IMPERIUM - SPACE MARINES

CHAMPION OF THE CHAPTER [CRUCIBLE]

Leader | Cleave | Close-quarters | Combat Doctrines | Crucible | Deep Strike | Feel No Pain 6+ | Infiltrators | Stealth

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

70 PTS
Base —

1 KOMMANDO

Blessing of the Omnissiah
In your Command phase, you can select one friendly Adeptus Astartes Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Condemnatory Annihilation
Each time this model's unit has fought, if one or more enemy units were destroyed as a result of those attacks, each enemy unit within 6" of this model must take a Battle-Shock test.

Narthecium
While this model is leading a unit, in your Command phase, you can return 1 destroyed model (excluding Character models) to that unit.

2 BEWEGUNG

Death Companion
Infantry only. This model gains the Feel No Pain 6+ ability and unless it's unit is within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and its Objective Control characteristic is 0. Add the Death Company keyword, and change the list of units this model can be attached to: Death Company Marines, Death Company Marines with Bolt Rifles.

Death Companion with Jump Pack
Infantry only. Change this model's Move characteristic to 12", it gains the Deep Strike and Feel No Pain 6+ abilities, and unless it's unit is within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and its Objective Control characteristic is 0. Add the Death Company, Fly and Jump Pack keywords, and change the list of units this model can be attached to: Death Company Marines with Jump Packs.

Fenrisian Terminator Armour
Infantry only. Change this model's Move characteristic to 5", its Toughness characteristic to 5, its Save characteristic to 2+, and its Wounds characteristic to 5. Remove the Tacticus keyword, add the Terminator keyword, it has a 4+ invulnerable save, it gains the Deep Strike ability, and replace the list of units this model can be attached to: Wolf Guard Terminators.

Forlorn Hero
While this model is leading a unit, unless that unit starts the battle embarked within a Transport, models in that unit have the Scouts 6" ability.

Heavy Jump Pack and Mk X Gravis Armour
Infantry only. Change this model's Move characteristic to 10", its Toughness characteristic to 6 and its Wounds characteristic to 5. Remove the Tacticus keyword, add the Jump Pack, Fly and Gravis keywords, it gains the Deep Strike ability and replace the list of units this model can be attached to: Inceptor Squad.

Hero of the Golden Host
Champion of the Chapter only. Change this model's Move characteristic to 12", it gains the Deep Strike ability. Add the Fly and Jump Pack keywords, and change the list of units this model can be attached to: Sanguinary Guard.

Jump Pack
Infantry only. Change this model's Move characteristic to 12", add the Fly and Jump Pack keywords, it gains the Deep Strike ability and replace the list of units this model can be attached to: Assault Intercessors with Jump Packs, Vanguard Veteran Squad with Jump Packs.

Mk X Phobos Armour
Infantry only. This model gains the Infiltrators and Stealth abilities, remove the Tacticus keyword, add the Phobos keyword, and replace the list of units this model can be attached to: Eliminator Squad, Incursor Squad, Infiltrator Squad, Reiver Squad, Scout Squad.

Ravenwing Hunter
While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Remorseless Persecution
While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced.

Terminator Armor
Infantry only. Change this model's Move characteristic to 5", its Toughness characteristic to 5, its Save characteristic to 2+, and its Wounds characteristic to 5. Remove the Tacticus keyword, add the Terminator keyword, it has a 4+ invulnerable save, it gains the Deep Strike ability, and replace the list of units this model can be attached to: Terminator Assault Squad, Terminator Squad.

Venerable Death Companion
Dreadnought only. This model gains the Feel No Pain 6+ ability and unless it's unit is within 12" of one or more friendly Chaplain models, it cannot be selected to Fall Back and its Objective Control characteristic is 0. Add the Death Company keyword.

