

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	2

Onslaught gatling cannon

RANGE	TYPE	S	AP	D
24"	Heavy 8	5	-1	1

Paired combat blades

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Plasma blaster

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
18"	Assault 2	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
18"	Assault 2	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Plasma cannon

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy D3	7	-3	1

Blast.

Supercharge

RANGE	TYPE	S	AP	D
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.

Plasma cutter

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Assault 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Plasma exterminator

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
18"	Assault D3	7	-3	1

Blast.

Supercharge

RANGE	TYPE	S	AP	D
18"	Assault 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.

Plasma gun

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Plasma incinerator

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
30"	Rapid Fire 1	7	-4	1

Supercharge

RANGE	TYPE	S	AP	D
30"	Rapid Fire 1	8	-4	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Plasma pistol 1

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Predator autocannon

RANGE	TYPE	S	AP	D
48"	Heavy 2D3	7	-1	3

Reaper autocannon

RANGE	TYPE	S	AP	D
36"	Heavy 4	7	-2	1

Redemptor fist

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	D3+3

Reductor Pistol

RANGE	TYPE	S	AP	D
3"	Pistol 1	4	-4	2

Relic blade

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-3	2

Scout sniper rifle

RANGE	TYPE	S	AP	D
36"	Heavy 1	4	-1	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.

Seismic hammer

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-4	5

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Servo-arm

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time the bearer fights, no more than one attack can be made with each servo-arm.

Siege drills

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-4	3

Skyhammer missile launcher

RANGE	TYPE	S	AP	D
60"	Heavy 3	7	-1	D3

Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Skyspear missile launcher

RANGE	TYPE	S	AP	D
60"	Heavy 1	9	-3	D6

Each time an attack is made with this weapon against an Aircraft unit, add 2 to that attack's hit roll. Each time an attack made with this weapon is allocated to an Aircraft model, that attack has a Damage characteristic of D6+6.

Special issue bolt carbine

RANGE	TYPE	S	AP	D
24"	Assault 2	4	-2	2

Special issue bolt pistol

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	-2	1

Special issue boltgun

RANGE	TYPE	S	AP	D
30"	Rapid Fire 1	4	-2	1

Stalker bolt rifle

RANGE	TYPE	S	AP	D
36"	Heavy 1	4	-2	2

Storm bolter 1

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Stormfury missile

RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-3	D6

Stormstrike missile launcher

RANGE	TYPE	S	AP	D
72"	Heavy 1	8	-3	3

Tempest bolter

RANGE	TYPE	S	AP	D
30"	Rapid Fire 4	4	-1	1

Tempest hammer

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Thunder hammer

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Thunderfire cannon

RANGE	TYPE	S	AP	D
60"	Heavy 4D3	4	0	1

Blast. This weapon can target units that are not visible to the bearer.

Thunderstrike las-talon

RANGE	TYPE	S	AP	D
36"	Heavy 2	9	-3	D6

Twin Icarus ironhail heavy stubber

RANGE	TYPE	S	AP	D
36"	Heavy 8	4	-1	1

Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Twin Icarus rocket pod

RANGE	TYPE	S	AP	D
24"	Heavy 2D3	7	-1	2

Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Twin accelerator autocannon

RANGE	TYPE	S	AP	D
48"	Heavy 6	7	-1	2

Twin assault cannon

RANGE	TYPE	S	AP	D
24"	Heavy 12	6	-1	1

Twin auto bolt rifle

RANGE	TYPE	S	AP	D
24"	Assault 6	4	0	1

Twin bolt rifle

RANGE	TYPE	S	AP	D
30"	Rapid Fire 2	4	-1	1

Twin boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Twin heavy bolter

RANGE	TYPE	S	AP	D
36"	Heavy 6	5	-1	2

Twin heavy onslaught gatling cannon

RANGE	TYPE	S	AP	D
30"	Heavy 24	6	-1	1

Twin heavy plasma cannon

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy 2D3	7	-3	2

Blast.

Supercharge

RANGE	TYPE	S	AP	D
36"	Heavy 2D3	8	-3	3

Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.

Twin ironhail autocannon

RANGE	TYPE	S	AP	D
48"	Heavy 6	7	-1	2

Twin ironhail heavy stubber

RANGE	TYPE	S	AP	D
36"	Heavy 8	4	-1	1

Twin las-talon

RANGE	TYPE	S	AP	D
24"	Heavy 4	9	-3	D6

Twin lascannon

RANGE	TYPE	S	AP	D
48"	Heavy 2	9	-3	D6

Twin multi-melta

RANGE	TYPE	S	AP	D
24"	Heavy 4	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.

Typhoon missile launcher

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy 2D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 2	8	-2	D6

Volkite charger

RANGE	TYPE	S	AP	D
20"	Heavy 2	5	0	2

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.

Whirlwind castellan launcher

RANGE	TYPE	S	AP	D
72"	Heavy 2D6	6	0	1

Blast. This weapon can target units that are not visible to the bearer.

Whirlwind vengeance launcher

RANGE	TYPE	S	AP	D
72"	Heavy 2D3	7	-1	2

Blast. This weapon can target units that are not visible to the bearer.

Wrist-mounted grenade launcher

RANGE	TYPE	S	AP	D
12"	Assault D3	4	-1	1

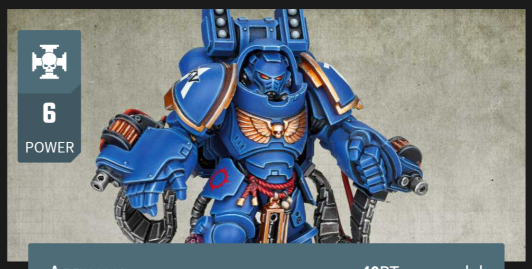
Blast.

Xenophase blade

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-4	1

Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack.

AGGRESSOR SQUAD



Aggressor									40PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
2-5	5"	3+	3+	4	5	3	3	7	3+

Aggressor Sergeant									40PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	3+	3+	4	5	3	4	8	3+

UNIT OPTIONS

If this unit contains 4 or more models, it has Power Rating 12. Every model is equipped with: 2 flamestorm gauntlets.

WEAPONS

Fragstorm grenade launcher				5PT
RANGE	TYPE	S	AP	D
18"	Assault D6	4	0	1

Blast.

WARGEAR

WARGEAR OPTIONS

- All of the models in the unit can have their 2 flamestorm gauntlets replaced with: 2 auto boltstorm gauntlets and 1 fragstorm grenade launcher each.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

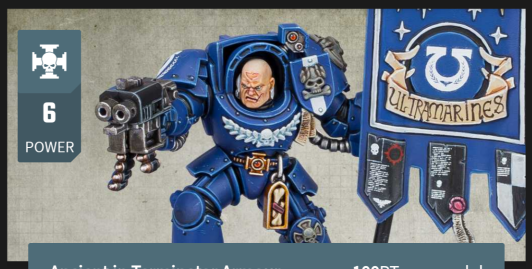
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, AGGRESSOR SQUAD, CORE, PRIMARIS, MK X GRAVIS

ANCIENT IN TERMINATOR ARMOUR



Ancient in Terminator Armour									100PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	5	3	8	2+

UNIT OPTIONS

An Ancient in Terminator Armour is a equipped with: storm bolter; power fist.

WEAPONS

Chainfist — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-4	D3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a Vehicle model, that attack has a Damage characteristic of 3.

Lightning claw 1 — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Power fist 1 — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Storm bolter 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- If this model is from the Blood Angels Chapter (or one of its successor Chapters), its storm bolter and power fist can be replaced with one of the following: 1 lightning claw; 1 storm bolter; 1 thunder hammer.
- If this model is from the Dark Angels Chapter (or one of its successor Chapters), its power fist can be replaced with 1 chainfist.
- If this model is from the Dark Angels Chapter (or one of its successor Chapters), its storm bolter and power fist can be replaced with one of the following: 2 lightning claws; 1 thunder hammer and 1 storm shield.

Storm shield 3 — 10PT

The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Astartes Banner (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit. In addition, each time a model in such a unit is destroyed by an attack made by an enemy model, roll one D6. On a 4+, do not remove the destroyed model from play – it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.

Codex: Space Marines Ability
Crux Terminatus

The unit's Terminator has a 5+ invulnerable save.

Codex: Space Marines Ability
Deathwing Command Squad

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword. For each Deathwing Command Squad unit included in a Detachment, one Deathwing Ancient unit can be included in that Detachment without taking up a Battlefield Role slot.

Codex: Space Marines Ability
Teleport Strike

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber 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 anywhere on the battlefield that is more than 9" away from any enemy models.

Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, INFANTRY, TERMINATOR, ANCIENT

APOTHECARY



Apothecary									75PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	4	3	8	3+

UNIT OPTIONS

An Apothecary is equipped with: bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPONS

Astartes chainsword				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Restoratives

At the end of your Movement phase, this model can heal one friendly <Chapter> Infantry or <Chapter> Biker model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

Codex: Space Marines Ability
Command Squad

For each <Chapter> Company Veterans unit included in a Detachment, one <Chapter> Command Squad Apothecary unit can be included in that Detachment without taking up a Battlefield Role slot.

Codex: Space Marines Ability
Narthecium (Aura)

While a friendly <Chapter> Infantry or <Chapter> Biker unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
COMMAND SQUAD, CHARACTER, INFANTRY, APOTHECARY

ASSAULT INTERCESSOR SQUAD



Assault Intercessor									19PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	2	7	3+

Assault Intercessor Sergeant									19PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	3	8	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 10. Every model is equipped with: heavy bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPONS

Astartes chainsword				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Hand flamer 1				5PT
RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy bolt pistol				0PT
RANGE	TYPE	S	AP	D
18"	Pistol 1	4	-1	1

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Plasma pistol 1				5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power fist 1				10PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power sword 1				5PT
RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Thunder hammer				20PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- The Assault Intercessor Sergeant's heavy bolt pistol can be replaced with one of the following: 1 hand flamer; 1 plasma pistol.
- The Assault Intercessor Sergeant's Astartes chainsword can be replaced with one of the following; 1 power fist; 1 power sword; 1 thunder hammer.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

KEYWORDS

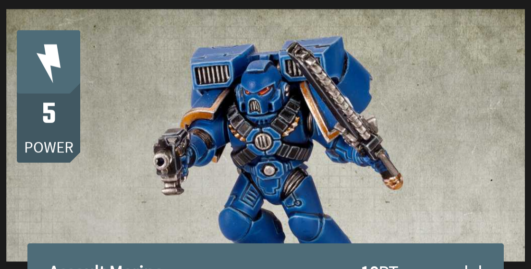
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

CORE, PRIMARIS, INTERCESSORS, INFANTRY, ASSAULT INTERCESSOR SQUAD

ASSAULT SQUAD



Assault Marine									18PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	1	7	3+

Assault Marine Sergeant									18PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	2	8	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 10. Every model is equipped with: bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Eviscerator — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-4	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Flamer — 5PT

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lightning claw 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Meltagun — 10PT

RANGE	TYPE	S	AP	D
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 — 10PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Thunder hammer — 15PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- The Assault Marine Sergeant's bolt pistol can be replaced with one of the following: 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
- The Assault Marine Sergeant's Astartes chainsword can be replaced with 1 weapon from the Melee Weapons list.
- The Assault Marine Sergeant can be equipped with 1 combat shield.
- Up to 2 Assault Marines can each have their bolt pistol and Astartes chainsword replaced with one of the following: 1 plasma pistol and 1 Astartes chainsword, 1 flamer.
- For every 5 models in this unit, 1 model's Astartes chainsword can be replaced with 1 eviscerator.
- All of the models in the unit can be equipped with 1 jump pack each (Power Rating +1 if the unit contains 5 models, Power Rating +2 if the unit contains 6 or more models).
- If this unit is from the Blood Angels Chapter (or one of its successor Chapters), up to 2 Assault Marines can each have their flamer replaced with one of the following: 1 meltagun; 1 plasma gun.

Combat shield — 5PT

The bearer has a 5+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

Jump pack — 2PT

The bearer has a Move characteristic of 12" and gains the Jump Pack and Fly keywords.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, MELTA BOMBS, CORE, ASSAULT SQUAD

ATTACK BIKE SQUAD



Attack Bike									45PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1-3	14"	3+	3+	4	5	4	2	7	3+

UNIT OPTIONS

If this unit contains 2 models, it has Power Rating 4. If this unit contains 3 models, it has Power Rating 6. Every model is equipped with: bolt pistol; heavy bolter; twin boltgun; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Heavy bolter				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Multi-melta				10PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	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.				

Twin boltgun				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- Any number of models can each have their heavy bolter replaced with 1 multi-melta.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

Codex: Space Marines Ability
Swiftclaw

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Swiftclaw Keyword.

Codex: Space Marines Ability
Turbo-boost

Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CORE, BIKER, ATTACK BIKE SQUAD

BIKE SQUAD

5 POWER



Attack Bike — 30PT per model

No.	M	WS	BS	S	T	W	A	Ld	Sv
0-1	14"	3+	3+	4	5	4	2	7	3+

Biker Sergeant — 30PT per model

No.	M	WS	BS	S	T	W	A	Ld	Sv
1	14"	3+	3+	4	5	3	2	8	3+

Space Marine Biker — 30PT per model

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

UNIT OPTIONS

If this unit contains between 3 and 5 Space Marine Biker models, it has Power Rating 9. If this unit contains 6 or more Space Marine Biker models, it has Power Rating 12. If this unit contains an Attack Bike model, it has Power Rating +2.

- The Biker Sergeant and every Space Marine Biker is equipped with: bolt pistol; twin boltgun; frag grenades; krak grenades.
- An Attack Bike is equipped with: bolt pistol; heavy bolter; twin boltgun; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Boltgun 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Flamer — 5PT

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-gun — 10PT

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy bolter — 15PT

RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lightning claw 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Meltagun — 10PT

RANGE	TYPE	S	AP	D
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.

Multi-melta — 25PT

RANGE	TYPE	S	AP	D
24"	Heavy 2	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 — 10PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Storm bolter 1 — 5PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer — 15PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Twin boltgun — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- The Biker Sergeant's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the Combi-weapons list; 1 weapon from the Melee Weapons list; 1 weapon from the Pistols list.
- Any number of Space Marine Bikers can each have their bolt pistol replaced with 1 Astartes chainsword.
- Up to 2 Space Marine Bikers can each have their bolt pistol replaced with one of the following: 1 plasma pistol; 1 weapon from the Special Weapons list. A model can only take a plasma pistol if it is from the Space Wolves Chapter (or one of its successor Chapters).
- The Attack Bike's heavy bolter can be replaced with 1 multi-melta.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability

Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

Codex: Space Marines Ability

Swiftclaw

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Swiftclaw keyword and contains 1 Biker Sergeant and between 2-14 Space Marine Bikers.

If this unit contains between 3 and 5 Space Marine Biker models, it has Power Rating 9. If this unit contains 6-8 Space Marine Biker models, it has Power Rating 14. If this unit contains 9-11 Space Marine Biker models, it has Power Rating 18. If this unit contains 12 or more Space Marine Biker models, it has Power Rating 23. If this unit contains an Attack Bike, it has Power Rating +2.

Codex: Space Marines Ability

Turbo-boost

Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

KEYWORDS

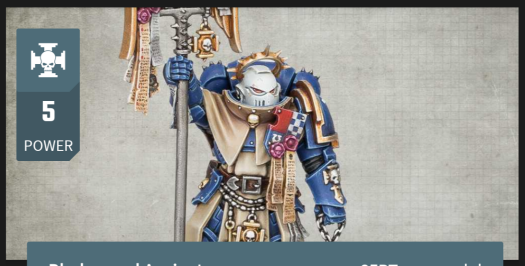
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

CORE, BIKER, BIKE SQUAD

BLADEGUARD ANCIENT



Bladeguard Ancient									85PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	5	4	9	3+

UNIT OPTIONS

A Bladeguard Ancient is equipped with: heavy bolt pistol; frag grenades; krak grenades.

WEAPONS

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Heavy bolt pistol				0PT
RANGE	TYPE	S	AP	D
18"	Pistol 1	4	-1	1

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Astartes Banner (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit. In addition, each time a model in such a unit is destroyed by an attack made by an enemy model, roll one D6. On a 4+, do not remove the destroyed model from play – it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.

Codex: Space Marines Ability
Deathwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword.

Codex: Space Marines Ability
Deeds of Heroism (Aura)

While a friendly <Chapter> Bladeguard unit is within 6" of this model, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

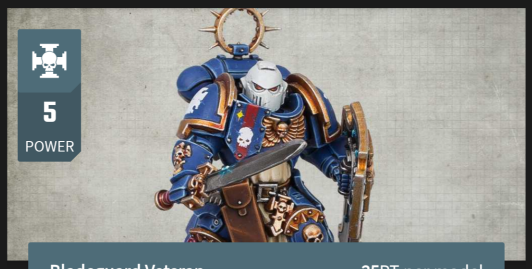
Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, INFANTRY, BLADEGUARD ANCIENT, PRIMARIS, BLADEGUARD, ANCIENT

BLADEGUARD VETERAN SQUAD



Bladeguard Veteran									35PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
2-5	6"	3+	3+	4	4	3	3	8	3+

Bladeguard Veteran Sergeant									35PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	3	4	9	3+

UNIT OPTIONS

If this unit contains 4 or more models, it has Power Rating 10. Every model is equipped with: heavy bolt pistol; mastercrafted power sword; frag grenades; krak grenades; storm shield.

WEAPONS

Frag grenades 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Heavy bolt pistol 0PT

RANGE	TYPE	S	AP	D
18"	Pistol 1	4	-1	1

Krak grenades 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Master-crafted power sword 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	2

Neo-volkite pistol 5PT

RANGE	TYPE	S	AP	D
15"	Pistol 2	5	0	2

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 1 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

WARGEAR

WARGEAR OPTIONS

- The Bladeguard Veteran Sergeant's heavy bolt pistol can be replaced with one of the following: 1 neo-volkite pistol; 1 plasma pistol.

Storm shield 3 0PT

The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability
Deathwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword.

Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

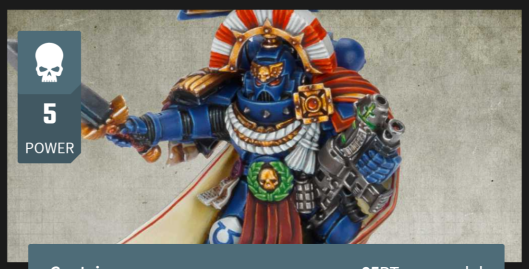
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

INFANTRY, CORE, PRIMARIS, BLADEGUARD, BLADEGUARD VETERAN SQUAD

CAPTAIN



Captain									85PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	2+	4	4	5	4	9	3+

UNIT OPTIONS

A Captain is equipped with: bolt pistol; master-crafted boltgun; Astartes chainsword; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Combi-flamer — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 5PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-pistol — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 0PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lightning claw 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Master-crafted boltgun — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	-1	2

Plasma pistol 1 — 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Relic blade — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-3	2

Storm bolter 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer — 20PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Xenophase blade — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-4	1

Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack.

WARGEAR

WARGEAR OPTIONS

- This model's master-crafted boltgun can be replaced with one of the following: 1 storm shield (maximum 1 per model); 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
- This model's Astartes chainsword can be replaced with one of the following: 1 relic blade; 1 weapon from the Melee Weapons list; 1 storm shield (maximum 1 per model).
- If this model is from the Deathwatch Chapter, its Astartes chainsword can be replaced with 1 xenophase blade.
- This model can be equipped with 1 jump pack (Power Rating +1).

Jump pack 25PT

The bearer has a Move characteristic of 12" and gains the Jump Pack and Fly keywords.

Storm shield 3 10PT

The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Death From Above

(see Codex: Space Marines)

Codex: Space Marines Ability
Iron Halo

This model has a 4+ invulnerable save.

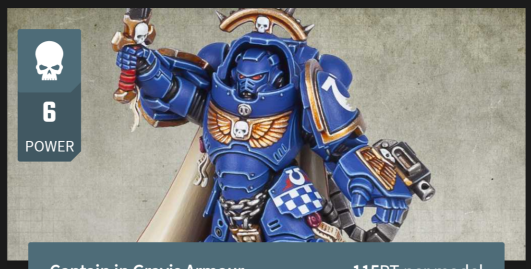
Codex: Space Marines Ability
Rites of Battle (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, CAPTAIN, INFANTRY

CAPTAIN IN GRAVIS ARMOUR



Captain in Gravis Armour									115PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	2+	2+	4	5	7	5	9	3+

UNIT OPTIONS

A Captain in Gravis Armour is a single model equipped with: boltstorm gauntlet; master-crafted power sword.

WEAPONS

Boltstorm gauntlet — 0PT

Shooting

RANGE	TYPE	S	AP	D
12"	Pistol 3	4	-1	1

Melee

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Master-crafted power sword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	2

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Iron Halo

This model has a 4+ invulnerable save.

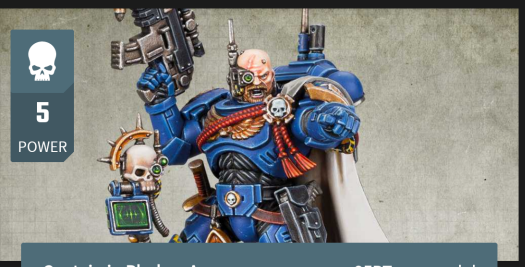
Codex: Space Marines Ability
Rites of Battle (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, CHARACTER, CAPTAIN, PRIMARIS, MK X GRAVIS

CAPTAIN IN PHOBOS ARMOUR



Captain in Phobos Armour									95PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	2+	4	4	6	5	9	3+

UNIT OPTIONS

A Captain in Phobos Armour is a single model equipped with: bolt pistol; master-crafted instigator bolt carbine; combat knife; frag grenades; krak grenades. It has a camo cloak.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Combat knife 1				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	User	0	1
Each time the bearer fights, it makes 1 additional attack with this weapon.				

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Master-crafted instigator bolt carbine				0PT
RANGE	TYPE	S	AP	D
30"	Assault 1	4	-2	3
Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.				

WARGEAR

Camo cloak	0PT
Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.	

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
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 that is more than 9" away from the enemy deployment zone and any enemy models.

Codex: Space Marines Ability
Iron Halo

This model has a 4+ invulnerable save.

Codex: Space Marines Ability
Omni-scrambler

Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this model.

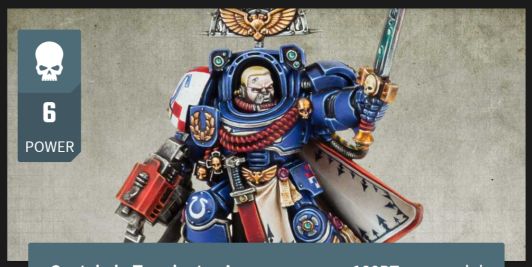
Codex: Space Marines Ability
Rites of Battle (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, CHARACTER, CAPTAIN, PRIMARIS, PHOBOS

CAPTAIN IN TERMINATOR ARMOUR



Captain in Terminator Armour									100PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	2+	2+	4	4	6	4	9	2+

UNIT OPTIONS

A Captain in Terminator Armour is a single model equipped with: storm bolter; power sword.

WEAPONS

Chainfist — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-4	D3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a Vehicle model, that attack has a Damage characteristic of 3.

Combi-bolter — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Combi-flamer — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, INFANTRY, TERMINATOR, CAPTAIN

Combi-melta — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 5PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Lightning claw 1 — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Power axe — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Relic blade — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-3	2

Storm bolter 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer — 15PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Wrist-mounted grenade launcher — 5PT

RANGE	TYPE	S	AP	D
12"	Assault D3	4	-1	1

Blast.

WARGEAR

WARGEAR OPTIONS

- This model's storm bolter can be replaced with one of the following: 1 combi-bolter; 1 lightning claw; 1 power fist; 1 thunder hammer; 1 storm shield (maximum 1 per model); 1 weapon from the Combi-weapons list.
- This model's power sword can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 relic blade; 1 thunder hammer; 1 storm shield (maximum 1 per model).
- If this model is equipped with 1 or more power fists, it can be equipped with 1 wrist-mounted grenade launcher.

Storm shield 3 — 5PT

The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Deathwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword.

Codex: Space Marines Ability
Iron Halo

This model has a 4+ invulnerable save.

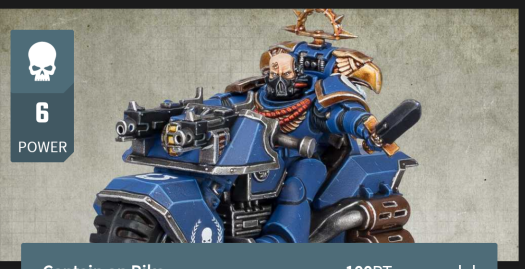
Codex: Space Marines Ability
Rites of Battle (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Codex: Space Marines Ability
Teleport Strike

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber 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 anywhere on the battlefield that is more than 9" away from any enemy models.

CAPTAIN ON BIKE



Captain on Bike	100PT per model

No.	M	WS	BS	S	T	W	A	Ld	Sv
1	14"	2+	2+	4	5	6	4	9	3+

UNIT OPTIONS

A Captain on Bike is equipped with: bolt pistol; twin boltgun; Astartes chainsword; frag grenades; krak grenades..

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lightning claw 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Master-crafted boltgun — 5PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	-1	2

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Storm bolter 1 — 5PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer — 20PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Twin boltgun — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following: 1 master-crafted boltgun; 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
- This model's Astartes chainsword can be replaced with one of the following: 1 weapon from the Melee Weapons list; 1 storm shield.

Storm shield 3 — **10**PT

The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Iron Halo

This model has a 4+ invulnerable save.

Codex: Space Marines Ability
Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

Codex: Space Marines Ability
Rites of Battle (Aura)

While a friendly Space Wolves Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Codex: Space Marines Ability
Turbo-boost

Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

KEYWORDS

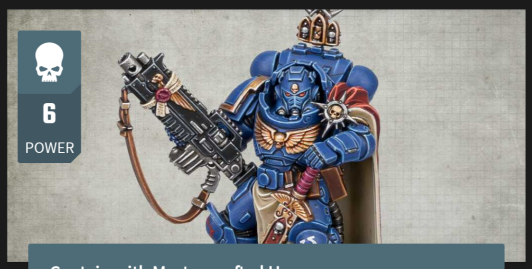
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

CHARACTER, CAPTAIN, BIKER

CAPTAIN WITH MASTER-CRAFTED HE...



Captain with Master-crafted Heavy Bolt Rifle									105PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	2+	2+	4	5	7	5	9	3+

UNIT OPTIONS

A Captain with Master-crafted Heavy Bolt Rifle is equipped with: master-crafted heavy bolt rifle; master-crafted power sword; frag grenades; krak grenades.

WEAPONS

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Master-crafted heavy bolt rifle				0PT
RANGE	TYPE	S	AP	D
36"	Rapid Fire 1	5	-1	2

Master-crafted power sword				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	2

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Iron Halo

This model has a 4+ invulnerable save.

Codex: Space Marines Ability

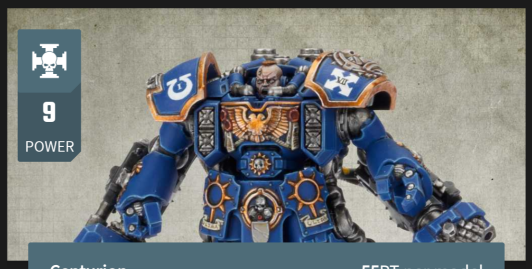
Rites of Battle (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, CHARACTER, CAPTAIN, PRIMARIS, MK X GRAVIS

CENTURION ASSAULT SQUAD



9
POWER

Centurion									55PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
2-5	5"	3+	3+	5	5	4	3	7	2+

Centurion Sergeant									55PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	3+	3+	5	5	4	4	8	2+

UNIT OPTIONS

If this unit contains 4 or more models, it has Power Rating 18. Every model is equipped with: 2 flamers; siege drills; Centurion assault launchers.

WEAPONS

Flamer				0PT
RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Hurricane bolter				10PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 6	4	0	1

Meltagun				5PT
RANGE	TYPE	S	AP	D
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.

Siege drills				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-4	3

WARGEAR

WARGEAR OPTIONS

- Any number of models can each have their 2 flamers replaced with 2 meltaguns.
- Any number of models can each have their Centurion assault launcher replaced with 1 hurricane bolter.

Centurion assault launchers — 0PT

While the bearer is on the battlefield, its unit has the Assault Launchers keyword.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

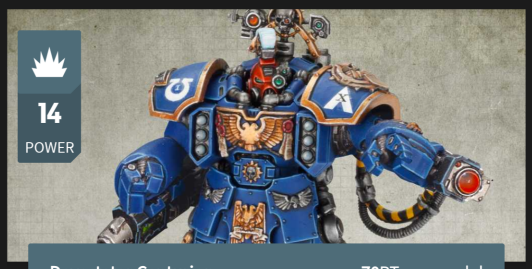
Codex: Space Marines Ability
Omniscope

Each time a model in this unit makes a ranged attack, if this unit contains a Centurion Sergeant, then the target does not receive the benefits of cover against that attack.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, CENTURION, CENTURION ASSAULT SQUAD

CENTURION DEVASTATOR SQUAD



14
POWER

Devastator Centurion									70PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
2-5	5"	3+	3+	5	5	4	3	7	2+

Devastator Centurion Sergeant									70PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	3+	3+	5	5	4	4	8	2+

UNIT OPTIONS

If this unit contains 4 or more models, it has Power Rating 28. Every model is equipped with: grav-cannon; hurricane bolter.

WEAPONS

Centurion missile launcher				0PT
RANGE	TYPE	S	AP	D
36"	Assault D3	8	-2	D3

Blast.

Grav-cannon				15PT
RANGE	TYPE	S	AP	D
30"	Heavy 4	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hurricane bolter				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 6	4	0	1

WARGEAR

WARGEAR OPTIONS

- Any number of models can each have their hurricane bolter replaced with 1 Centurion missile launcher.
- Any number of models can each have their grav-cannon replaced with one of the following: 2 heavy bolters; 2 lascannons.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability
Decimator Protocols

Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

Codex: Space Marines Ability
Omniscope

Each time a model in this unit makes a ranged attack, if this unit contains a Centurion Sergeant, then the target does not receive the benefits of cover against that attack.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CENTURION DEVASTATOR SQUAD, CENTURION, INFANTRY

CHAPLAIN



Chaplain									80PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	3+	4	4	4	3	9	3+

UNIT OPTIONS

A Chaplain is equipped with: bolt pistol; crozius arcanum; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Boltgun 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Crozius arcanum — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-1	2

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Storm bolter 1 — 5PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list; 1 power fist.
- This model can be equipped with 1 jump pack (Power Rating +1).

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Death From Above

(see Codex: Space Marines)

Codex: Space Marines Ability

Rosarius

This model has a 4+ invulnerable save.

Codex: Space Marines Ability

Spiritual Leaders (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Codex: Space Marines Ability

Wolf Priest

Wolf Priest: If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Priest keyword.

PRIEST

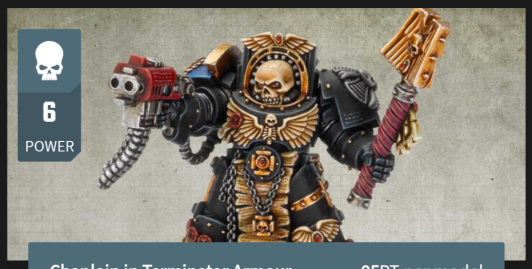
Priest

This model knows the Litany of Hate and one other litany from the Litanies of Battle. In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model this turn. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, PRIEST, CHARACTER, CHAPLAIN

CHAPLAIN IN TERMINATOR ARMOUR



Chaplain in Terminator Armour									95PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	2+	3+	4	4	5	3	9	2+

UNIT OPTIONS

A Chaplain in Terminator Armour is equipped with: storm bolter; crozius arcanum.

WEAPONS

Combi-flamer — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 5PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Crozius arcanum — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-1	2

Storm bolter 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 weapon from the Combi-weapons list.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Deathwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword.

Codex: Space Marines Ability
Rosarius

This model has a 4+ invulnerable save.

Codex: Space Marines Ability
Spiritual Leaders (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Codex: Space Marines Ability
Teleport Strike

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber 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 anywhere on the battlefield that is more than 9" away from any enemy models.

Codex: Space Marines Ability
Wolf Priest

Wolf Priest: If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Priest keyword.

PRIEST

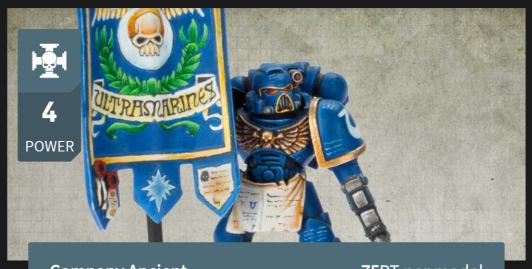
Priest

This model knows the Litany of Hate and one other litany from the Litanies of Battle. In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model this turn. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, PRIEST, CHARACTER, CHAPLAIN, TERMINATOR

COMPANY ANCIENT



Company Ancient									75PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	4	3	8	3+

UNIT OPTIONS

A Company Ancient is equipped with: bolt pistol; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Boltgun 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lightning claw 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Storm bolter 1 — 5PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer — 20PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the Combi-weapons list; 1 weapon from the Melee Weapons list; 1 weapon from the Pistols list.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Astartes Banner (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit. In addition, each time a model in such a unit is destroyed by an attack made by an enemy model, roll one D6. On a 4+, do not remove the destroyed model from play – it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.

Codex: Space Marines Ability

Command Squad

For each <Chapter> Company Veterans unit included in a Detachment, one <Chapter> Command Squad Company Ancient unit can be included in that Detachment without taking up a Battlefield Role slot.

Codex: Space Marines Ability

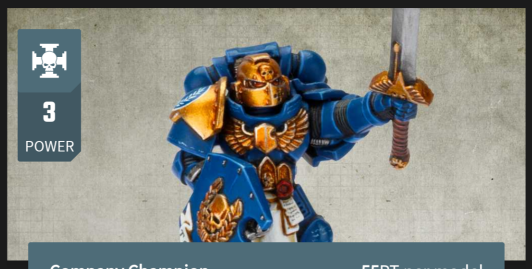
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
COMMAND SQUAD, CHARACTER, INFANTRY, ANCIENT, COMPANY ANCIENT

COMPANY CHAMPION



Company Champion									55PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	3+	4	4	4	4	8	3+

UNIT OPTIONS

A Company Champion is equipped with: bolt pistol; master-crafted power sword; frag grenades; krak grenades; combat shield.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Master-crafted power sword				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	2

WARGEAR

Combat shield	0PT
The bearer has a 5+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.	

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Command Squad

For each <Chapter> Company Veterans unit included in a Detachment, one <Chapter> Command Squad Company Champion unit can be included in that Detachment without taking up a Battlefield Role slot.

Codex: Space Marines Ability
Honour or Death

This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy Character unit, it can move up to 6". All other rules for Heroic Interventions still apply.

Codex: Space Marines Ability
Martial Superiority

At the start of the Fight phase, if this model is within Engagement Range of any enemy Character units, it can fight first that phase.

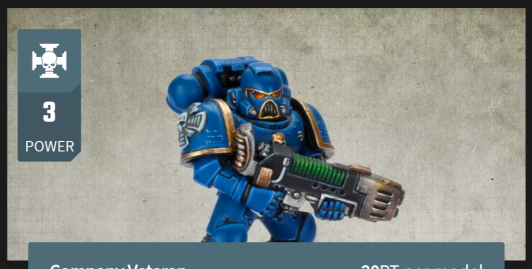
Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
COMMAND SQUAD, INFANTRY, CHARACTER, COMPANY CHAMPION

COMPANY VETERANS



Company Veteran									20PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1-4	6"	3+	3+	4	4	2	2	8	3+

Company Veteran Sergeant									20PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	3	9	3+

UNIT OPTIONS

If this unit contains 3 or more models, it has Power Rating 8. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Boltgun 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Flamer — 5PT

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-cannon — 10PT

RANGE	TYPE	S	AP	D
30"	Heavy 4	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Grav-gun — 10PT

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy bolter — 10PT

RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Heavy flamer — 10PT

RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lascannon — 15PT

RANGE	TYPE	S	AP	D
48"	Heavy 1	9	-3	D6

Lightning claw 1 — 3PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Meltagun — 10PT

RANGE	TYPE	S	AP	D
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.

Missile launcher — 15PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 1	8	-2	D6

Multi-melta — 20PT

RANGE	TYPE	S	AP	D
24"	Heavy 2	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 cannon — 15PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy D3	7	-3	1

Blast.

Supercharge

RANGE	TYPE	S	AP	D
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.

Plasma gun — 10PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 3PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 8PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 3PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 3PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Storm bolter 1 — 5PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer — 12PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced with one of the following: 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list; 1 storm shield (maximum 1 per model).
- Any number of models can each have their boltgun replaced with one of the following: 1 weapon from the Combi-weapons list; 1 weapon from the Melee Weapons list; 1 storm shield (maximum 1 per model).
- Any number of Company Veterans can each have their boltgun replaced with 1 weapon from the Special Weapons list.
- If this unit contains 5 models, 1 Company Veteran's boltgun can be replaced with 1 weapon from the Heavy Weapons list.
- If this unit is from the Dark Angels Chapter (or one of its successor Chapters), any number of its models that are not equipped with a storm shield can each be equipped with 1 combat shield.

Combat shield — 3PT

The bearer has a 5+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

Storm shield 3 — 4PT

The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Bodyguard

While a friendly <Chapter> Character unit that has a Wounds characteristic of 9 or less is within 3" of this unit, enemy models cannot target that Character unit with ranged attacks.

Codex: Space Marines Ability

Command Squad

If a Detachment includes a <Chapter> Captain, then one <Chapter> Company Veterans unit can be included in that Detachment without taking up a Battlefield Role slot.

Codex: Space Marines Ability

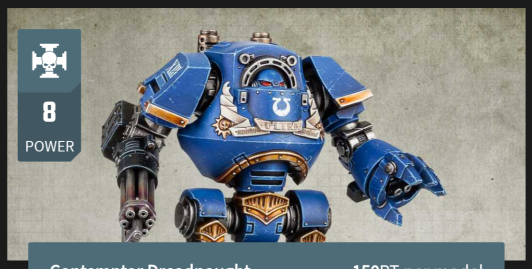
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, COMMAND SQUAD, CORE, COMPANY VETERANS

CONTEMPTOR DREADNOUGHT



Contemptor Dreadnought									150PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	8"	3+	3+	7	7	9	4	8	3+

UNIT OPTIONS

A Contemptor Dreadnought is equipped with: combi-bolter; multi-melta; Dreadnought combat weapon.

WEAPONS

Combi-bolter				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Dreadnought combat weapon				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	3

Kheres-pattern assault cannon				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 6	7	-1	1

Multi-melta				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	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.

WARGEAR

WARGEAR OPTIONS

- This model's multi-melta can be replaced with 1 kheres-pattern assault cannon.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Atomantic Shielding

This model has a 5+ invulnerable save.

Codex: Space Marines Ability
Duty Eternal

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

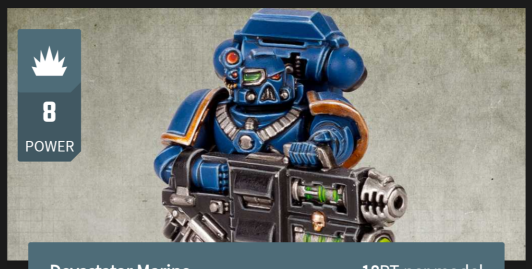
Codex: Space Marines Ability
Explodes

When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
DREADNOUGHT, CORE, CONTEMPTOR DREADNOUGHT, VEHICLE

DEVASTATOR SQUAD



Devastator Marine									18PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	1	7	3+

Devastator Marine Sergeant									18PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	2	8	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 12. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Boltgun 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-cannon — 10PT

RANGE	TYPE	S	AP	D
30"	Heavy 4	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy bolter — 10PT

RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Heavy flamer — 10PT

RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lascannon — 15PT

RANGE	TYPE	S	AP	D
48"	Heavy 1	9	-3	D6

Lightning claw 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Missile launcher — 15PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 1	8	-2	D6

Multi-melta — 20PT

RANGE	TYPE	S	AP	D
24"	Heavy 2	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 cannon — 15PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy D3	7	-3	1

Blast.

Supercharge

RANGE	TYPE	S	AP	D
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.

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Storm bolter 1 — 5PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer — 15PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- The Devastator Marine Sergeant's bolt pistol can be replaced with one of the following: 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
- The Devastator Marine Sergeant's boltgun can be replaced with one of the following: 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
- Up to 4 Devastator Marines can each have their boltgun replaced with 1 weapon from the Heavy Weapons list.
- The unit can be equipped with 1 Armorium Cherub.

Armorium Cherub — 5PT

If this unit has an Armorium Cherub, then after a model in this unit shoots with a ranged weapon, that Armorium Cherub can reload that model's weapon. If it does, that Armorium Cherub is removed from play and that model can immediately shoot with that ranged weapon again. An Armorium Cherub is represented by an Armorium Cherub model, but does not count as a model for any rules purposes. Whilst a unit with an Armorium Cherub is on the battlefield, that Armorium Cherub must be within 2" of it.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability

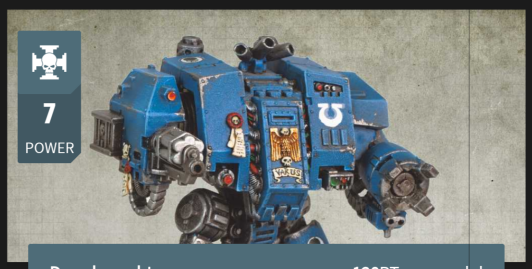
Signum

In your Shooting phase, each time this unit shoots, if it contains a Devastator Marine Sergeant, you can select one model in this unit. Until the end of the phase, that model has a Ballistic Skill characteristi of 2+.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, DEVASTATOR SQUAD, CORE

DREADNOUGHT



Dreadnought									120PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	6	7	8	4	8	3+

UNIT OPTIONS

A Dreadnought is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

WEAPONS

Assault cannon 0PT

RANGE	TYPE	S	AP	D
24"	Heavy 6	6	-1	1

Dreadnought combat weapon 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	3

Great wolf claw 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+4	-2	3

Each time an attack is made with this weapon, you can re-roll the wound roll.