3 BESCHUSS

Absolvor bolt pistol — CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	3+	5	-2	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Angelus boltgun — PISTOL

R	A	BS	S	AP	D
12"	2	3+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Bolt pistol — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Boltstorm gauntlet — PISTOL

R	A	BS	S	AP	D
12"	3	2+	4	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Combi-weapon — ANTI-INFANTRY 4+ — DEVASTATING WOUNDS — RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Forge bolter

R	A	BS	S	AP	D
24"	3	2+	5	-1	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Grav pistol — ANTI-VEHICLE 2+ — PISTOL

R	A	BS	S	AP	D
12"	1	2+	4	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Hand flamer — CLOSE-QUARTERS — TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Heavy Bolt Pistol — CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	2+	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Helfrost pistol - dispersed — PISTOL — TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Helfrost pistol - focused — PISTOL

R	A	BS	S	AP	D
12"	1	2+	6	-3	3

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Inferno pistol — MELTA 2 — PISTOL

R	A	BS	S	AP	D
6"	1	3+	8	-4	D3

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Master-crafted bolt carbine — PRECISION

R	A	BS	S	AP	D
24"	1	2+	4	-2	2

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Master-crafted bolter — ASSAULT — RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	2+	5	-1	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Master-crafted heavy bolt rifle

R	A	BS	S	AP	D
30"	2	2+	5	-1	3

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Neo-volkite pistol — DEVASTATING WOUNDS — PISTOL

R	A	BS	S	AP	D
12"	1	2+	5	0	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Pyre pistol — IGNORES COVER — PISTOL — TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Pyreblaster — IGNORES COVER — TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	0	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Storm bolter — RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	2+	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Stormfrag auto-launcher — ASSAULT — BLAST

R	A	BS	S	AP	D
12"	D3	3+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Twin bolt rifle — ASSAULT — RAPID FIRE 2 — TWIN-LINKED

R	A	BS	S	AP	D
24"	2	2+	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

➤ Astartes grenade launcher - frag — BLAST

R	A	BS	S	AP	D
24"	D3	2+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

➤ Astartes grenade launcher - krak

R	A	BS	S	AP	D
24"	1	2+	9	-2	D3

VERWUNDET: 2+ T1–4 | 3+ T5–8 | 4+ T9 | 5+ T10–17 | 6+ T18+

➤ Plasma pistol - standard — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	7	-2	1

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

➤ Plasma pistol - supercharge — HAZARDOUS — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	8	-3	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

➤ Plasma talon - Standard — RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	2+	7	-2	1

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

➤ Plasma talon - Supercharged — HAZARDOUS — RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	2+	8	-3	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

➤ Smite - Focused Witchfire — DEVASTATING WOUNDS — HAZARDOUS — PSYCHIC

R	A	BS	S	AP	D
24"	D3+3	3+	6	-2	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

➤ Smite - Witchfire — PSYCHIC

R	A	BS	S	AP	D
24"	D6	3+	6	-1	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Exemplar Warrior
Once per turn, when this model's unit is selected to shoot or fight, it can use this ability. If it does, until the end of the phase, each time this model makes an attack, you can re-roll the Wound Roll.

Tortuous Revelation (Psychic)
In your Shooting phase, you can select one enemy unit within 18" of this model. That enemy unit must take a Battle-Shock test.

4 ANGRIFF

5 NAHKAMPF

Black Sword - strike — ANTI-CHARACTER 5+ — PRECISION

R	A	WS	S	AP	D
Melee	6	2+	8	-3	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Black Sword - sweep

R	A	WS	S	AP	D
Melee	10	2+	6	-2	1

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Close combat weapon

R	A	WS	S	AP	D
Melee	6	2+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Crozius arcanum — CLEAVE 1

R	A	WS	S	AP	D
Melee	5	2+	6	-1	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Encarmine blade

R	A	WS	S	AP	D
Melee	5	2+	6	-3	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Encarmine spear — LANCE

R	A	WS	S	AP	D
Melee	4	2+	6	-2	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Eviscerator — SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	5	2+	7	-2	2

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

Force weapon [Psychic] — PSYCHIC

R	A	WS	S	AP	D
Melee	4	3+	6	-2	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Great weapon of the Unforgiven — DEVASTATING WOUNDS — SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	6	2+	6	-2	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Master-crafted chainsword — SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	7	2+	4	-1	2

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Master-crafted power weapon

R	A	WS	S	AP	D
Melee	6	2+	5	-2	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Omnissian power axe

R	A	WS	S	AP	D
Melee	4	3+	6	-2	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Power fist

R	A	WS	S	AP	D
Melee	5	2+	8	-2	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Relic weapon — LETHAL HITS

R	A	WS	S	AP	D
Melee	6	2+	7	-2	2

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

Servo-arm — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	1	3+	8	-2	3

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Teeth and claws — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	3	4+	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Thunder hammer — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	5	2+	8	-2	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Twin lightning claws — TWIN-LINKED

R	A	WS	S	AP	D
Melee	6	2+	5	-2	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