Heavy flamer 5PT

RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy plasma cannon 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy D3	7	-3	2

Blast.

Supercharge

RANGE	TYPE	S	AP	D
36"	Heavy D3	8	-3	3

Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.

Helfrost cannon 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Dispersed

RANGE	TYPE	S	AP	D
36'	Heavy D3	6	-2	1

Blast.

Focussed

RANGE	TYPE	S	AP	D
36"	Heavy 1	8	-4	D3+3

Missile launcher 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 1	8	-2	D6

Multi-melta 5PT

RANGE	TYPE	S	AP	D
24"	Heavy 2	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.

Storm bolter 1 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Twin lascannon 20PT

RANGE	TYPE	S	AP	D
48"	Heavy 2	9	-3	D6

WARGEAR

WARGEAR OPTIONS

- This model's assault cannon can be replaced with 1 weapon from the Dreadnought Weapons list.
- This model's Dreadnought combat weapon and storm bolter can be replaced with one of the following: 1 missile launcher, 1 Dreadnought combat weapon and 1 heavy flamer.
- If this model is from the Space Wolves Chapter (or one of its successor Chapters), its Dreadnought combat weapon can be replaced with 1 great wolf claw.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Duty Eternal

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Codex: Space Marines Ability
Explodes

When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
DREADNOUGHT, SMOKESCREEN, CORE, VEHICLE

DROP POD



Drop Pod									70PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	-	-	3+	6	6	8	-	8	3+

UNIT OPTIONS

A Drop Pod is equipped with: storm bolter.

WEAPONS

Deathwind launcher				0PT
RANGE	TYPE	S	AP	D
12"	Heavy D6	5	0	1
Blast.				

Storm bolter 1				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 deathwind launcher.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Death From Above

(see Codex: Space Marines)

Codex: Space Marines Ability
Drop Pod Assault

This transport must start the battle set up high in the skies (see Death From Above) but neither it, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This transport can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this transport must immediately disembark after it has been set up on the battlefield, and they must be set up more than 9" away from any enemy models. After this transport has been set up on the battlefield, no units can embark within it.

Codex: Space Marines Ability
Explodes

When this transport is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

TRANSPORT

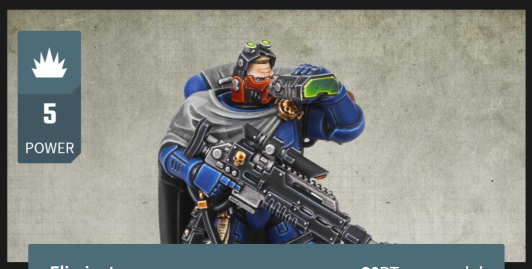
Transport

This model has a transport capacity of 10 <Chapter> Infantry models. It cannot transport Jump Pack, Terminator, Primaris, Wulfen or Centurion models.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
DROP POD, TRANSPORT, VEHICLE

ELIMINATOR SQUAD



Eliminator	30PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
2	6"	3+	2+	4	4	2	2	7	3+

Eliminator Sergeant	30PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	2+	4	4	2	3	8	3+

UNIT OPTIONS

Every model is equipped with: bolt pistol; bolt sniper rifle; frag grenades; krak grenades; camo cloak.

WEAPONS

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Bolt sniper rifle — 0PT

Before selecting targets, select one of the profiles below to make attacks with. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.

Hyperfrag round

RANGE	TYPE	S	AP	D
36"	Heavy D3	5	0	1

Blast.

Executioner round

RANGE	TYPE	S	AP	D
36"	Heavy 1	5	-1	1

Each time an attack is made with this weapon profile, add 1 to that attack's hit roll. Targets do not receive the benefits of cover against attacks made with this weapon profile.

Mortis round

RANGE	TYPE	S	AP	D
36"	Heavy 1	5	-2	2

Each time an attack is made with this weapon profile, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Instigator bolt carbine — 0PT

RANGE	TYPE	S	AP	D
24"	Assault 1	4	-1	2

Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Las fusil — 10PT

RANGE	TYPE	S	AP	D
36"	Heavy 1	8	-3	3

WARGEAR

WARGEAR OPTIONS

- The Eliminator Sergeant's bolt sniper rifle can be replaced with one of the following: 1 instigator bolt carbine; 1 las fusil.
- All of the Eliminators in the unit can have their bolt sniper rifle replaced with 1 las fusil each.

Camo cloak — 0PT

Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
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 that is more than 9" away from the enemy deployment zone and any enemy models.

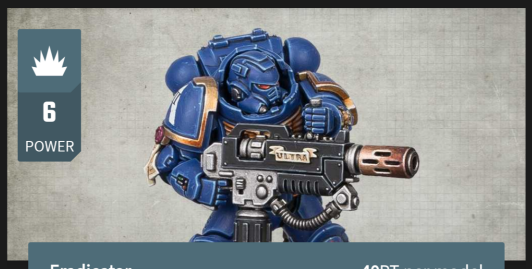
Codex: Space Marines Ability
Covering Fire

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units and contains an Eliminator Sergeant equipped with an instigator bolt carbine, it can make a Normal Move as if it were your Movement phase.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, CORE, PRIMARIS, PHOBOS, ELIMINATOR SQUAD

ERADICATOR SQUAD



Eradicator									40PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
2-5	5"	3+	3+	4	5	3	2	7	3+

Eradicator Sergeant									40PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	3+	3+	4	5	3	3	8	3+

UNIT OPTIONS

If this unit contains 4 or more models, it has Power Rating 12. Every model is equipped with: bolt pistol; melta rifle; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Heavy melta rifle				5PT
RANGE	TYPE	S	AP	D
24"	Heavy 1	8	-4	D6+2
Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+4.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Melta rifle				0PT
RANGE	TYPE	S	AP	D
24"	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.				

Multi-melta				10PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	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.				

WARGEAR

WARGEAR OPTIONS

- All of the models in the unit can have their melta rifle replaced with 1 heavy melta rifle each.
- For every 3 models in this unit, 1 Eradicator's melta rifle or heavy melta rifle can be replaced with 1 multi-melta.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability
Total Obliteration

In your Shooting phase, each time this unit is selected to shoot, if it has not Advanced this turn, it can unleash total obliteration. If it does, select one enemy unit; models in this unit can shoot twice this phase, but they can only make attacks that target that enemy unit (and only if that enemy unit is an eligible target for those attacks).

KEYWORDS

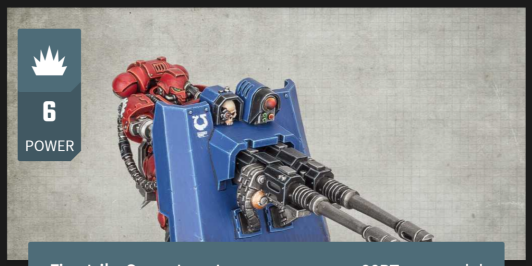
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

INFANTRY, CORE, PRIMARIS, ERADICATOR SQUAD, MK X GRAVIS

FIRESTRIKE SERVO-TURRETS



Firestrike Servo-turret									90PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1-3	3"	3+	2+	4	5	5	2	8	2+

UNIT OPTIONS

If this unit contains 2 models, it has Power Rating 12. If this unit contains 3 models, it has Power Rating 18. Every model is equipped with: twin las-talon.

WEAPONS

Twin accelerator autocannon				0PT
RANGE	TYPE	S	AP	D
48"	Heavy 6	7	-1	2

Twin las-talon				40PT
RANGE	TYPE	S	AP	D
24"	Heavy 4	9	-3	D6

WARGEAR

WARGEAR OPTIONS

- Any number of models can each have their twin las-talon replaced with 1 twin accelerator autocannon.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
ARTILLERY, FIRESTRIKE SERVO-TURRETS, VEHICLE

GLADIATOR LANCER



Gladiator Lancer (7+ wounds remaining)									200PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	6+	3+	7	8	12	3	8	3+

Gladiator Lancer (4-6 wounds remaining)									200PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	6+	4+	7	8	N/A	D3	8	3+

Gladiator Lancer (1-3 wounds remaining)									200PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	7	8	N/A	1	8	3+

UNIT OPTIONS

A Gladiator Lancer is equipped with: Lancer laser destroyer, 2 storm bolters.

WEAPONS

Fragstorm grenade launcher				0PT
RANGE	TYPE	S	AP	D
18"	Assault D6	4	0	1
Blast.				

Icarus rocket pod				5PT
RANGE	TYPE	S	AP	D
24"	Heavy D3	7	-1	2
Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.				

Ironhail heavy stubber				5PT
RANGE	TYPE	S	AP	D
36"	Heavy 4	4	-1	1

Lancer laser destroyer				0PT
RANGE	TYPE	S	AP	D
72"	Heavy 2	10	-3	D3+3

Storm bolter 1				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.
- This model can be equipped with 1 auto launchers.

Auto launchers 5PT

The bearer has the Smokescreen keyword.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Aquilon Optics

Each time this model makes an attack with a Lancer laser destroyer, add 1 to that attack's hit roll.

Codex: Space Marines Ability
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.

Codex: Space Marines Ability
Hover Tank

Distances are always measured to and from this model's hull.

KEYWORDS

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

GLADIATOR, GLADIATOR LANCER, REPULSOR FIELD, VEHICLE

GLADIATOR REAPER



Gladiator Reaper (7+ wounds remaining)									230PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	6+	3+	7	8	12	3	8	3+

Gladiator Reaper (4-6 wounds remaining)									230PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	6+	4+	7	8	N/A	D3	8	3+

Gladiator Reaper (1-3 wounds remaining)									230PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	7	8	N/A	1	8	3+

UNIT OPTIONS

A Gladiator Reaper is equipped with: 2 tempest bolters; twin heavy onslaught gatling cannon.

WEAPONS

Icarus rocket pod				5PT
RANGE	TYPE	S	AP	D
24"	Heavy D3	7	-1	2

Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Ironhail heavy stubber				5PT
RANGE	TYPE	S	AP	D
36"	Heavy 4	4	-1	1

Tempest bolter				0PT
RANGE	TYPE	S	AP	D
30"	Rapid Fire 4	4	-1	1

Twin heavy onslaught gatling cannon				0PT
RANGE	TYPE	S	AP	D
30"	Heavy 24	6	-1	1

WARGEAR

WARGEAR OPTIONS
■ This model can be equipped with 1 ironhail heavy stubber.
■ This model can be equipped with 1 Icarus rocket pod.
■ This model can be equipped with 1 auto launchers.

Auto launchers	5PT
The bearer has the Smokescreen keyword.	

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

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.

Codex: Space Marines Ability

Hover Tank

Distances are always measured to and from this model's hull.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
GLADIATOR, REPULSOR FIELD, VEHICLE, GLADIATOR REAPER

GLADIATOR VALIANT



Gladiator Valiant (7+ wounds remaining)									250PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	6+	3+	7	8	12	3	8	3+

Gladiator Valiant (4-6 wounds remaining)									250PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	6+	4+	7	8	N/A	D3	8	3+

Gladiator Valiant (1-3 wounds remaining)									250PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	7	8	N/A	1	8	3+

UNIT OPTIONS

A Gladiator Valiant is equipped with: 2 multi-meltas; twin las-talon.

WEAPONS

Icarus rocket pod				5PT
RANGE	TYPE	S	AP	D
24"	Heavy D3	7	-1	2

Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Ironhail heavy stubber				5PT
RANGE	TYPE	S	AP	D
36"	Heavy 4	4	-1	1

Multi-melta				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	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.

Twin las-talon				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 4	9	-3	D6

WARGEAR

WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.
- This model can be equipped with 1 auto launchers.

Auto launchers 5PT

The bearer has the Smokescreen keyword.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

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.

Codex: Space Marines Ability

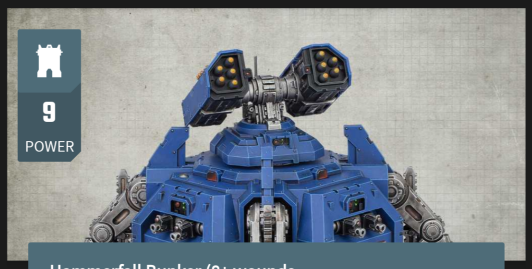
Hover Tank

Distances are always measured to and from this model's hull.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
GLADIATOR, REPULSOR FIELD, VEHICLE, GLADIATOR VALIANT

HAMMERFALL BUNKER



Hammerfall Bunker (8+ wounds remaining)									175PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	-	-	4+	6	8	14	-	7	3+

Hammerfall Bunker (4-7 wounds remaining)									175PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	-	-	5+	6	8	N/A	-	7	3+

Hammerfall Bunker (1-3 wounds remaining)									175PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	-	-	6+	6	8	N/A	-	7	3+

UNIT OPTIONS

A Hammerfall Bunker is equipped with: Hammerfall heavy bolter array; Hammerfall missile launcher.

WEAPONS

Hammerfall heavy bolter array				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Hammerfall heavy flamer array				0PT
RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Hammerfall missile launcher 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Superfrag missile

RANGE	TYPE	S	AP	D
72"	Heavy 2D6	6	0	1

Blast.

Superkrak missile

RANGE	TYPE	S	AP	D
72"	Heavy 2	10	-2	D6

WARGEAR

WARGEAR OPTIONS

- This model's Hammerfall heavy bolter array can be replaced with 1 Hammerfall heavy flamer array.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Defensive Array

In your Shooting phase, each time this model is selected to shoot, its Hammerfall heavy bolter array or its Hammerfall heavy flamer array can target, and resolve attacks against, every eligible enemy unit. Each time this model fires Overwatch, it only resolves attacks with its weapons against the charging unit, but when doing so the Type of its Hammerfall heavy bolter array is changed to Heavy 6, and the Type of its Hammerfall heavy flamer array is changed to Heavy 2D6.

Codex: Space Marines Ability

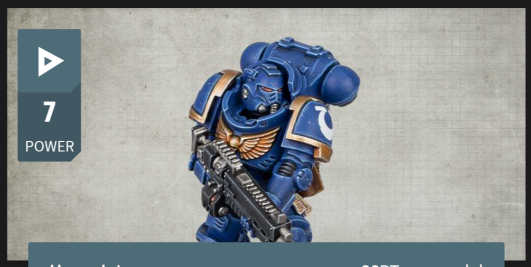
Explodes

When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
HAMMERFALL BUNKER, BUILDING, VEHICLE

HEAVY INTERCESSOR SQUAD



Heavy Intercessor									28PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	5"	3+	3+	4	5	3	2	7	3+

Heavy Intercessor Sergeant									28PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	3+	3+	4	5	3	3	8	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 14. Every model is equipped with: bolt pistol; heavy bolt rifle; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Executor bolt rifle				0PT
RANGE	TYPE	S	AP	D
42"	Heavy 1	5	-2	2

Executor heavy bolter				10PT
RANGE	TYPE	S	AP	D
42"	Heavy 2	5	-2	3

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Heavy bolt rifle				0PT
RANGE	TYPE	S	AP	D
36"	Rapid Fire 1	5	-1	1

Heavy bolter				10PT
RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Hellstorm bolt rifle				0PT
RANGE	TYPE	S	AP	D
30"	Assault 3	5	0	1

Hellstorm heavy bolter				10PT
RANGE	TYPE	S	AP	D
30"	Heavy 4	5	0	2

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

WARGEAR

WARGEAR OPTIONS

- If no model in this unit is equipped with a heavy bolter, you can take one of the following options: All of the models in the unit can have their heavy bolt rifles replaced with 1 hellstorm bolt rifle each, or all of the models in the unit can have their heavy bolt rifles replaced with 1 executor bolt rifle each.
- For every 5 models in this unit, 1 Heavy Intercessor's heavy bolt rifle can be replaced with 1 heavy bolter, 1 Heavy Intercessor's hellstorm bolt rifle can be replaced with 1 hellstorm heavy bolter, or 1 Heavy Intercessor's executor bolt rifle can be replaced with 1 executor heavy bolter.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

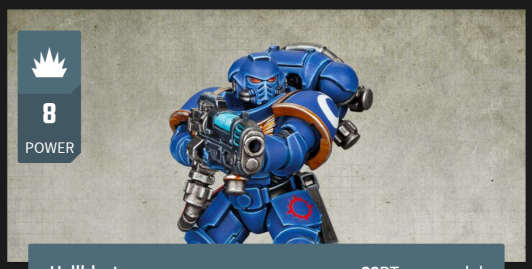
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CORE, PRIMARIS, HEAVY INTERCESSOR SQUAD, INTERCESSORS, MK X GRAVIS, INFANTRY

HELLBLASTER SQUAD



Hellblaster	33PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	2	7	3+

Hellblaster Sergeant	33PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	3	8	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 16. Every model is equipped with: bolt pistol; plasma incinerator; frag grenades; krak grenades.

WEAPONS

Assault plasma incinerator — 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
24"	Assault 3	6	-4	1

Supercharge

RANGE	TYPE	S	AP	D
24"	Assault 3	7	-4	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Heavy plasma incinerator — 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy 1	8	-4	2

Supercharge

RANGE	TYPE	S	AP	D
36"	Heavy 1	9	-4	3

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Plasma incinerator — 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
30"	Rapid Fire 1	7	-4	1

Supercharge

RANGE	TYPE	S	AP	D
30"	Rapid Fire 1	8	-4	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

WARGEAR

WARGEAR OPTIONS

- All of the models in the unit can have their plasma incinerator replaced with 1 assault plasma incinerator each.
- All of the models in the unit can have their plasma incinerator replaced with 1 heavy plasma incinerator each.
- The Hellblaster Sergeant's bolt pistol can be replaced with 1 plasma pistol.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

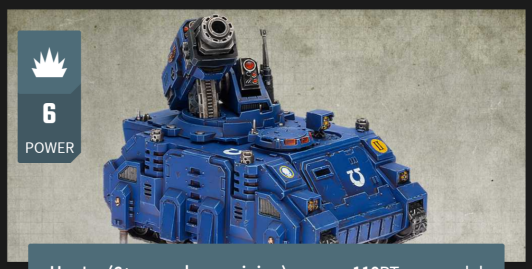
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, HELLBLASTER SQUAD, CORE, PRIMARIS

HUNTER



Hunter (6+ wounds remaining)									110PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	6+	3+	6	8	11	3	8	3+

Hunter (3-5 wounds remaining)									110PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	6+	4+	6	8	N/A	D3	8	3+

Hunter (1-2 wounds remaining)									110PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	6	8	N/A	1	8	3+

UNIT OPTIONS

A Hunter is equipped with: skyspear missile launcher.

WEAPONS

Hunter-killer missile				5PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Skyspear missile launcher				0PT
RANGE	TYPE	S	AP	D
60"	Heavy 1	9	-3	D6

Each time an attack is made with this weapon against an Aircraft unit, add 2 to that attack's hit roll. Each time an attack made with this weapon is allocated to an Aircraft model, that attack has a Damage characteristic of D6+6.

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS
■ This model can be equipped with 1 hunter-killer missile.
■ This model can be equipped with 1 storm bolter.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

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.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
SMOKESCREEN, HUNTER, VEHICLE

IMPULSOR



Impulsor (6+ wounds remaining)									110PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	14"	6+	3+	7	7	11	3	8	3+

Impulsor (3-5 wounds remaining)									110PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	7"	6+	4+	7	7	N/A	D3	8	3+

Impulsor (1-2 wounds remaining)									110PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	4"	6+	5+	7	7	N/A	1	8	3+

UNIT OPTIONS

An Impulsor is equipped with: 2 storm bolters.

WEAPONS

Bellicatus missile array — 20PT

Before selecting targets, select one of the profiles below to make attacks with.

Krak missiles

RANGE	TYPE	S	AP	D
48"	Heavy 1	8	-2	D6

Frag missiles

RANGE	TYPE	S	AP	D
48"	Heavy D6	4	0	1

Blast.

Icarus missiles

RANGE	TYPE	S	AP	D
48"	Heavy D3	7	-1	2

Blast. Each time an attack is made with this weapon profile against an Aircraft unit, add 1 to that attack's hit roll.

Fragstorm grenade launcher — 0PT

RANGE	TYPE	S	AP	D
18"	Assault D6	4	0	1

Blast.

Icarus ironhail heavy stubber — 5PT

RANGE	TYPE	S	AP	D
36"	Heavy 4	4	-1	1

Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Ironhail heavy stubber — 5PT

RANGE	TYPE	S	AP	D
36"	Heavy 4	4	-1	1

Ironhail skytalon array — 10PT

RANGE	TYPE	S	AP	D
36"	Heavy 8	4	-1	1

Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Storm bolter 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with one of the following: 1 shield dome; 1 orbital comms array; 1 bellicatus missile array; 1 ironhail skytalon array.

Orbital comms array — 15PT

In your Command phase, one model from your army with an orbital comms array that has not been used this battle can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a Character. On a 4+, that unit suffers D3 mortal wounds.

Shield dome — 15PT

The bearer has a 5+ invulnerable save.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Assault Vehicle

Units embarked within this transport can disembark even if it has made a Normal Move this phase. Any unit that disembarks after this transport has made a Normal Move cannot charge this turn.

Codex: Space Marines Ability
Explodes

When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Codex: Space Marines Ability
Hover Tank

Distances are always measured to and from this model's hull.

TRANSPORT

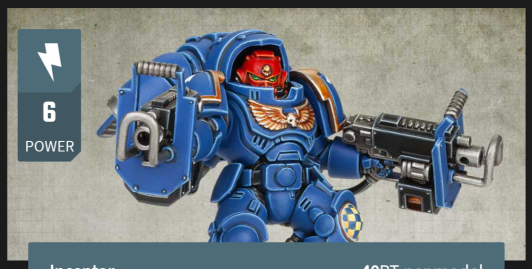
Transport

This model has a transport capacity of 6 <Chapter> Primaris Infantry models. It cannot transport Jump Pack or Mk X Gravis models.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
TRANSPORT, REPULSOR FIELD, VEHICLE, IMPULSOR

INCEPTOR SQUAD



Inceptor									40PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
2-5	10"	3+	3+	4	5	3	2	7	3+

Inceptor Sergeant									40PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	3+	3+	4	5	3	3	8	3+

UNIT OPTIONS

If this unit contains 4 or more models, it has Power Rating 12. Every model is equipped with: 2 assault bolters.

WEAPONS

Assault bolter				0PT
RANGE	TYPE	S	AP	D
18"	Assault 3	5	-1	1

Plasma exterminator				5PT
Before selecting targets, select one of the profiles below to make attacks with.				
Standard				
RANGE	TYPE	S	AP	D
18"	Assault D3	7	-3	1
Blast.				
Supercharge				
RANGE	TYPE	S	AP	D
18"	Assault 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.				

WARGEAR

WARGEAR OPTIONS

- All of the models in the unit can have their 2 assault bolters replaced with 2 plasma exterminators each.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

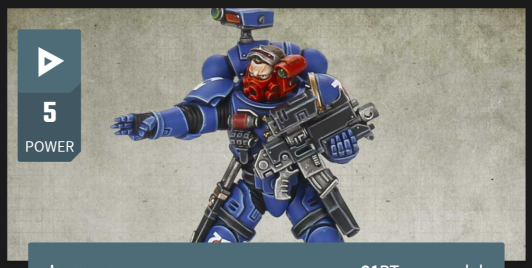
Codex: Space Marines Ability
Death From Above

(see Codex: Space Marines)

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CORE, PRIMARIS, INCEPTOR SQUAD, MK X GRAVIS, JUMP PACK, INFANTRY, FLY

INCURSOR SQUAD



Incursor									21PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	2	7	3+

Incursor Sergeant									21PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	3	8	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 10. Every model is equipped with: bolt pistol; occulus bolt carbine; paired combat blades; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Occulus bolt carbine				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1
Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.				

Paired combat blades				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

WARGEAR

WARGEAR OPTIONS
■ 1 Incursor can be equipped with 1 haywire mine.

Haywire mine	10PT
Once per battle, when an enemy unit finishes a charge move within Engagement Range of the bearer's unit, the bearer can use its Haywire mine. If it does, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds (if it has the Vehicle keyword, it suffers 3 mortal wounds instead). We recommend placing a Haywire Mine model next to the bearer as a reminder, removing it once this ability has been used (a Haywire Mine does not count as a model for any rules purposes).	

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability
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 that is more than 9" away from the enemy deployment zone and any enemy models.

Codex: Space Marines Ability
Haywire Mine

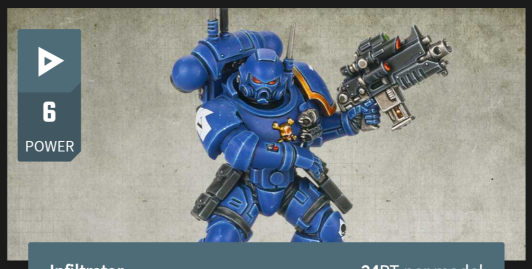
Once per battle, when an enemy unit finishes a charge move within Engagement Range of the bearer's unit, the bearer can use its Haywire mine. If it does, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds (if it has the Vehicle keyword, it suffers 3 mortal wounds instead).

We recommend placing a Haywire Mine model next to the bearer as a reminder, removing it once this ability has been used (a Haywire Mine does not count as a model for any rules purposes).

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, CORE, SMOKESCREEN, PRIMARIS, PHOBOS, INCURSOR SQUAD

INFILTRATOR SQUAD



Infiltrator	24PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	2	7	3+

Infiltrator Sergeant	24PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	3	8	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 12. Every model is equipped with: bolt pistol; marksman bolt carbine; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Marksman bolt carbine — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR

WARGEAR OPTIONS

- 1 Infiltrator can be equipped with one of the following: 1 helix gauntlet; 1 Infiltrator comms array.

Helix gauntlet — 10PT

Once per turn, the first time a saving throw is failed for the bearer's unit, the Damage characteristic of that attack is changed to 0.

Infiltrator comms array — 5PT

The bearer's unit is always considered to be within range of the following aura abilities of any friendly <Chapter> Phobos units that are on the battlefield: Rites of Battle; Tactical Precision.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability
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 that is more than 9" away from the enemy deployment zone and any enemy models.

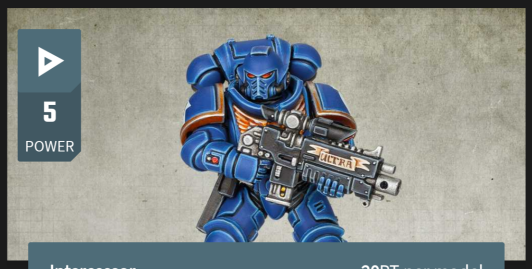
Codex: Space Marines Ability
Omni-scrambler

Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this model.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFILTRATOR SQUAD, INFANTRY, CORE, SMOKESCREEN, PRIMARIS, PHOBOS

INTERCESSOR SQUAD



Intercessor									20PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	2	7	3+

Intercessor Sergeant									20PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	3	8	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 10. Every model is equipped with: bolt pistol; bolt rifle; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Astartes grenade launcher — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag grenade

RANGE	TYPE	S	AP	D
30"	Assault D6	3	0	1

Blast.

Krak grenade

RANGE	TYPE	S	AP	D
30"	Assault 1	6	-1	D3

Auto bolt rifle — 0PT

RANGE	TYPE	S	AP	D
24"	Assault 3	4	0	1

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Bolt rifle — 0PT

RANGE	TYPE	S	AP	D
30"	Rapid Fire 1	4	-1	1

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power sword 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Stalker bolt rifle — 0PT

RANGE	TYPE	S	AP	D
36"	Heavy 1	4	-2	2

Thunder hammer — 20PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- All of the models in the unit can have their bolt rifle replaced with 1 auto bolt rifle each.
- All of the models in the unit can have their bolt rifle replaced with 1 stalker bolt rifle each.
- If the Intercessor Sergeant is not equipped with an Astartes chainsword, a power sword, a power fist or a thunder hammer, its bolt rifle, auto bolt rifle or stalker bolt rifle can be replaced with one of the following: 1 hand flamer; 1 plasma pistol; 1 Astartes chainsword; 1 power sword.
- If the Intercessor Sergeant is not equipped with an Astartes chainsword or a power sword, it can be equipped with one of the following: 1 Astartes chainsword; 1 power fist; 1 power sword; 1 thunder hammer.
- For every 5 models in this unit, 1 model equipped with a bolt rifle, auto bolt rifle or stalker bolt rifle can be equipped with 1 Astartes grenade launcher.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

KEYWORDS

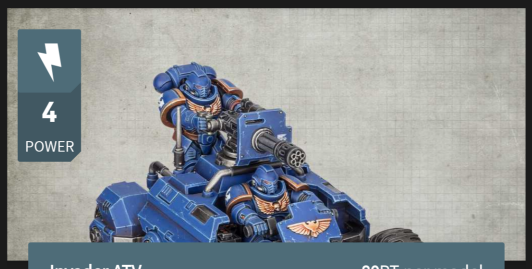
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

INFANTRY, CORE, PRIMARIS, INTERCESSORS, INTERCESSOR SQUAD

INVADER ATV SQUAD



Invader ATV									80PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1-3	14"	3+	3+	4	5	8	4	7	3+

UNIT OPTIONS

If this unit contains 2 models, it has Power Rating 8. If this unit contains 3 models, it has Power Rating 12. Every model is equipped with: bolt pistol; onslaught gatling cannon; twin auto bolt rifle; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Multi-melta				5PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	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.				

Onslaught gatling cannon				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 8	5	-1	1

Twin auto bolt rifle				0PT
RANGE	TYPE	S	AP	D
24"	Assault 6	4	0	1

WARGEAR

WARGEAR OPTIONS

- Any number of models can be equipped with 1 multi-melta instead of 1 onslaught gatling cannon.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Explodes

Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Codex: Space Marines Ability
Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

Codex: Space Marines Ability
Turbo-boost

Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

KEYWORDS

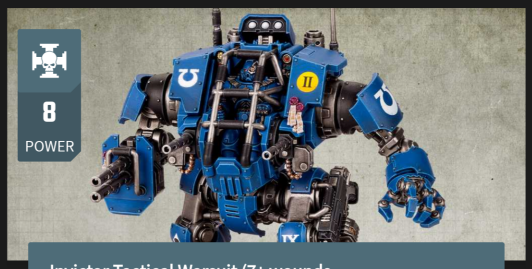
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

PRIMARIS, BIKER, INVADER ATV SQUAD

INVICTOR TACTICAL WARSUIT



Invictor Tactical Warsuit (7+ wounds remaining)									160PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	3+	3+	7	6	13	4	8	3+

Invictor Tactical Warsuit (4-6 wounds remaining)									160PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	8"	4+	4+	7	6	N/A	4	8	3+

Invictor Tactical Warsuit (1-3 wounds remaining)									160PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	5+	5+	7	6	N/A	4	8	3+

UNIT OPTIONS

An Invictor Tactical Warsuit is equipped with: fragstorm grenade launcher; heavy bolter; incendium cannon; twin ironhail heavy stubber; Invictor fist.

WEAPONS

Fragstorm grenade launcher				0PT
RANGE	TYPE	S	AP	D
18"	Assault D6	4	0	1
Blast.				

Heavy bolter				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Incendium cannon				0PT
RANGE	TYPE	S	AP	D
12"	Heavy 2D6	5	-1	1
Each time an attack is made with this weapon, that attack automatically hits the target.				

Invictor fist				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	3

Twin ironhail autocannon				0PT
RANGE	TYPE	S	AP	D
48"	Heavy 6	7	-1	2

Twin ironhail heavy stubber				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 8	4	-1	1

WARGEAR

WARGEAR OPTIONS

- This model's incendium cannon can be replaced with 1 twin ironhail autocannon.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
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 that is more than 9" away from the enemy deployment zone and any enemy models.

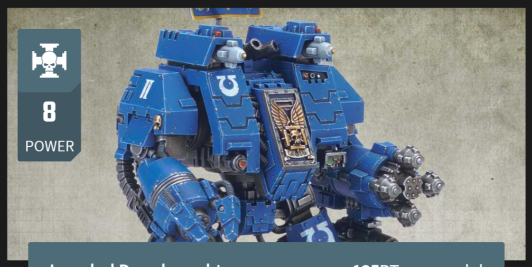
Codex: Space Marines Ability
Explodes

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.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INVICTOR TACTICAL WARSUIT, VEHICLE

IRONCLAD DREADNOUGHT



Ironclad Dreadnought									135PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	6	8	8	4	8	3+

UNIT OPTIONS

An Ironclad Dreadnought is equipped with: meltagun; storm bolter; Ironclad combat weapon; seismic hammer.

WEAPONS

Dreadnought chainfist				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-4	2D3

Each time an attack made with this weapon is allocated to a Vehicle model, that attack has a Damage characteristic of 6.

Heavy flamer				5PT
RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Hunter-killer missile				5PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Hurricane bolter				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 6	4	0	1

Ironclad combat weapon				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	3

Meltagun				0PT
RANGE	TYPE	S	AP	D
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.

Seismic hammer				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-4	5

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Storm bolter 1				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- This model's seismic hammer can be replaced with 1 Dreadnought chainfist.
- This model's Ironclad combat weapon and storm bolter can be replaced with 1 hurricane bolter.
- This model's storm bolter can be replaced with 1 heavy flamer.
- This model's meltagun can be replaced with 1 heavy flamer.
- This model can be equipped with up to 2 hunter-killer missiles.
- This model can be equipped with 1 Ironclad assault launchers..

Ironclad assault launchers	5PT

The bearer has the Assault Launchers keyword.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Duty Eternal

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Codex: Space Marines Ability
Explodes

When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Codex: Space Marines Ability
Wrecker

Each time this model makes a melee attack, if it is equipped with an Ironclad combat weapon, re-roll a hit roll of 1.

KEYWORDS

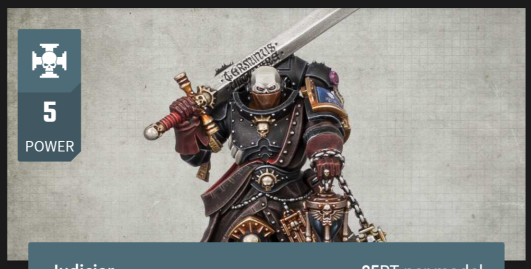
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

DREADNOUGHT, SMOKESCREEN, CORE, VEHICLE, IRONCLAD DREADNOUGHT

JUDICIAR



Judiciar									85PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	3+	4	4	5	4	9	3+

UNIT OPTIONS

A Judiciar is equipped with: absolvor bolt pistol; executioner relic blade; frag grenades; krak grenades.

WEAPONS

Absolvor bolt pistol				0PT
RANGE	TYPE	S	AP	D
18"	Pistol 1	5	-1	2

Executioner relic blade				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	+3	-3	2

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.

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Blade Parry

This model has a 4+ invulnerable save against melee weapons.

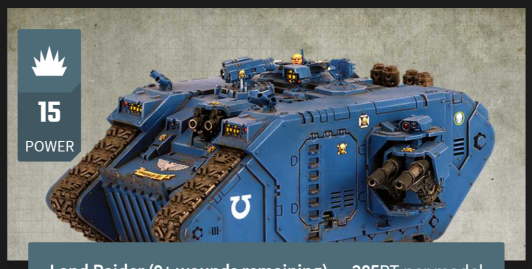
Codex: Space Marines Ability
Tempormortis

At the start of the Fight phase, you can select one enemy unit within 3" of this model. That unit is not eligible to fight this phase until after all eligible units from your army have done so.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, INFANTRY, PRIMARIS, JUDICIAR

LAND RAIDER



Land Raider (9+ wounds remaining)									285PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	6+	3+	8	8	16	6	9	2+

Land Raider (5-8 wounds remaining)									285PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	6+	4+	8	8	N/A	D6	9	2+

Land Raider (1-4 wounds remaining)									285PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	8	8	N/A	D3	9	2+

UNIT OPTIONS

A Land Raider is a equipped with: twin heavy bolter; 2 twin lascannons.

WEAPONS

Hunter-killer missile				5PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Multi-melta				25PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	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.

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Twin heavy bolter				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 6	5	-1	2

Twin lascannon				0PT
RANGE	TYPE	S	AP	D
48"	Heavy 2	9	-3	D6

WARGEAR

WARGEAR OPTIONS
■ This model can be equipped with 1 hunter-killer missile.
■ This model can be equipped with 1 storm bolter.
■ This model can be equipped with 1 multi-melta.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Explodes

When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

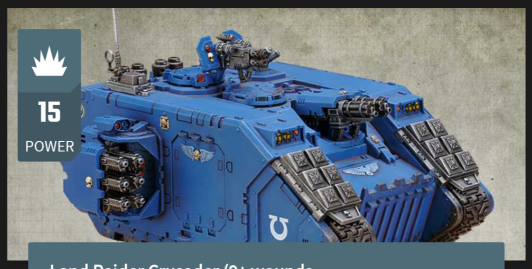
TRANSPORT

Transport
This model has a transport capacity of 10 <Chapter> Infantry models. Each Jump Pack, Wulfen or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models. It cannot transport Primaris models.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
SMOKESCREEN, TRANSPORT, LAND RAIDER, MACHINE SPIRIT, VEHICLE

LAND RAIDER CRUSADER



Land Raider Crusader (9+ wounds remaining)									285PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	6+	3+	8	8	16	6	9	2+

Land Raider Crusader (5-8 wounds remaining)									285PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	6+	4+	8	8	N/A	D6	9	2+

Land Raider Crusader (1-4 wounds remaining)									285PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	8	8	N/A	D3	9	2+

UNIT OPTIONS

A Land Raider Crusader is equipped with: 2 hurricane bolters; twin assault cannon.

WEAPONS

Hunter-killer missile				5PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Hurricane bolter				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 6	4	0	1

Multi-melta				25PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	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.

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Twin assault cannon				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 12	6	-1	1

WARGEAR

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 multi-melta.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Explodes

When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

Transport

This model has a transport capacity of 16 <Chapter> Infantry models. Each Jump Pack, Wulfen or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models. It cannot transport Primaris models.

KEYWORDS

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

SMOKESCREEN, ASSAULT LAUNCHERS, LAND RAIDER CRUSADER, TRANSPORT, LAND RAIDER, MACHINE SPIRIT, VEHICLE

LAND RAIDER REDEEMER



Land Raider Redeemer (9+ wounds remaining)									285PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	6+	3+	8	8	16	6	9	2+

Land Raider Redeemer (5-8 wounds remaining)									285PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	6+	4+	8	8	N/A	D6	9	2+

Land Raider Redeemer (1-4 wounds remaining)									285PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	8	8	N/A	D3	9	2+

UNIT OPTIONS

A Land Raider Redeemer is equipped with: 2 flamestorm cannons; twin assault cannon.

WEAPONS

Flamestorm cannon					0PT
RANGE	TYPE	S	AP	D	
12"	Heavy D6	6	-2	2	

Each time an attack is made with this weapon, that attack automatically hits the target.

Hunter-killer missile					5PT
RANGE	TYPE	S	AP	D	
48"	Heavy 1	10	-2	D6	

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Multi-melta					25PT
RANGE	TYPE	S	AP	D	
24"	Heavy 2	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.

Storm bolter 1					5PT
RANGE	TYPE	S	AP	D	
24"	Rapid Fire 2	4	0	1	

Twin assault cannon					0PT
RANGE	TYPE	S	AP	D	
24"	Heavy 12	6	-1	1	

WARGEAR

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 multi-melta.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Explodes

When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

Transport

This model has a transport capacity of 12 <Chapter> Infantry models. Each Jump Pack or Terminator model takes the space of two other models and each Centurion model takes the space of three other models. It cannot transport Primaris models.

KEYWORDS

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

SMOKESCREEN, ASSAULT LAUNCHERS, TRANSPORT, LAND RAIDER REDEEMER, LAND RAIDER, MACHINE SPIRIT, VEHICLE

LAND SPEEDER STORM



Land Speeder Storm									55PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	18"	3+	3+	4	6	7	2	7	4+

UNIT OPTIONS

A Land Speeder Storm is equipped with: cerberus launcher; heavy bolter.

WEAPONS

Cerberus launcher				0PT
RANGE	TYPE	S	AP	D
18"	Heavy D6	4	0	1
Blast.				

Heavy bolter				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Assault Vehicle

Units embarked within this transport can disembark even if it has made a Normal Move this phase. Any unit that disembarks after this transport has made a Normal Move cannot charge this turn.

Codex: Space Marines Ability
Explodes

When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Codex: Space Marines Ability
Open-topped

In your Shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. If this transport made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.

Codex: Space Marines Ability
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.

TRANSPORT

Transport

This model has a transport capacity of 5 <Chapter> Scout Infantry models.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
TRANSPORT, LAND SPEEDER STORM, VEHICLE, FLY, LAND SPEEDER, SCOUT

LAND SPEEDER TORNADOES



Land Speeder Tornado									75PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1-3	16"	3+	3+	4	6	6	2	7	3+

UNIT OPTIONS

If this unit contains 2 models, it has Power Rating 8. If this unit contains 3 models, it has Power Rating 12. Every model is equipped with: assault cannon; heavy bolter.

WEAPONS

Assault cannon				5PT
RANGE	TYPE	S	AP	D
24"	Heavy 6	6	-1	1

Heavy bolter				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Heavy flamer				0PT
RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Multi-melta				10PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	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.

WARGEAR

WARGEAR OPTIONS

- Any number of models can each have their heavy bolter replaced with 1 multi-melta.
- Any number of models can each have their assault cannon replaced with 1 heavy flamer.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Explodes

Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Codex: Space Marines Ability
Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

KEYWORDS

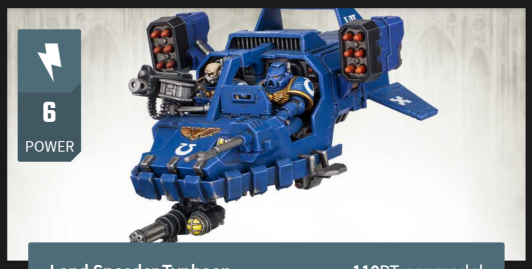
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

LAND SPEEDER TORNADOES, VEHICLE, FLY, LAND SPEEDER

LAND SPEEDER TYPHOONS



Land Speeder Typhoon									110PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1-3	16"	3+	3+	4	6	6	2	7	3+

UNIT OPTIONS

If this unit contains 2 models, it has Power Rating 12. If this unit contains 3 models, it has Power Rating 18. Every model is equipped with: heavy bolter; Typhoon missile launcher.

WEAPONS

Heavy bolter				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Multi-melta				10PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	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.

Typhoon missile launcher 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy 2D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 2	8	-2	D6

WARGEAR

WARGEAR OPTIONS

- Any number of models can each have their heavy bolter replaced with 1 multi-melta.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Explodes

Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Codex: Space Marines Ability
Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
LAND SPEEDER TYPHOONS, VEHICLE, FLY, LAND SPEEDER

LAND SPEEDERS



Land Speeder									60PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1-3	18"	3+	3+	4	6	6	2	7	3+

UNIT OPTIONS

If this unit contains 2 models, it has Power Rating 6. If this unit contains 3 models, it has Power Rating 9. Every model is equipped with: heavy bolter.

WEAPONS

Heavy bolter				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Multi-melta				10PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	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.

WARGEAR

WARGEAR OPTIONS

- Any number of models can each have their heavy bolter replaced with 1 multi-melta.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Datalink Telemetry

At the start of your Shooting phase, select one enemy unit that is within 18" of and visible to this unit. Until the end of the phase, each time a friendly <Chapter> Whirlwind model makes an attack with a weapon that has the Blast ability against the selected unit, add 1 to that attack's hit roll.

Codex: Space Marines Ability
Explodes

Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

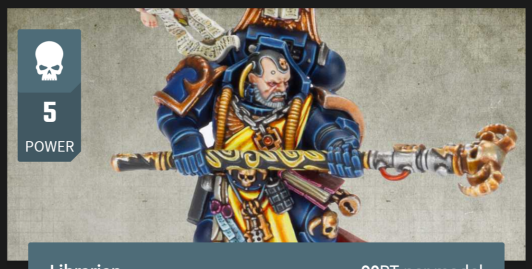
Codex: Space Marines Ability
Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
LAND SPEEDERS, VEHICLE, FLY

LIBRARIAN



Librarian									90PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	4	3	9	3+

UNIT OPTIONS

A Librarian is equipped with: bolt pistol; force stave; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Boltgun 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Force axe — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	D3

Force stave — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	D3

Force sword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	D3

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Storm bolter 1 — 5PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list.
- This model's force stave can be replaced with one of the following: 1 force axe; 1 force sword.
- This model can be equipped with 1 jump pack (Power Rating +1).

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Death From Above

(see Codex: Space Marines)

Codex: Space Marines Ability

Deathwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword.

Codex: Space Marines Ability

Psychic Hood

Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

PSYKER

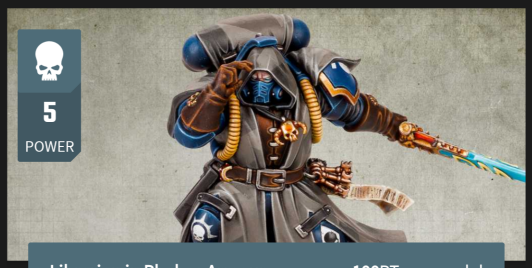
Psyker

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Librarius discipline.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, CHARACTER, PSYKER, LIBRARIAN

LIBRARIAN IN PHOBOS ARMOUR



Librarian in Phobos Armour									100PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	5	4	9	3+

UNIT OPTIONS

A Librarian in Phobos Armour is equipped with: bolt pistol; force sword; frag grenades; krak grenades, camo cloak.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Force sword				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	D3

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

WARGEAR

Camo cloak	0PT
Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.	

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
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 that is more than 9" away from the enemy deployment zone and any enemy models.

Codex: Space Marines Ability
Deathwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword.

Codex: Space Marines Ability
Psychic Hood

Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

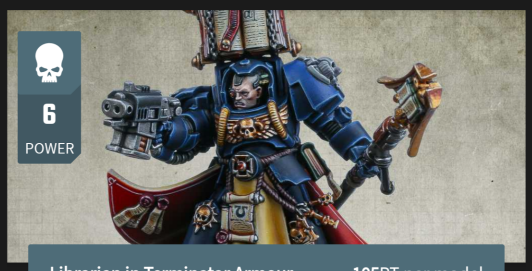
PSYKER

Psyker
This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Obscuration discipline.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, CHARACTER, PRIMARIS, PHOBOS, PSYKER, LIBRARIAN

LIBRARIAN IN TERMINATOR ARMOUR



Librarian in Terminator Armour	105PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	3+	3+	4	4	5	3	9	2+

UNIT OPTIONS

A Librarian in Terminator Armour is equipped with: force stave.

WEAPONS

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Force axe — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	D3

Force stave — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	D3

Force sword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	D3

Storm bolter 1 — 5PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- • This model can be equipped with 1 weapon from the Combi-weapons list.
- • This model's force stave can be replaced with one of the following: 1 force axe; 1 force sword.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Crux Terminatus

The unit's Terminator has a 5+ invulnerable save.

Codex: Space Marines Ability
Deathwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword.

Codex: Space Marines Ability
Psychic Hood

Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

Codex: Space Marines Ability
Teleport Strike

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber 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 anywhere on the battlefield that is more than 9" away from any enemy models.

PSYKER

Psyker

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Librarius discipline.

KEYWORDS

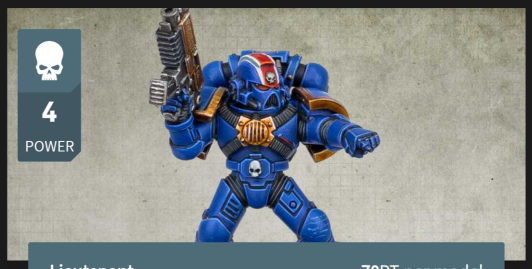
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

INFANTRY, CHARACTER, PSYKER, LIBRARIAN, TERMINATOR

LIEUTENANT



Lieutenant									70PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	2+	4	4	4	3	8	3+

UNIT OPTIONS

A Lieutenant is equipped with: bolt pistol; master-crafted boltgun; Astartes chainsword; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Combi-flamer — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 5PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-pistol — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 0PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lightning claw 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Master-crafted boltgun — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	-1	2

Plasma pistol 1 — 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Storm bolter 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer — 20PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- This model's master-crafted boltgun can be replaced with one of the following: 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
- This model's Astartes chainsword can be replaced with 1 weapon from the Melee Weapons list.
- This model can be equipped with 1 jump pack (Power Rating +1).

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Company Heroes

If your army is Battle-forged, then for each Lieutenant unit included in a Detachment, a second Lieutenant unit can be included in that Detachment without taking up an additional Battlefield Role slot

Codex: Space Marines Ability
Death From Above

(see Codex: Space Marines)

Codex: Space Marines Ability
Tactical Precision (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

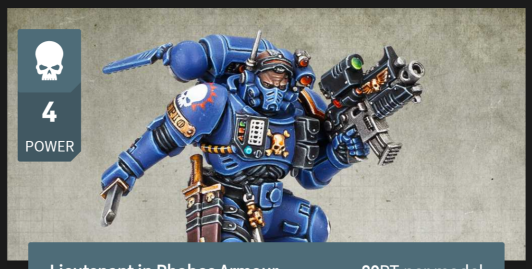
Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, CHARACTER, LIEUTENANT

LIEUTENANT IN PHOBOS ARMOUR



Lieutenant in Phobos Armour									80PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	2+	4	4	5	4	8	3+

UNIT OPTIONS

A Lieutenant in Phobos Armour is equipped with: bolt pistol; master-crafted occulus bolt carbine; paired combat blades; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Master-crafted occulus bolt carbine				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	2
Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.				

Paired combat blades				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Company Heroes

If your army is Battle-forged, then for each Lieutenant unit included in a Detachment, a second Lieutenant unit can be included in that Detachment without taking up an additional Battlefield Role slot

Codex: Space Marines Ability
Death From Above

(see Codex: Space Marines)

Codex: Space Marines Ability
Tactical Precision (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

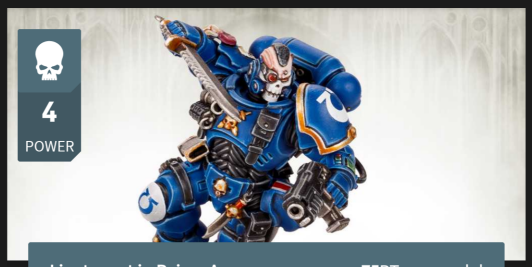
Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, INFANTRY, LIEUTENANT , PRIMARIS, PHOBOS

LIEUTENANT IN REIVER ARMOUR



Lieutenant in Reiver Armour									75PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	2+	4	4	5	4	8	3+

UNIT OPTIONS

A Lieutenant in Reiver Armour is equipped with: master-crafted special issue bolt pistol; combat knife; frag grenades; krak grenades.

WEAPONS

Combat knife 1 — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	0	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Master-crafted special issue bolt pistol — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	-2	2

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Company Heroes

If your army is Battle-forged, then for each Lieutenant unit included in a Detachment, a second Lieutenant unit can be included in that Detachment without taking up an additional Battlefield Role slot

Codex: Space Marines Ability
Tactical Precision (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

Codex: Space Marines Ability
Terror Troops (Aura)

While an enemy unit is within 3" of this unit, subtract 2 from the Leadership characteristic of models in that unit.

Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, SMOKESCREEN, LIEUTENANT , PRIMARIS, SHOCK GRENADES, PHOBOS, REIVER, INFANTRY

OUTRIDER SQUAD



Outrider	45PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
2	14"	3+	3+	4	5	4	2	7	3+

Outrider Sergeant	45PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	14"	3+	3+	4	5	4	3	8	3+

UNIT OPTIONS

Every model is equipped with: heavy bolt pistol; twin bolt rifle; Astartes chainsword, frag grenades; krak grenades.

WEAPONS

Astartes chainsword				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Heavy bolt pistol				0PT
RANGE	TYPE	S	AP	D
18"	Pistol 1	4	-1	1

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Twin bolt rifle				0PT
RANGE	TYPE	S	AP	D
30"	Rapid Fire 2	4	-1	1

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Devastating Charge

Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 2 to the Attacks characteristic of models in this unit.

Codex: Space Marines Ability
Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

Codex: Space Marines Ability
Turbo-boost

Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CORE, OUTRIDER SQUAD, PRIMARIS, BIKER

PREDATOR ANNIHILATOR



Predator Annihilator (6+ wounds remaining)									130PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	12"	6+	3+	6	7	11	3	8	3+

Predator Annihilator (3-5 wounds remaining)									130PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	6+	4+	6	7	N/A	D3	8	3+

Predator Annihilator (1-2 wounds remaining)									130PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	6	7	N/A	1	8	3+

UNIT OPTIONS

A Predator Annihilator is equipped with: twin lascannon.

WEAPONS

Heavy bolter				15PT
RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Hunter-killer missile				5PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Lascannon				20PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	9	-3	D6

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Twin lascannon				0PT
RANGE	TYPE	S	AP	D
48"	Heavy 2	9	-3	D6

WARGEAR

WARGEAR OPTIONS

- This model can be equipped with one of the following: 2 heavy bolters; 2 lascannons.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

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.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
SMOKESCREEN, VEHICLE, PREDATOR

PREDATOR DESTRUCTOR



Predator Destructor (6+ wounds remaining)									140PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	12"	6+	3+	6	7	11	3	8	3+

Predator Destructor (3-5 wounds remaining)									140PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	6+	4+	6	7	N/A	D3	8	3+

Predator Destructor (1-2 wounds remaining)									140PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	6	7	N/A	1	8	3+

UNIT OPTIONS

A Predator Destructor is equipped with: Predator autocannon.

WEAPONS

Heavy bolter				15PT
RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Hunter-killer missile				5PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Lascannon				20PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	9	-3	D6

Predator autocannon				0PT
RANGE	TYPE	S	AP	D
48"	Heavy 2D3	7	-1	3

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- This model can be equipped with one of the following: 2 heavy bolters; 2 lascannons.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

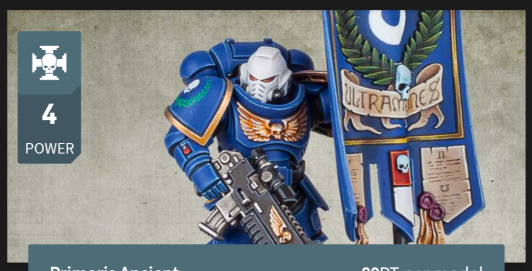
Explodes

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.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS (PREDATOR)
SMOKESCREEN, VEHICLE, PREDATOR DESTRUCTOR

PRIMARIS ANCIENT



Primaris Ancient									80PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	5	4	8	3+

UNIT OPTIONS

A Primaris Ancient is equipped with: bolt pistol; bolt rifle; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Bolt rifle				0PT
RANGE	TYPE	S	AP	D
30"	Rapid Fire 1	4	-1	1

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Astartes Banner (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit. In addition, each time a model in such a unit is destroyed by an attack made by an enemy model, roll one D6. On a 4+, do not remove the destroyed model from play – it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.

Codex: Space Marines Ability

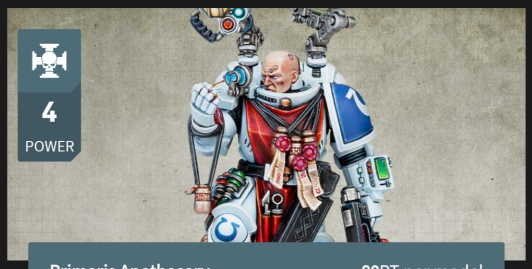
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, INFANTRY, PRIMARIS, ANCIENT

PRIMARIS APOTHECARY



Primaris Apothecary									80PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	5	4	8	3+

UNIT OPTIONS

A Primaris Apothecary is equipped with: absolvor bolt pistol; reductor pistol; frag grenades; krak grenades.

WEAPONS

Absolvor bolt pistol				0PT
RANGE	TYPE	S	AP	D
18"	Pistol 1	5	-1	2

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Reductor Pistol				0PT
RANGE	TYPE	S	AP	D
3"	Pistol 1	4	-4	2

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Restoratives

At the end of your Movement phase, this model can heal one friendly <Chapter> Infantry or <Chapter> Biker model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

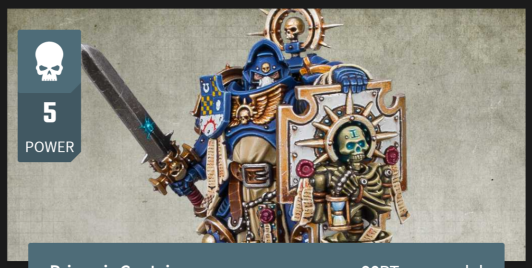
Codex: Space Marines Ability
Narthecium (Aura)

While a friendly <Chapter> Infantry or <Chapter> Biker unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, PRIMARIS, APOTHECARY, INFANTRY

PRIMARIS CAPTAIN



Primaris Captain									90PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	2+	4	4	6	5	9	3+

UNIT OPTIONS

A Primaris Captain is equipped with: bolt pistol; master-crafted auto bolt rifle; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Heavy bolt pistol				0PT
RANGE	TYPE	S	AP	D
18"	Pistol 1	4	-1	1

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Master-crafted auto bolt rifle				0PT
RANGE	TYPE	S	AP	D
24"	Assault 3	4	0	2

Master-crafted power sword				5PT
RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	2

Master-crafted stalker bolt rifle				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 1	4	-2	3

Power fist 1				10PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2
Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.				

Special issue bolt carbine				0PT
RANGE	TYPE	S	AP	D
24"	Assault 2	4	-2	2

WARGEAR

WARGEAR OPTIONS

- If this model is not equipped with a master-crafted power sword, its bolt pistol and master-crafted auto bolt rifle can be replaced with one of the following: 1 plasma pistol and 1 power fist; 1 heavy bolt pistol, 1 master-crafted power sword and 1 relic shield.
- This model's master-crafted auto bolt rifle can be replaced with 1 master-crafted stalker bolt rifle.
- If this model is equipped with either a master-crafted auto bolt rifle or a master-crafted stalker bolt rifle, it can be equipped with 1 master-crafted power sword.
- If this model is from the Dark Angels Chapter (or one of its successor Chapters), its master-crafted auto bolt rifle can be replaced with 1 special issue bolt carbine.
- If this model is equipped with a special issue bolt carbine and it is not equipped with a master-crafted power sword, it can be equipped with 1 power fist.

Relic shield — 10PT

Add 1 to armour saving throws made for the bearer. In addition, each time the bearer would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Iron Halo

This model has a 4+ invulnerable save.

Codex: Space Marines Ability
Rites of Battle (Aura)

While a friendly Space Wolves Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

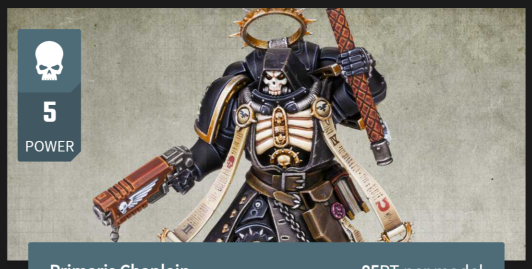
Codex: Space Marines Ability
Rites of Battle (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, CAPTAIN, PRIMARIS, INFANTRY

PRIMARIS CHAPLAIN



Primaris Chaplain									85PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	3+	4	4	5	4	9	3+

UNIT OPTIONS

A Primaris Chaplain is equipped with: absolvor bolt pistol; crozius arcanum; frag grenades; krak grenades.

WEAPONS

Absolvor bolt pistol				0PT
RANGE	TYPE	S	AP	D
18"	Pistol 1	5	-1	2

Crozius arcanum				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	+2	-1	2

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Rosarius

This model has a 4+ invulnerable save.

Codex: Space Marines Ability
Spiritual Leaders (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Codex: Space Marines Ability
Wolf Priest

Wolf Priest: If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Priest keyword.

PRIEST

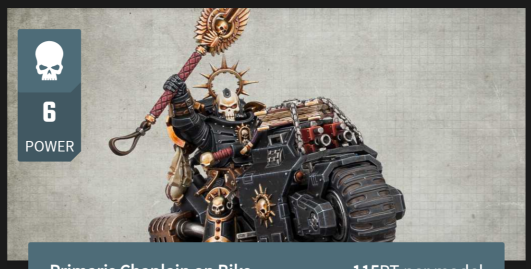
Priest

This model knows the Litany of Hate and one other litany from the Litanies of Battle. In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model this turn. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
PRIEST, CHARACTER, INFANTRY, PRIMARIS, CHAPLAIN

PRIMARIS CHAPLAIN ON BIKE



Primaris Chaplain on Bike									115PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	14"	2+	3+	4	5	7	4	9	3+

UNIT OPTIONS

A Primaris Chaplain on Bike is equipped with: absolvor bolt pistol; twin bolt rifle, crozius arcanum; frag grenades; krak grenades.

WEAPONS

Absolvor bolt pistol				0PT
RANGE	TYPE	S	AP	D
18"	Pistol 1	5	-1	2

Crozius arcanum				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	+2	-1	2

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Twin bolt rifle				0PT
RANGE	TYPE	S	AP	D
30"	Rapid Fire 2	4	-1	1

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

Codex: Space Marines Ability
Rosarius

This model has a 4+ invulnerable save.

Codex: Space Marines Ability
Spiritual Leaders (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Codex: Space Marines Ability
Turbo-boost

Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

Codex: Space Marines Ability
Wolf Priest

Wolf Priest: If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Priest keyword.

PRIEST

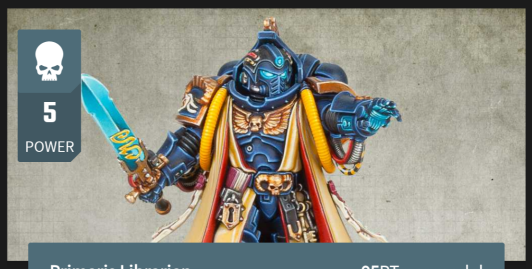
Priest

This model knows the Litany of Hate and one other litany from the Litanies of Battle. In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model this turn. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
PRIEST, CHARACTER, PRIMARIS, CHAPLAIN, BIKER

PRIMARIS LIBRARIAN



Primaris Librarian									95PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	5	4	9	3+

UNIT OPTIONS

A Primaris Librarian is equipped with: bolt pistol; force sword; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Force sword				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	D3

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Deathwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword.

Codex: Space Marines Ability
Psychic Hood

Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

PSYKER

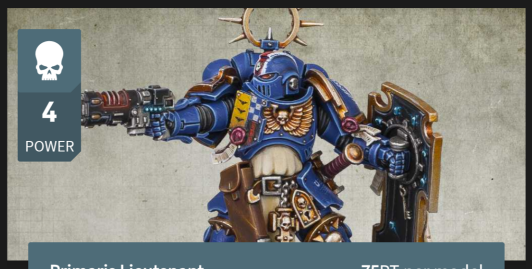
Psyker

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Librarius discipline.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, INFANTRY, PRIMARIS, PSYKER, LIBRARIAN

PRIMARIS LIEUTENANT



Primaris Lieutenant	75PT per model

No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	2+	4	4	5	4	8	3+

UNIT OPTIONS

A Primaris Lieutenant is equipped with: bolt pistol; master-crafted auto bolt rifle; frag grenades; krak grenades.

WEAPONS

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Master-crafted auto bolt rifle — 0PT

RANGE	TYPE	S	AP	D
24"	Assault 3	4	0	2

Master-crafted power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	2

Master-crafted power sword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	2

Master-crafted stalker bolt rifle — 0PT

RANGE	TYPE	S	AP	D
36"	Heavy 1	4	-2	3

Neo-volkite pistol — 15PT

RANGE	TYPE	S	AP	D
15"	Pistol 2	5	0	2

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 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Special issue bolt carbine — 0PT

RANGE	TYPE	S	AP	D
24"	Assault 2	4	-2	2

WARGEAR

WARGEAR OPTIONS

- This model's bolt pistol and master-crafted auto bolt rifle can be replaced with one of the following: 1 bolt pistol and 1 master-crafted stalker bolt rifle, 1 bolt pistol and 1 master-crafted power sword, 1 neo-volkite pistol, 1 master-crafted power sword and 1 storm shield (Power Rating +1).
- If this model is from the Dark Angels Chapter (or one of its successor Chapters), its bolt pistol can be replaced with 1 plasma pistol.
- If this model is from the Space Wolves Chapter (or one of its successor Chapters), its master-crafted auto bolt rifle can be replaced with 1 special issue bolt carbine and 1 master-crafted power axe.

Storm shield 3 — 0PT

The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Company Heroes

If your army is Battle-forged, then for each Lieutenant unit included in a Detachment, a second Lieutenant unit can be included in that Detachment without taking up an additional Battlefield Role slot

Codex: Space Marines Ability
Tactical Precision (Aura)

While a friendly <Chapter> Core unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

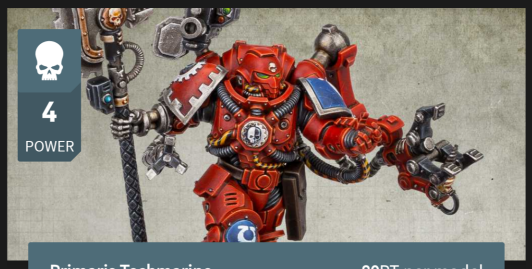
Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, PRIMARIS, INFANTRY, LIEUTENANT

PRIMARIS TECHMARINE



Primaris Techmarine									80PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	2+	4	4	5	4	8	2+

UNIT OPTIONS

A Primaris Techmarine is equipped with: forge bolter; grav-pistol; Omnissian power axe; servo-arm; mechadendrite; frag grenades; krak grenades.

WEAPONS

Forge bolter				0PT
RANGE	TYPE	S	AP	D
24"	Assault 3	5	-1	2

Each time the bearer shoots, it can make attacks with this weapon even if it also makes attacks with Pistols or Grenades.

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-pistol				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Mechadendrite				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	+1	0	1

Each time the bearer fights, it makes 2 additional attacks with this weapon.

Omnissian power axe				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	2

Servo-arm				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time the bearer fights, no more than one attack can be made with each servo-arm.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Awaken the Machine Spirits

In your Command phase, this model can awaken one friendly <Chapter> Vehicle model within 3" of it. Until the start of your next Command phase, each time that Vehicle model makes a ranged attack, add 1 to that attack's hit roll. Each model can only be awakened once per turn.

Codex: Space Marines Ability

Blessing of the Omnissiah

At the end of your Movement phase, this model can repair one friendly <Chapter> Vehicle model within 3" of it. That Vehicle model regains up to D3 lost wounds. Each model can only be repaired once per turn.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CHARACTER, INFANTRY, PRIMARIS, TECHMARINE

RAZORBACK



Razorback (6+ wounds remaining)									110PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	12"	6+	3+	6	7	10	3	8	3+

Razorback (3-5 wounds remaining)									110PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	6+	4+	6	7	N/A	D3	8	3+

Razorback (1-2 wounds remaining)									110PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	6	7	N/A	1	8	3+

UNIT OPTIONS

A Razorback is equipped with: twin heavy bolter.

WEAPONS

Hunter-killer missile				5PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Twin assault cannon				15PT
RANGE	TYPE	S	AP	D
24"	Heavy 12	6	-1	1

Twin heavy bolter				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 6	5	-1	2

Twin lascannon				10PT
RANGE	TYPE	S	AP	D
48"	Heavy 2	9	-3	D6

WARGEAR

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following: 1 twin lascannon; 1 twin assault cannon.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Explodes

When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

Transport

This model has a transport capacity of 6 <Chapter> Infantry models. It cannot transport Jump Pack, Terminator, Primaris, Wulfen or Centurion models.

KEYWORDS

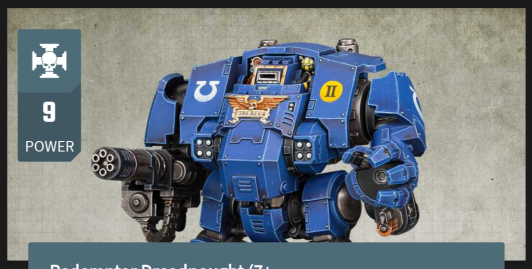
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

SMOKESCREEN, RAZORBACK, TRANSPORT, VEHICLE

REDEMPTOR DREADNOUGHT



Redemptor Dreadnought (7+ wounds remaining)									175PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	8"	3+	3+	7	7	13	4	8	3+

Redemptor Dreadnought (4-6 wounds remaining)									175PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	4+	4+	7	7	N/A	4	8	3+

Redemptor Dreadnought (1-3 wounds remaining)									175PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	4"	5+	5+	7	7	N/A	4	8	3+

UNIT OPTIONS

A Redemptor Dreadnought is equipped with: 2 fragstorm grenade launchers; heavy flamer; heavy onslaught gatling cannon; Redemptor fist.

WEAPONS

Fragstorm grenade launcher				0PT
RANGE	TYPE	S	AP	D
18"	Assault D6	4	0	1
Blast.				

Heavy flamer				0PT
RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1
Each time an attack is made with this weapon, that attack automatically hits the target.				

Heavy onslaught gatling cannon				0PT
RANGE	TYPE	S	AP	D
30"	Heavy 12	6	-1	1

Icarus rocket pod				5PT
RANGE	TYPE	S	AP	D
24"	Heavy D3	7	-1	2
Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.				

Macro plasma incinerator				0PT
Before selecting targets, select one of the profiles below to make attacks with.				
Standard				
RANGE	TYPE	S	AP	D
36"	Heavy D6	8	-4	2
Blast.				
Supercharge				
RANGE	TYPE	S	AP	D
36"	Heavy D6	9	-4	3
Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.				

Onslaught gatling cannon				5PT
RANGE	TYPE	S	AP	D
24"	Heavy 8	5	-1	1

Redemptor fist				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	D3+3

Storm bolter 1				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS
■ This model can be equipped with 1 Icarus rocket pod.
■ This model's heavy flamer can be replaced with 1 onslaught gatling cannon.
■ This model's heavy onslaught gatling cannon can be replaced with 1 macro plasma incinerator.
■ This model's 2 fragstorm grenade launchers can be replaced with 2 storm bolters.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Duty Eternal

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Codex: Space Marines Ability

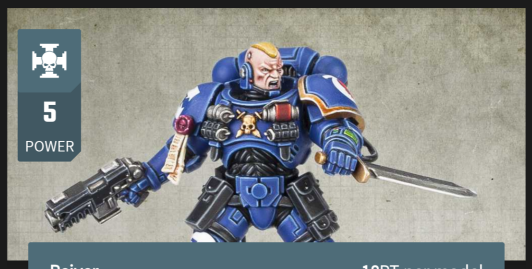
Explodes

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.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
DREADNOUGHT, CORE, REDEMPTOR DREADNOUGHT, VEHICLE

REIVER SQUAD



Reiver	18PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	2	7	3+

Reiver Sergeant	18PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	3	8	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 10. Every model is equipped with: special issue bolt pistol; combat knife; frag grenades; krak grenades.

WEAPONS

Bolt carbine	0PT			
RANGE	TYPE	S	AP	D
24"	Assault 2	4	0	1

Combat knife 1	0PT			
RANGE	TYPE	S	AP	D
Melee	Melee	User	0	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Frag grenades	0PT			
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Krak grenades	0PT			
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Special issue bolt pistol	0PT			
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	-2	1

WARGEAR

WARGEAR OPTIONS

- All of the models in the unit can have their combat knife replaced with 1 bolt carbine each.
- If the Reiver Sergeant is equipped with a bolt carbine, it can be equipped with 1 combat knife.
- All of the models in the unit can be equipped with 1 Reiver grav-chute each.
- All of the models in the unit can be equipped with 1 grapnel launcher each.

Grapnel launcher — 2PT

The bearer has the Outflank ability. When the bearer's unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves against the total that it can move this turn.

Grapnel launcher — 2PT

The bearer has the Outflank ability. When the bearer's unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves against the total that it can move this turn.

Outflank ability: 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.

Reiver grav-chute — 2PT

The bearer has the Death From Above ability.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability
Terror Troops (Aura)

While an enemy unit is within 3" of this unit, subtract 2 from the Leadership characteristic of models in that unit.

KEYWORDS

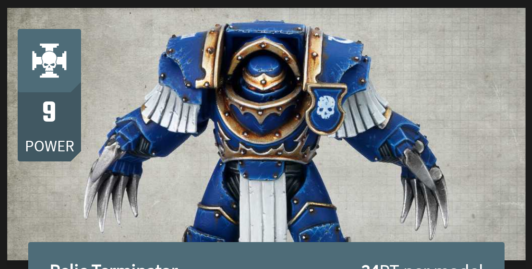
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

INFANTRY, REIVER SQUAD, CORE, PRIMARIS, SHOCK GRENADES, PHOBOS, REIVER

RELIC TERMINATOR SQUAD



Relic Terminator									34PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	3	2	8	2+

Relic Terminator Sergeant									34PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	3	3	9	2+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 18. Every model is equipped with: combi-bolter; power fist.

WEAPONS

Chainfist — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-4	D3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a Vehicle model, that attack has a Damage characteristic of 3.

Combi-bolter — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Grenade harness — 5PT

RANGE	TYPE	S	AP	D
12"	Assault D6	4	-1	1

Blast.

Heavy flamer — 5PT

RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Lightning claw 1 — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Plasma blaster — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
18"	Assault 2	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
18"	Assault 2	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power fist 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power sword 1 — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Reaper autocannon — 5PT

RANGE	TYPE	S	AP	D
36"	Heavy 4	7	-2	1

Volkite charger — 5PT

RANGE	TYPE	S	AP	D
20"	Heavy 2	5	0	2

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.

WARGEAR

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Relic Terminator's combi-bolter can be replaced with one of the following: 1 heavy flamer; 1 reaper autocannon.
- For every 5 models in this unit, 1 model can be equipped with 1 grenade harness.
- Any number of models can each have their combi-bolter replaced with 1 lightning claw.
- Any number of models can each have their power fist replaced with one of the following: 1 chainfist; 1 lightning claw.
- The Relic Terminator Sergeant's combi-bolter can be replaced with one of the following: 1 plasma blaster; 1 volkite charger .
- The Relic Terminator Sergeant's power fist can be replaced with 1 power sword.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability
Crux Terminatus

Every model in this unit has a 5+ invulnerable save.

Codex: Space Marines Ability
Deathwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword.

Codex: Space Marines Ability
Teleport Strike

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber 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 anywhere on the battlefield that is more than 9" away from any enemy models.

Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

CORE, TERMINATOR, RELIC TERMINATOR SQUAD, INFANTRY

REPULSOR



Repulsor (9+ wounds remaining)									315PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	6+	3+	8	8	16	6	9	3+

Repulsor (5-8 wounds remaining)									315PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	6+	4+	8	8	N/A	D6	9	3+

Repulsor (1-4 wounds remaining)									315PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	8	8	N/A	D3	9	3+

UNIT OPTIONS

A Repulsor is equipped with: heavy onslaught gatling cannon; Icarus ironhail heavy stubber; ironhail heavy stubber; 2 krakstorm grenade launchers; 2 storm bolters; twin heavy bolter; hunter-slayer missile; auto launchers.

WEAPONS

Fragstorm grenade launcher				0PT
RANGE	TYPE	S	AP	D
18"	Assault D6	4	0	1
Blast.				

Heavy onslaught gatling cannon				0PT
RANGE	TYPE	S	AP	D
30"	Heavy 12	6	-1	1

Hunter-slayer missile				0PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6
The bearer can only shoot with each hunter-slayer missile it is equipped with once per battle. This weapon can target units that are not visible to the bearer.				

Icarus ironhail heavy stubber				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 4	4	-1	1
Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.				

Icarus rocket pod				0PT
RANGE	TYPE	S	AP	D
24"	Heavy D3	7	-1	2
Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.				

Ironhail heavy stubber				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 4	4	-1	1

Krakstorm grenade launcher				0PT
RANGE	TYPE	S	AP	D
18"	Assault 1	6	-1	D3

Las-talon				5PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	9	-3	D6

Onslaught gatling cannon				15PT
RANGE	TYPE	S	AP	D
24"	Heavy 8	5	-1	1

Storm bolter 1				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Twin heavy bolter				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 6	5	-1	2

Twin lascannon				10PT
RANGE	TYPE	S	AP	D
48"	Heavy 2	9	-3	D6

WARGEAR

WARGEAR OPTIONS

- This model can be equipped with 1 additional ironhail heavy stubber.
- This model's twin heavy bolter can be replaced with 1 twin lascannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 las-talon.
- One of this model's ironhail heavy stubbers can be replaced with 1 onslaught gatling cannon.
- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model's auto launchers can be replaced with 2 fragstorm grenade launchers.
- This model's Icarus ironhail heavy stubber can be replaced with one of the following: 1 fragstorm grenade launcher; 1 Icarus rocket pod; 1 storm bolter.

Auto launchers — 0PT

The bearer has the Smokescreen keyword.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Explodes

When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Codex: Space Marines Ability
Hover Tank

Distances are always measured to and from this model's hull.

TRANSPORT

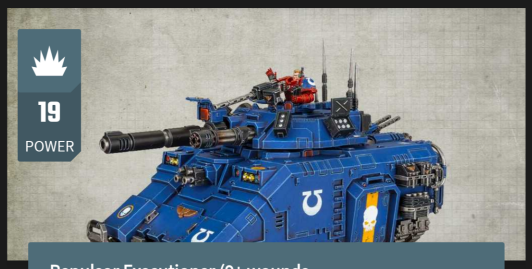
Transport

This model has a transport capacity of 10 <Chapter> Primaris Infantry models. Each Mk X Gravis model takes up the space of 2 models. It cannot transport Jump Pack models.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
TRANSPORT, REPULSOR, REPULSOR FIELD, MACHINE SPIRIT, VEHICLE

REPULSOR EXECUTIONER



Repulsor Executioner (9+ wounds remaining)									355PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	6+	3+	8	8	16	6	9	3+

Repulsor Executioner (5-8 wounds remaining)									355PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	6+	4+	8	8	N/A	D6	9	3+

Repulsor Executioner (1-4 wounds remaining)									355PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	8	8	N/A	D3	9	3+

UNIT OPTIONS

A Repulsor Executioner is equipped with: 2 fragstorm grenade launchers; heavy onslaught gatling cannon; macro plasma incinerator; 2 storm bolters; twin heavy bolter; twin Icarus ironhail heavy stubber; auto launchers.

WEAPONS

Fragstorm grenade launcher				0PT
RANGE	TYPE	S	AP	D
18"	Assault D6	4	0	1
Blast.				

Heavy laser destroyer				10PT
RANGE	TYPE	S	AP	D
72"	Heavy 2	12	-4	D3+3

Heavy onslaught gatling cannon				0PT
RANGE	TYPE	S	AP	D
30"	Heavy 12	6	-1	1

Icarus ironhail heavy stubber				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 4	4	-1	1
Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.				

Icarus rocket pod				5PT
RANGE	TYPE	S	AP	D
24"	Heavy D3	7	-1	2
Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.				

Ironhail heavy stubber				5PT
RANGE	TYPE	S	AP	D
36"	Heavy 4	4	-1	1

Macro plasma incinerator				0PT
Before selecting targets, select one of the profiles below to make attacks with.				
Standard				
RANGE	TYPE	S	AP	D
36"	Heavy D6	8	-4	2
Blast.				
Supercharge				
RANGE	TYPE	S	AP	D
36"	Heavy D6	9	-4	3
Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.				

Storm bolter 1				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Twin Icarus ironhail heavy stubber				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 8	4	-1	1
Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.				

Twin heavy bolter				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 6	5	-1	2

WARGEAR

WARGEAR OPTIONS

- This model's macro plasma incinerator can be replaced with 1 heavy laser destroyer.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

Auto launchers	0PT
The bearer has the Smokescreen keyword.	

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Aquilon Optics

Each time this model makes an attack with its heavy laser destroyer or macro plasma incinerator, add 1 to that attack's hit roll.

Codex: Space Marines Ability
Explodes

When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Codex: Space Marines Ability
Hover Tank

Distances are always measured to and from this model's hull.

TRANSPORT

Transport

This model has a transport capacity of 6 <Chapter> Primaris Infantry models. Each Mk X Gravis model takes up the space of 2 models. It cannot transport Jump Pack models.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
REPULSOR EXECUTIONER, TRANSPORT, REPULSOR FIELD, MACHINE SPIRIT, VEHICLE

RHINO



Rhino (6+ wounds remaining)									80PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	12"	6+	3+	6	7	10	3	8	3+

Rhino (3-5 wounds remaining)									80PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	6+	4+	6	7	N/A	D3	8	3+

Rhino (1-2 wounds remaining)									80PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	6	7	N/A	1	8	3+

UNIT OPTIONS

A Rhino is a equipped with: storm bolter.

WEAPONS

Hunter-killer missile				5PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 additional storm bolter.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Explodes

When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

Transport

This model has a transport capacity of 10 <Chapter> Infantry models. It cannot transport Jump Pack, Terminator, Primaris or Centurion models.

KEYWORDS

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

SMOKESCREEN, TRANSPORT, VEHICLE, RHINO

SCOUT BIKE SQUAD



Scout Biker									30PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
2-8	16"	3+	3+	4	5	2	1	7	4+

Scout Biker Sergeant									30PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	16"	3+	3+	4	5	2	2	8	4+

UNIT OPTIONS

If this unit contains between 4 and 6 models, it has Power Rating 9. If it contains 7 or more models, it has Power Rating 13. Every model is equipped with: Astartes shotgun; bolt pistol; twin boltgun; combat knife; frag grenades, krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Astartes grenade launcher — 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag grenade

RANGE	TYPE	S	AP	D
30"	Assault D6	3	0	1

Blast.

Krak grenade

RANGE	TYPE	S	AP	D
30"	Assault 1	6	-1	D3

Astartes shotgun — 0PT

RANGE	TYPE	S	AP	D
18"	Assault 2	4	0	1

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Boltgun 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Combat knife 1 — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	0	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lightning claw 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1				5PT
RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer				15PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Twin boltgun				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- The Scout Biker Sergeant's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the Combi-weapons list; 1 weapon from the Melee Weapons list; 1 weapon from the Pistols list.
- Any number of models can each have their twin boltgun replaced with 1 Astartes grenade launcher.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability
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.

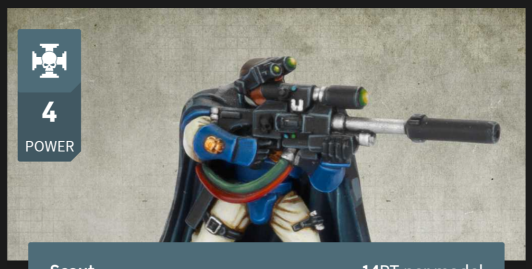
Codex: Space Marines Ability
Turbo-boost

Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
SMOKESCREEN, CORE, SCOUT BIKE SQUAD, BIKER, SCOUT

SCOUT SQUAD



Scout	14PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	1	1	7	4+

Scout Sergeant	14PT per model								
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	1	2	8	4+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 8. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Astartes shotgun — 0PT

RANGE	TYPE	S	AP	D
18"	Assault 2	4	0	1

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Boltgun 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Combat knife 1 — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	0	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Flamer — 5PT

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-gun — 5PT

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy bolter — 10PT

RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lightning claw 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Meltagun — 10PT

RANGE	TYPE	S	AP	D
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.

Missile launcher — 15PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 1	8	-2	D6

Plasma gun — 10PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Scout sniper rifle — 2PT

RANGE	TYPE	S	AP	D
36"	Heavy 1	4	-1	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.

Storm bolter 1 — 5PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer — 15PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- The Scout Sergeant's bolt pistol can be replaced with one of the following: 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
- The Scout Sergeant's boltgun can be replaced with one of the following: 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
- Any number of models can each have their boltgun replaced with one of the following: 1 Astartes shotgun; 1 Scout sniper rifle; 1 combat knife.
- 1 Scout's boltgun can be replaced with one of the following: 1 heavy bolter; 1 missile launcher; 1 weapon from the Special Weapons list. A model can only take a weapon from the Special Weapons list if it is from the Space Wolves Chapter (or one of its successor Chapters).
- If this unit is from the Space Wolves Chapter (or one of its successor Chapters), 1 Scout's boltgun and bolt pistol can be replaced with one of the following: 1 bolt pistol and 1 power axe, 1 bolt pistol and 1 power sword, 1 boltgun and 1 plasma pistol.
- Any number of models can each be equipped with 1 camo cloak.

Camo cloak — 2PT

Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability

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 that is more than 9" away from the enemy deployment zone and any enemy models.

Codex: Space Marines Ability

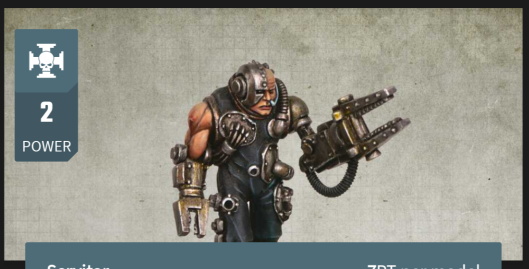
Outflank

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.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
CORE, SMOKESCREEN, SCOUT SQUAD, INFANTRY, SCOUT

SERVITORS



Servitor									7PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4	5"	5+	5+	3	3	1	1	6	4+

UNIT OPTIONS

Every model is equipped with: servo-arm.

WEAPONS

Heavy bolter				5PT
RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Multi-melta				15PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	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 cannon				10PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy D3	7	-3	1

Blast.

Supercharge

RANGE	TYPE	S	AP	D
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.

Servo-arm				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time the bearer fights, no more than one attack can be made with each servo-arm.

WARGEAR

WARGEAR OPTIONS

- • Up to 2 Servitors can each have their servo-arm replaced with one of the following: 1 heavy bolter; 1 multi-melta; 1 plasma cannon.

ABILITIES

Codex: Space Marines Ability

Mindlock

While this unit is within 6" of any friendly <Chapter> Techmarine units, models in this unit have a Weapon Skill and Ballistic Skill characteristic of 4+ and a Leadership characteristic of 9. In addition, if your army is Battle-forged, then for each <Chapter> Techmarine unit included in a Detachment, one <Chapter> Servitors unit can be included in that Detachment without taking up a Battlefield Role slot.

KEYWORDS

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

SERVITORS, INFANTRY

STALKER



Stalker (6+ wounds remaining)									115PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10"	6+	3+	6	8	11	3	8	3+

Stalker (3-5 wounds remaining)									115PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	6+	4+	6	8	N/A	D3	8	3+

Stalker (1-2 wounds remaining)									115PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	6	8	N/A	1	8	3+

UNIT OPTIONS

A Stalker is equipped with: 2 Icarus stormcannons.

WEAPONS

Hunter-killer missile				5PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Icarus stormcannon				0PT
RANGE	TYPE	S	AP	D
48"	Heavy 3	7	-1	2

Each time an attack is made with this weapon against an Aircraft unit, make 2 hit rolls instead of 1 and add 1 to both those hit rolls.

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

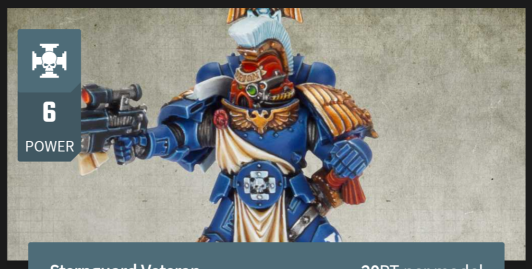
Explodes

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.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
SMOKESCREEN, STALKER, VEHICLE

STERNGUARD VETERAN SQUAD



Sternguard Veteran									20PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	2	8	3+

Sternguard Veteran Sergeant									20PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	3	9	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 12. Every model is equipped with: bolt pistol; special issue boltgun; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Combi-flamer — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 5PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 5PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Flamer — 5PT

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-cannon — 10PT

RANGE	TYPE	S	AP	D
30"	Heavy 4	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Grav-gun — 10PT

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy bolter — 10PT

RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Heavy flamer — 10PT

RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lascannon — 15PT

RANGE	TYPE	S	AP	D
48"	Heavy 1	9	-3	D6

Lightning claw 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Meltagun — 10PT

RANGE	TYPE	S	AP	D
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.

Missile launcher — 15PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 1	8	-2	D6

Multi-melta — 20PT

RANGE	TYPE	S	AP	D
24"	Heavy 2	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 cannon — 15PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy D3	7	-3	1

Blast.

Supercharge

RANGE	TYPE	S	AP	D
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.

Plasma gun — 10PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Special issue boltgun — 0PT

RANGE	TYPE	S	AP	D
30"	Rapid Fire 1	4	-2	1

Storm bolter 1 — 3PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- Any number of models can each have their special issue boltgun replaced with 1 weapon from the Combi-weapons list.
- The Sternguard Veteran Sergeant's bolt pistol can be replaced with one of the following: 1 weapon from the Pistols list; 1 Astartes chainsword; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword.
- The Sternguard Veteran Sergeant's special issue boltgun can be replaced with one of the following: 1 weapon from the Pistols list; 1 Astartes chainsword; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword.
- Up to 2 Sternguard Veterans can each have their special issue boltgun replaced with one of the following: 1 heavy flamer; 1 weapon from the Heavy Weapons list; 1 weapon from the Special Weapons list.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

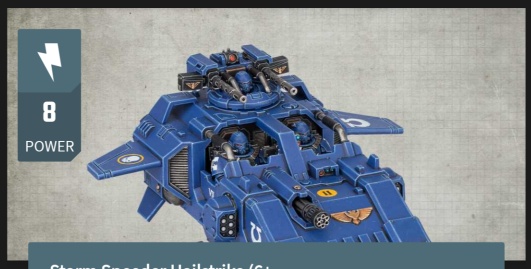
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, CORE, STERNGUARD VETERAN SQUAD

STORM SPEEDER HAILSTRIKE



Storm Speeder Hailstrike (6+ wounds remaining)									150PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	16"	3+	3+	5	6	10	3	7	3+

Storm Speeder Hailstrike (3-5 wounds remaining)									150PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	12"	3+	4+	5	6	N/A	2	7	3+

Storm Speeder Hailstrike (1-2 wounds remaining)									150PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	8"	3+	5+	5	6	N/A	1	7	3+

UNIT OPTIONS

A Storm Speeder Hailstrike is equipped with: 2 fragstorm grenade launchers; onslaught gatling cannon; twin ironhail heavy stubber.

WEAPONS

Fragstorm grenade launcher				0PT
RANGE	TYPE	S	AP	D
18"	Assault D6	4	0	1
Blast.				

Onslaught gatling cannon				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 8	5	-1	1

Twin ironhail heavy stubber				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 8	4	-1	1

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

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.

Codex: Space Marines Ability

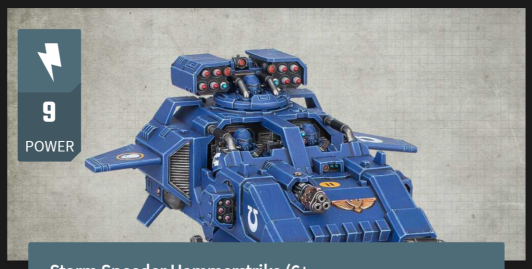
Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
HAILSTRIKE, STORM SPEEDER, VEHICLE, FLY

STORM SPEEDER HAMMERSTRIKE



Storm Speeder Hammerstrike (6+ wounds remaining)									170PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	16"	3+	3+	5	6	10	3	7	3+

Storm Speeder Hammerstrike (3-5 wounds remaining)									170PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	12"	3+	4+	5	6	N/A	2	7	3+

Storm Speeder Hammerstrike (1-2 wounds remaining)									170PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	8"	3+	5+	5	6	N/A	1	7	3+

UNIT OPTIONS

A Storm Speeder Hammerstrike is equipped with: Hammerstrike missile launcher; 2 krakstorm grenade launchers; melta destroyer.

WEAPONS

Hammerstrike missile launcher				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 2	8	-3	3

Krakstorm grenade launcher				0PT
RANGE	TYPE	S	AP	D
18"	Assault 1	6	-1	D3

Melta destroyer				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 3	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.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

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.

Codex: Space Marines Ability

Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
STORM SPEEDER, VEHICLE, FLY, HAMMERSTRIKE

STORM SPEEDER THUNDERSTRIKE



Storm Speeder Thunderstrike (6+ wounds remaining)									175PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	16"	3+	2+	5	6	10	3	7	3+

Storm Speeder Thunderstrike (3-5 wounds remaining)									175PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	12"	3+	3+	5	6	N/A	2	7	3+

Storm Speeder Thunderstrike (1-2 wounds remaining)									175PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	8"	3+	4+	5	6	N/A	1	7	3+

UNIT OPTIONS

A Storm Speeder Thunderstrike is equipped with: stormfury missiles; Thunderstrike las-talon; twin Icarus rocket pod.

WEAPONS

Stormfury missile				0PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-3	D6

Thunderstrike las-talon				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 2	9	-3	D6

Twin Icarus rocket pod				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 2D3	7	-1	2

Blast. Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

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.

Codex: Space Marines Ability

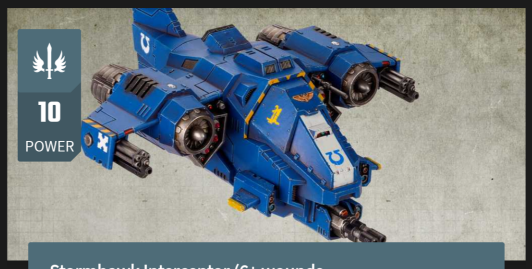
Ravenwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Ravenwing keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
STORM SPEEDER, THUNDERSTRIKE , VEHICLE, FLY

STORMHAWK INTERCEPTOR



Stormhawk Interceptor (6+ wounds remaining)									185PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	20-60"	6+	3+	6	7	10	3	8	3+

Stormhawk Interceptor (3-5 wounds remaining)									185PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	20-45"	6+	4+	6	7	N/A	D3	8	3+

Stormhawk Interceptor (1-2 wounds remaining)									185PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	20-30"	6+	5+	6	7	N/A	1	8	3+

UNIT OPTIONS

A Stormhawk Interceptor is equipped with: 2 assault cannons; skyhammer missile launcher; las-talon.

WEAPONS

Assault cannon				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 6	6	-1	1

Icarus stormcannon				0PT
RANGE	TYPE	S	AP	D
48"	Heavy 3	7	-1	2

Each time an attack is made with this weapon against an Aircraft unit, make 2 hit rolls instead of 1 and add 1 to both those hit rolls.

Las-talon				25PT
RANGE	TYPE	S	AP	D
24"	Heavy 2	9	-3	D6

Skyhammer missile launcher				0PT
RANGE	TYPE	S	AP	D
60"	Heavy 3	7	-1	D3

Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Typhoon missile launcher				20PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy 2D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 2	8	-2	D6

WARGEAR

WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following: 2 heavy bolters; 1 typhoon missile launcher.
- This model's las-talon can be replaced with 1 Icarus stormcannon.

ABILITIES

Codex: Space Marines Ability
Airborne

You cannot declare a charge with this unit, and it can only be chosen as a target of a charge if the unit making the charge can Fly. You can only fight with this model if it is within Engagement Range of any enemy units that can Fly, and this model can only make melee attacks against units that can Fly. Enemy units can only make melee attacks against this model if they can Fly.

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
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.

Codex: Space Marines Ability
Hard to Hit

Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

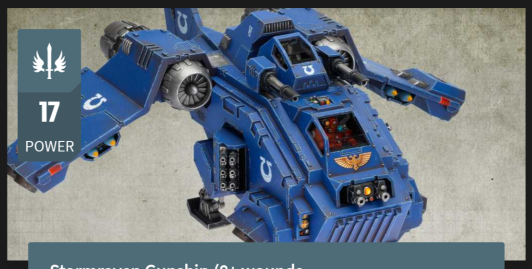
Codex: Space Marines Ability
Supersonic

Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
VEHICLE, AIRCRAFT, STORMHAWK INTERCEPTOR, FLY

STORMRAVEN GUNSHIP



Stormraven Gunship (8+ wounds remaining)									310PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	20-45"	6+	3+	8	7	14	6	9	3+

Stormraven Gunship (4-7 wounds remaining)									310PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	20-35"	6+	4+	8	7	N/A	D6	9	3+

Stormraven Gunship (1-3 wounds remaining)									310PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	20-25"	6+	5+	8	7	N/A	D3	9	3+

UNIT OPTIONS

A Stormraven Gunship is equipped with: 2 stormstrike missile launchers; twin assault cannon; typhoon missile launcher.

WEAPONS

Hurricane bolter				15PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 6	4	0	1

Stormstrike missile launcher				0PT
RANGE	TYPE	S	AP	D
72"	Heavy 1	8	-3	3

Twin assault cannon				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 12	6	-1	1

Twin heavy bolter				0PT
RANGE	TYPE	S	AP	D
36"	Heavy 6	5	-1	2

Twin heavy plasma cannon 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy 2D3	7	-3	2

Blast.

Supercharge

RANGE	TYPE	S	AP	D
36"	Heavy 2D3	8	-3	3

Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.

Twin lascannon				10PT
RANGE	TYPE	S	AP	D
48"	Heavy 2	9	-3	D6

Twin multi-melta				20PT
RANGE	TYPE	S	AP	D
24"	Heavy 4	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.

Typhoon missile launcher 10PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy 2D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 2	8	-2	D6

WARGEAR

WARGEAR OPTIONS

- This model's twin assault cannon can be replaced with one of the following: 1 twin heavy plasma cannon; 1 twin lascannon.
- This model's typhoon missile launcher can be replaced with one of the following: 1 twin heavy bolter; 1 twin multi-melta.
- This model can be equipped with 2 hurricane bolters.

ABILITIES

Codex: Space Marines Ability
Airborne

You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can Fly. You can only fight with this model if it is within Engagement Range of any enemy units that can Fly, and this model can only make melee attacks against units that can Fly. Enemy units can only make melee attacks against this model if they can Fly.

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Explodes

When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Codex: Space Marines Ability
Hard to Hit

Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

Codex: Space Marines Ability
Hover Jet

In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Supersonic abilities.

Codex: Space Marines Ability
Supersonic

Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

TRANSPORT

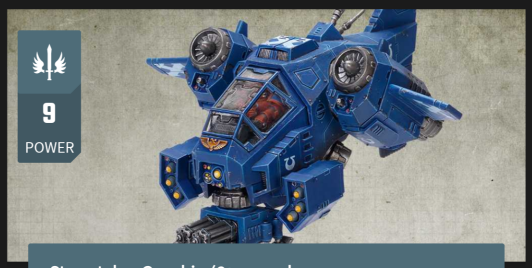
Transport

This model has a transport capacity of 12 <Chapter> Infantry models and 1 <Chapter> Dreadnought model. Each Jump Pack, Wulfen or Terminator model takes the space of two Infantry models and each Centurion model takes the space of three Infantry models. It cannot transport Primaris models or Dreadnought models that have a Wounds characteristic of 13 or more.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
TRANSPORT, MACHINE SPIRIT, VEHICLE, AIRCRAFT, STORMRAVEN GUNSHIP, FLY

STORMTALON GUNSHIP



Stormtalon Gunship (6+ wounds remaining)									165PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	20-50"	6+	3+	6	6	10	3	8	3+

Stormtalon Gunship (3-5 wounds remaining)									165PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	20-40"	6+	4+	6	6	N/A	D3	8	3+

Stormtalon Gunship (1-2 wounds remaining)									165PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	20-30"	6+	5+	6	6	N/A	1	8	3+

UNIT OPTIONS

A Stormtalon Gunship is equipped with: skyhammer missile launcher; twin assault cannon.

WEAPONS

Skyhammer missile launcher				0PT
RANGE	TYPE	S	AP	D
60"	Heavy 3	7	-1	D3

Each time an attack is made with this weapon against an Aircraft unit, add 1 to that attack's hit roll.

Twin assault cannon				0PT
RANGE	TYPE	S	AP	D
24"	Heavy 12	6	-1	1

Typhoon missile launcher				20PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy 2D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 2	8	-2	D6

WARGEAR

WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following: 2 heavy bolters; 2 lascannons; 1 typhoon missile launcher.

ABILITIES

Codex: Space Marines Ability
Airborne

You cannot declare a charge with this unit, and it can only be chosen as a target of a charge if the unit making the charge can Fly. You can only fight with this model if it is within Engagement Range of any enemy units that can Fly, and this model can only make melee attacks against units that can Fly. Enemy units can only make melee attacks against this model if they can Fly.

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
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.

Codex: Space Marines Ability
Hard to Hit

Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

Codex: Space Marines Ability
Hover Jet

In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Supersonic abilities.

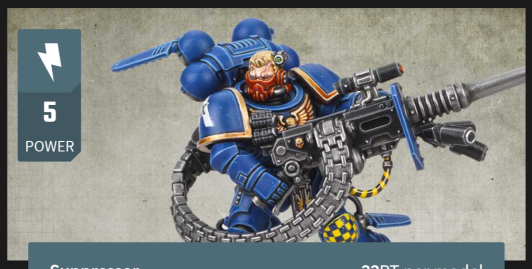
Codex: Space Marines Ability
Supersonic

Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
STORMTALON GUNSHIP, VEHICLE, FLY, AIRCRAFT

SUPPRESSOR SQUAD



Suppressor									33PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
2	12"	3+	3+	4	4	2	2	7	3+

Suppressor Sergeant									34PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	12"	3+	3+	4	4	2	3	8	3+

UNIT OPTIONS

Every model is equipped with: accelerator autocannon; bolt pistol; frag grenades; krak grenades.

WEAPONS

Accelerator autocannon				0PT
RANGE	TYPE	S	AP	D
48"	Heavy 3	7	-1	2

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1
Blast.				

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Death From Above

(see Codex: Space Marines)

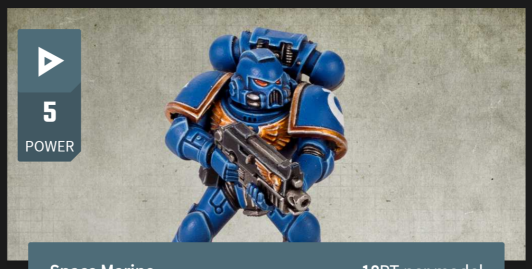
Codex: Space Marines Ability
Suppressing Fire

Each time a model in this unit makes an attack with an accelerator autocannon against an enemy Infantry unit, if a hit is scored, that enemy unit cannot fire Overwatch this turn.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
SMOKESCREEN, CORE, PRIMARIS, SUPPRESSOR SQUAD, JUMP PACK, INFANTRY, FLY

TACTICAL SQUAD



Space Marine									18PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	1	7	3+

Space Marine Sergeant									18PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	2	8	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 10. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Boltgun 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Flamer — 5PT

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-cannon — 10PT

RANGE	TYPE	S	AP	D
30"	Heavy 4	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Grav-gun — 10PT

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy bolter — 10PT

RANGE	TYPE	S	AP	D
36"	Heavy 3	5	-1	2

Heavy flamer — 10PT

RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lascannon — 15PT

RANGE	TYPE	S	AP	D
48"	Heavy 1	9	-3	D6

Lightning claw 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Meltagun — 10PT

RANGE	TYPE	S	AP	D
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.

Missile launcher — 15PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 1	8	-2	D6

Multi-melta — 20PT

RANGE	TYPE	S	AP	D
24"	Heavy 2	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 cannon — 15PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy D3	7	-3	1

Blast.

Supercharge

RANGE	TYPE	S	AP	D
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.

Plasma gun — 10PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Storm bolter 1 — 5PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Thunder hammer — 15PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- The Space Marine Sergeant's bolt pistol can be replaced with one of the following: 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
- The Space Marine Sergeant's boltgun can be replaced with one of the following: 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
- If this unit contains 9 or fewer models, 1 Space Marine's boltgun can be replaced with one of the following: 1 weapon from the Heavy Weapons list; 1 weapon from the Special Weapons list.
- If this unit contains 10 models, 1 Space Marine's boltgun can be replaced with 1 weapon from the Special Weapons list.
- If this unit contains 10 models, 1 Space Marine's boltgun can be replaced with 1 weapon from the Heavy Weapons list.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

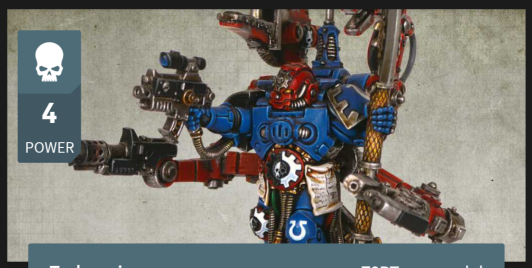
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, MELTA BOMBS, CORE, TACTICAL SQUAD

TECHMARINE



Techmarine									70PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	2+	4	4	4	3	8	2+

UNIT OPTIONS

A Techmarine is equipped with: bolt pistol; Omnissian power axe; servo-arm; frag grenades; krak grenades.

WEAPONS

Astartes chainsword — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original) — 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Boltgun 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Combi-flamer — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Flamer

RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon profile, that attack automatically hits the target.

Combi-grav — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Grav-gun

RANGE	TYPE	S	AP	D
18"	Rapid Fire 1	5	-3	1

Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Combi-melta — 10PT

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from the hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Melta-gun

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-4	D6

Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

Combi-plasma — 10PT

Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

Boltgun

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	4	0	1

Plasma gun (standard)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	7	-3	1

Plasma gun (supercharge)

RANGE	TYPE	S	AP	D
24"	Rapid Fire 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Frag grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-pistol — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1 — 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Helfrost pistol — 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Focussed

RANGE	TYPE	S	AP	D
12"	Pistol 1	6	-4	3

Dispersed

RANGE	TYPE	S	AP	D
12"	Pistol D3	4	-2	1

Blast.

Inferno pistol — 5PT

RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades — 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lightning claw 1 — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Omnissian axe — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-2	2

Omnissian power axe — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	2

Plasma pistol 1 — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1 — 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1 — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Servo-arm				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time the bearer fights, no more than one attack can be made with each servo-arm.

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Tempest hammer				20PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Thunder hammer				15PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list.
- This model's Omnissian power axe can be replaced with 1 weapon from the Melee Weapons list.
- If this model is not equipped with a helfrost pistol, it can be equipped with 1 flamer, 1 plasma cutter, and 1 servo-arm (Power Rating +1).
- If this model is from the Space Wolves Chapter (or one of its successor Chapters) and it is not equipped with a plasma cutter, its bolt pistol and Omnissian power axe can be replaced with 1 helfrost pistol and 1 tempest hammer.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

Awaken the Machine Spirits

In your Command phase, this model can awaken one friendly <Chapter> Vehicle model within 3" of it. Until the start of your next Command phase, each time that Vehicle model makes a ranged attack, add 1 to that attack's hit roll. Each model can only be awakened once per turn.

Codex: Space Marines Ability

Blessing of the Omnissiah

At the end of your Movement phase, this model can repair one friendly <Chapter> Vehicle model within 3" of it. That Vehicle model regains up to D3 lost wounds. Each model can only be repaired once per turn.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, CHARACTER, TECHMARINE

TERMINATOR ASSAULT SQUAD



Assault Terminator									33PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	5"	3+	3+	4	4	3	2	8	2+

Assault Terminator Sergeant									33PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	3+	3+	4	4	3	3	9	2+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 18. Every model is equipped with: thunder hammer; storm shield.

WEAPONS

Thunder hammer				10PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- Any number of models can each have their thunder hammer and storm shield replaced with 2 lightning claws.
- The unit can be equipped with 1 teleport homer.

Storm shield 3 — 0PT

The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

Teleport homer — 5PT

Once per battle, at the start of your Movement phase, you can remove this unit from the battlefield and then, in the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere wholly within your own deployment zone and more than 9" from any enemy models, or anywhere within 3" of a friendly <Chapter> model and more than 9" from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed. If this unit has split into two units because of its Combat Squads ability, only one of those units can use the Teleport Homer ability.

We recommend placing a Teleport Homer model next to the unit as a reminder, removing it once this ability has been used (a Teleport Homer does not count as a model for any rules purposes).

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability
Crux Terminatus

Every model in this unit has a 5+ invulnerable save.

Codex: Space Marines Ability
Deathwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword.

Codex: Space Marines Ability
Teleport Strike

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber 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 anywhere on the battlefield that is more than 9" away from any enemy models.

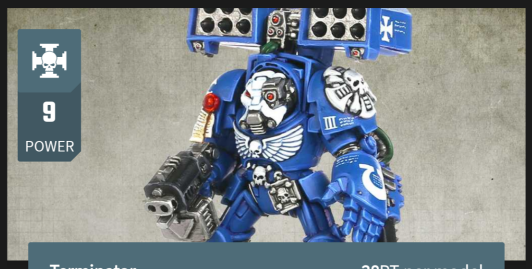
Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, TERMINATOR, CORE, TERMINATOR ASSAULT SQUAD

TERMINATOR SQUAD



Terminator									38PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	5"	3+	3+	4	4	3	2	8	2+

Terminator Sergeant									38PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	3+	3+	4	4	3	3	9	2+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 18. The Terminator Sergeant is equipped with: storm bolter; power sword. Every Terminator is equipped with: storm bolter; power fist.

WEAPONS

Assault cannon				10PT
RANGE	TYPE	S	AP	D
24"	Heavy 6	6	-1	1

Chainfist				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-4	D3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a Vehicle model, that attack has a Damage characteristic of 3.

Cyclone missile launcher				25PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
36"	Heavy 2D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
36"	Heavy 2	8	-2	D6

Heavy flamer				5PT
RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Power fist 1				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power sword 1				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Storm bolter 1				0PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS

- For every 5 models this unit contains, 1 Terminator can be equipped with 1 weapon from the Terminator Heavy Weapons list instead of 1 storm bolter.
- Any Terminator can be equipped with 1 chainfist instead of 1 power fist.
- The Terminator Sergeant can have a teleport homer.

Teleport homer	5PT

Once per battle, at the start of your Movement phase, you can remove this unit from the battlefield and then, in the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere wholly within your own deployment zone and more than 9" from any enemy models, or anywhere within 3" of a friendly <Chapter> model and more than 9" from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed. If this unit has split into two units because of its Combat Squads ability, only one of those units can use the Teleport Homer ability.

We recommend placing a Teleport Homer model next to the unit as a reminder, removing it once this ability has been used (a Teleport Homer does not count as a model for any rules purposes).

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability
Crux Terminatus

Every model in this unit has a 5+ invulnerable save.

Codex: Space Marines Ability
Deathwing

If this unit is from the Dark Angels Chapter (or one of its successor Chapters), it has the Deathwing keyword.

Codex: Space Marines Ability
Teleport Strike

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber 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 anywhere on the battlefield that is more than 9" away from any enemy models.

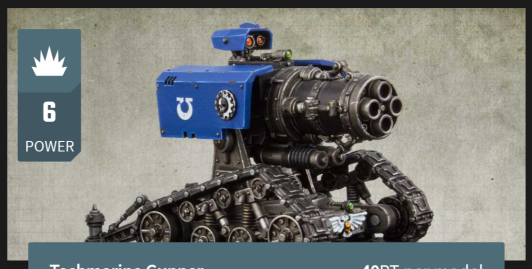
Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, TERMINATOR, CORE, TERMINATOR SQUAD

THUNDERFIRE CANNON



Techmarine Gunner									40PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	2+	4	4	4	3	8	2+

Thunderfire Cannon									80PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	2+	3	6	4	1	8	2+

UNIT OPTIONS

The Thunderfire Cannon is equipped with: thunderfire cannon. The Techmarine Gunner is equipped with: bolt pistol; flamer; plasma cutter; 2 servo-arms.

WEAPONS

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Flamer				0PT
RANGE	TYPE	S	AP	D
12"	Assault D6	4	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Plasma cutter				0PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Assault 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Assault 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Servo-arm				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time the bearer fights, no more than one attack can be made with each servo-arm.

Thunderfire cannon				0PT
RANGE	TYPE	S	AP	D
60"	Heavy 4D3	4	0	1

Blast. This weapon can target units that are not visible to the bearer.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Blessing of the Omnissiah

At the end of your Movement phase, this model can repair one friendly <Chapter> Vehicle model within 3" of it. That Vehicle model regains up to D3 lost wounds. Each model can only be repaired once per turn.

Codex: Space Marines Ability
Crewed Artillery

After this unit is set up on the battlefield for the first time, it is split into two units, one containing the Artillery model and the other the Gunner model. If at the end of any phase, the Gunner unit is not within 3" of its Artillery unit, that Artillery unit is destroyed.

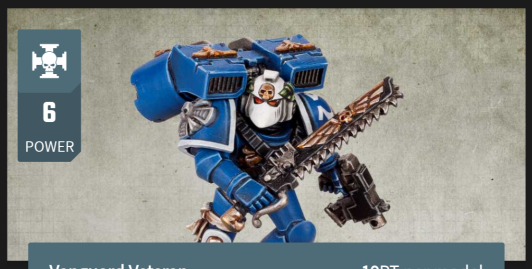
Codex: Space Marines Ability
Operated Artillery

While a Gunner unit is within 3" of its Artillery unit, enemy models cannot target that Gunner unit with ranged weapons.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS (KEYWORDS (THUNDERFIRE CANNON))
ARTILLERY, VEHICLE, THUNDERFIRE CANNON
KEYWORDS (KEYWORDS (TECHMARINE GUNNER))
INFANTRY, CHARACTER, GUNNER

VANGUARD VETERAN SQUAD



Vanguard Veteran									19PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	2	8	3+

Vanguard Veteran Sergeant									19PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	3	9	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 12. Every model is equipped with: bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPONS

Astartes chainsword				0PT
RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Bolt pistol 2 (original)				0PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Frag grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Grav-pistol				5PT
RANGE	TYPE	S	AP	D
12"	Pistol 1	5	-3	1

Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

Hand flamer 1				5PT
RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy thunder hammer				15PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	4

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Inferno pistol				5PT
RANGE	TYPE	S	AP	D
6"	Pistol 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.

Krak grenades				0PT
RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Lightning claw 1				3PT
RANGE	TYPE	S	AP	D
Melee	Melee	User	-2	1

Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

Plasma pistol 1				5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power axe				3PT
RANGE	TYPE	S	AP	D
Melee	Melee	+2	-2	1

Power fist 1				8PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power maul				3PT
RANGE	TYPE	S	AP	D
Melee	Melee	+3	-1	1

Power sword 1				3PT
RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Relic blade				10PT
RANGE	TYPE	S	AP	D
Melee	Melee	+3	-3	2

Thunder hammer				12PT
RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced one of the following: 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list; 1 storm shield (maximum 1 per model).
- Any number of models can each have their Astartes chainsword replaced with one of the following: 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list; 1 storm shield (maximum 1 per model).
- If this unit is from the Deathwatch Chapter, any number of its models can each have their bolt pistol and Astartes chainsword replaced with 1 heavy thunder hammer.
- The Vanguard Veteran Sergeant's Astartes chainsword can be replaced with one 1 relic blade.
- All of the models in the unit can be equipped with 1 jump pack each (Power Rating +1 if the unit contains 5 models, Power Rating +2 if the unit contains 6 or more models).

Jump pack	2PT

The bearer has a Move characteristic of 12" and gains the Jump Pack and Fly keywords.

Storm shield 3	4PT

The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

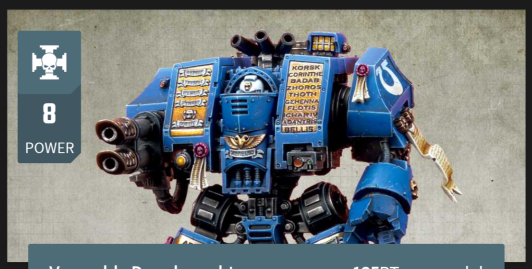
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
INFANTRY, MELTA BOMBS, CORE, VANGUARD VETERAN SQUAD

VENERABLE DREADNOUGHT



Venerable Dreadnought									135PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	2+	2+	6	7	8	4	8	3+

UNIT OPTIONS

A Venerable Dreadnought is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

WEAPONS

Assault cannon — 0PT

RANGE	TYPE	S	AP	D
24"	Heavy 6	6	-1	1

Dreadnought combat weapon — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	3

Fenrisian great axe — 10PT

Each time an attack is made with this weapon, select one of the profiles below to make that attack with.

Cleave

RANGE	TYPE	S	AP	D
Melee	Melee	+4	-3	D3+3

Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.

Scythe

RANGE	TYPE	S	AP	D
Melee	Melee	User	-3	1

Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

Great wolf claw — 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	+4	-2	3

Each time an attack is made with this weapon, you can re-roll the wound roll.

Heavy flamer — 5PT

RANGE	TYPE	S	AP	D
12"	Heavy D6	5	-1	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy plasma cannon — 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
36"	Heavy D3	7	-3	2

Blast.

Supercharge

RANGE	TYPE	S	AP	D
36"	Heavy D3	8	-3	3

Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.

Helfrost cannon — 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Dispersed

RANGE	TYPE	S	AP	D
36'	Heavy D3	6	-2	1

Blast.

Focussed

RANGE	TYPE	S	AP	D
36"	Heavy 1	8	-4	D3+3

Missile launcher — 0PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag missile

RANGE	TYPE	S	AP	D
48"	Heavy D6	4	0	1

Blast.

Krak missile

RANGE	TYPE	S	AP	D
48"	Heavy 1	8	-2	D6

Multi-melta — 5PT

RANGE	TYPE	S	AP	D
24"	Heavy 2	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.

Storm bolter 1 — 0PT

RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Twin lascannon — 20PT

RANGE	TYPE	S	AP	D
48"	Heavy 2	9	-3	D6

WARGEAR

WARGEAR OPTIONS

- This model's assault cannon can be replaced with 1 weapon from the Dreadnought Weapons list.
- This model's Dreadnought combat weapon and storm bolter can be replaced with one of the following: 1 missile launcher, 1 Dreadnought combat weapon and 1 heavy flamer.
- If this model is from the Space Wolves Chapter (or one of its successor Chapters), its Dreadnought combat weapon can be replaced with 1 great wolf claw.
- If this model is from the Space Wolves Chapter (or one of its successor Chapters), its assault cannon and Dreadnought combat weapon can be replaced with 1 Fenrisian great axe and 1 blizzard shield.

Blizzard shield — 15PT

The bearer has a 4+ invulnerable save.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Duty Eternal

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Codex: Space Marines Ability
Explodes

When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Codex: Space Marines Ability
Unyielding Ancient

Each time this model would lose a wound, roll one D6: on a 6, that wound is not lost.

KEYWORDS

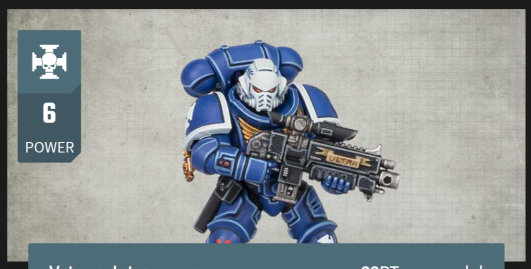
FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

DREADNOUGHT, SMOKESCREEN, CORE, VENERABLE DREADNOUGHT, VEHICLE

VETERAN INTERCESSOR SQUAD



Veteran Intercessor									22PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
4-9	6"	3+	3+	4	4	2	3	8	3+

Veteran Intercessor Sergeant									22PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	3+	3+	4	4	2	4	9	3+

UNIT OPTIONS

If this unit contains 6 or more models, it has Power Rating 12. Every model is equipped with: bolt pistol; bolt rifle; frag grenades; krak grenades.

WEAPONS

Astartes chainsword 0PT

RANGE	TYPE	S	AP	D
Melee	Melee	User	-1	1

Each time the bearer fights, it makes 1 additional attack with this weapon.

Astartes grenade launcher 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Frag grenade

RANGE	TYPE	S	AP	D
30"	Assault D6	3	0	1

Blast.

Krak grenade

RANGE	TYPE	S	AP	D
30"	Assault 1	6	-1	D3

Auto bolt rifle 0PT

RANGE	TYPE	S	AP	D
24"	Assault 3	4	0	1

Bolt pistol 2 (original) 0PT

RANGE	TYPE	S	AP	D
12"	Pistol 1	4	0	1

Bolt rifle 0PT

RANGE	TYPE	S	AP	D
30"	Rapid Fire 1	4	-1	1

Frag grenades 0PT

RANGE	TYPE	S	AP	D
6"	Grenade D6	3	0	1

Blast.

Hand flamer 1 5PT

RANGE	TYPE	S	AP	D
12"	Pistol D6	3	0	1

Each time an attack is made with this weapon, that attack automatically hits the target.

Heavy bolt pistol 0PT

RANGE	TYPE	S	AP	D
18"	Pistol 1	4	-1	1

Krak grenades 0PT

RANGE	TYPE	S	AP	D
6"	Grenade 1	6	-1	D3

Plasma pistol 1 5PT

Before selecting targets, select one of the profiles below to make attacks with.

Standard

RANGE	TYPE	S	AP	D
12"	Pistol 1	7	-3	1

Supercharge

RANGE	TYPE	S	AP	D
12"	Pistol 1	8	-3	2

If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

Power fist 1 10PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-3	2

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Power sword 1 5PT

RANGE	TYPE	S	AP	D
Melee	Melee	+1	-3	1

Stalker bolt rifle 0PT

RANGE	TYPE	S	AP	D
36"	Heavy 1	4	-2	2

Thunder hammer 20PT

RANGE	TYPE	S	AP	D
Melee	Melee	x2	-2	3

Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR

WARGEAR OPTIONS

- All of the models in the unit can have their bolt rifle replaced with 1 auto bolt rifle each.
- All of the models in the unit can have their bolt rifle replaced with 1 stalker bolt rifle each.
- All of the models in the unit can have their bolt pistol and bolt rifle replaced with 1 heavy bolt pistol and 1 Astartes chainsword each (maximum 1 Astartes chainsword per model).
- The Veteran Intercessor Sergeant's heavy bolt pistol can be replaced with 1 of the following: 1 hand flamer; 1 plasma pistol.
- If the Veteran Intercessor Sergeant is equipped with a heavy bolt pistol, a plasma pistol or a hand flamer, then its Astartes chainsword can be replaced with one of the following: 1 power fist; 1 power sword; 1 thunder hammer.
- If the Veteran Intercessor Sergeant is not equipped with an Astartes chainsword, a power sword, a power fist or a thunder hammer, its bolt rifle, auto bolt rifle or stalker bolt rifle can be replaced with one of the following: 1 hand flamer; 1 plasma pistol; 1 Astartes chainsword; 1 power sword.
- If the Veteran Intercessor Sergeant is not equipped with an Astartes chainsword or a power sword, it can be equipped with one of the following: 1 Astartes chainsword; 1 power fist; 1 power sword; 1 thunder hammer.
- For every 5 models in this unit, 1 model equipped with a bolt rifle, auto bolt rifle or stalker bolt rifle can be equipped with 1 Astartes grenade launcher.

ABILITIES

Codex: Space Marines Ability
Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability
Combat Squads

At the start of deployment, before any units have been set up, if this unit contains the maximum number of models that it can, then it can be split into two units containing as equal a number of models as possible. When splitting a unit using this ability, make a note of which models form each of the two new units.

Codex: Space Marines Ability
Wolf Guard

If this unit is from the Space Wolves Chapter (or one of its successor Chapters), it has the Wolf Guard keyword.

KEYWORDS

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

CORE, PRIMARIS, INTERCESSORS, VETERAN INTERCESSOR SQUAD, INFANTRY

VINDICATOR



Vindicator (6+ wounds remaining)									130PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	10	6+	3+	6	8	11	3	8	3+

Vindicator (3-5 wounds remaining)									130PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	5"	6+	4+	6	8	N/A	D3	8	3+

Vindicator (1-2 wounds remaining)									130PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	6	8	N/A	1	8	3+

UNIT OPTIONS

A Vindicator is equipped with: demolisher cannon.

WEAPONS

Demolisher cannon				0PT
RANGE	TYPE	S	AP	D
24"	Heavy D6	10	-3	D6
Blast.				

Hunter-killer missile				5PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6
The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.				

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

WARGEAR

WARGEAR OPTIONS
■ This model can be equipped with 1 Vindicator siege shield.
■ This model can be equipped with 1 hunter-killer missile.
■ This model can be equipped with 1 storm bolter.

Vindicator siege shield	10PT
Each time a ranged attack is allocated to the bearer, add 1 to any armour saving throw made against that attack.	

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

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.

KEYWORDS

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS
SMOKESCREEN, VEHICLE, VINDICATOR

WHIRLWIND



Whirlwind (6+ wounds remaining)									125PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	12"	6+	3+	6	7	11	3	8	3+

Whirlwind (3-5 wounds remaining)									125PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	6"	6+	4+	6	7	N/A	D3	8	3+

Whirlwind (1-2 wounds remaining)									125PT per model
No.	M	WS	BS	S	T	W	A	Ld	Sv
1	3"	6+	5+	6	7	N/A	1	8	3+

UNIT OPTIONS

A Whirlwind is equipped with: Whirlwind vengeance launcher

WEAPONS

Hunter-killer missile				5PT
RANGE	TYPE	S	AP	D
48"	Heavy 1	10	-2	D6

The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

Storm bolter 1				5PT
RANGE	TYPE	S	AP	D
24"	Rapid Fire 2	4	0	1

Whirlwind castellan launcher				0PT
RANGE	TYPE	S	AP	D
72"	Heavy 2D6	6	0	1

Blast. This weapon can target units that are not visible to the bearer.

Whirlwind vengeance launcher				10PT
RANGE	TYPE	S	AP	D
72"	Heavy 2D3	7	-1	2

Blast. This weapon can target units that are not visible to the bearer.

WARGEAR

WARGEAR OPTIONS

- This model's Whirlwind vengeance launcher can be replaced with 1 Whirlwind castellan launcher.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

Codex: Space Marines Ability

Angels of Death

(See Codex: Space Marines Detachment Abilities)

Codex: Space Marines Ability

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.

KEYWORDS

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

SMOKESCREEN, WHIRLWIND, VEHICLE