➤ Calibanite greatsword - strike — LETHAL HITS

R	A	WS	S	AP	D
Melee	5	2+	6	-1	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

➤ Calibanite greatsword - sweep — SUSTAINED HITS 2

R	A	WS	S	AP	D
Melee	5	2+	6	-1	1

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Inspirational Exemplar
While this model is leading a unit, each time a model in that unit makes a melee attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Litany of Hate
Each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Vengeful Exhortation
While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play, the destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

◆ VERTEIDIGUNG

Adamantine Will
While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks

Armour of Faith
Once per phase, when an attack is allocated to this model, and the saving throw is failed, you can change the Damage characteristic of that attack to 0.

Invulnerable Save (5+)
This model has a 5+ invulnerable save.

Ravenwing Bike
Infantry only. Change this model's Move characteristic to 12", its Toughness characteristic to 5 and its Wounds characteristic to 5. Remove the Infantry and Tacticus keywords, add the Mounted keyword, and it has a 5+ invulnerable save, it is equipped with 1 plasma talon or 1 Astartes grenade launcher in addition to the weapons you choose in Step 4, and change the list of units this model can be attached to: Outrider Squad, Ravenwing Black Knights.

Storm Shield
This model has a 4+ Invulnerable save.

∞ IMMER / EINMALIG

Astartes Banner
Add 1 to the Objective Control characteristic of models in this unit.

Blood Chalice
While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

Curse of the Wulfen
Champion of the Chapter only. Change this model's Move characteristic to 9", change its Toughness characteristic to 6, and change its Save characteristic to 4+. Remove the Tacticus keyword, add the Wulfen keyword and replace the list of units this model can be attached to: Wulfen, Wulfen with Storm Shields.

Mk X Gravis Armour
Infantry only. Change this model's Move characteristic to 5", its Toughness characteristic to 6 and its Wounds characteristic to 5. Remove the Tacticus keyword, add the Gravis keyword and replace the list of units this model can be attached to: Gravis (excluding Fly).

Raider-pattern Bike
Infantry only. Change this model's Move characteristic to 12", its Toughness characteristic to 5 and its Wounds characteristic to 5. Remove the Infantry and Tacticus keywords, add the Mounted keyword, it is equipped with 1 twin bolt rifle in addition to the weapons you choose in the next step, and replace the list of units this model can be attached to: Outrider Squad.

Rites of Battle
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Tactical Precision
Weapons equipped by models in this unit have the [Lethal Hits] ability.

Thunderwolf Mount
Champion of the Chapter only. Change this model's Move characteristic to 12", its Toughness characteristic to 6, and its Wounds characteristic to 7. Remove the Infantry and Tacticus keywords and add the Mounted keyword. It is equipped with 1 teeth and claws in addition to the weapons you choose in Step 4, and replace the list of units this model can be attached to: Thunderwolf Cavalry.

Vehement Aggression
While this model is leading a unit, each time that unit is selected to fight, take a Leadership test for that unit: if passed, until the end of the phase, each time a model in that unit makes an attack, you can re-roll the Hit roll; if failed, until the end of the phase, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Venerable Librarian
Dreadnought only. Add the Psyker keyword, and you can choose one additional ranged weapon for your model to be equipped with, which must be a Psychic weapon.

Wolf Lord's Chosen
Infantry only. Change this model's Move characteristic to 7", and add the list of units this model can be attached to: Blood Claws, Grey Hunters, Wolf Guard Headtakers.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
3+	4+	5+	6+	–

Feel No Pain 6+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Cleave This ability always takes the form [CLEAVE X].
Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).
Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.
Crucible A Character created using Crucible rules has the Crucible ability.
Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo…
Feel No Pain 6+ This ability always takes the form Feel No Pain X+.
Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym…
Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.
Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).
ANTI This ability always takes the form [ANTI-X Y+].
ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…
DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…
EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.
HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to…
IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…
LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
MELTA This ability always takes the form [MELTA X].
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m…
PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol…
RAPID FIRE This ability always takes the form [RAPID FIRE X].
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].
TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Champion of the Chapter [Crucible]

Ausrüstung: Absolvor bolt pistol, Angelus boltgun, Bolt pistol, Boltstorm gauntlet, Combi-weapon, Forge bolter, Grav pistol, Hand flamer, Heavy Bolt Pistol, Helfrost pistol - dispersed, Helfrost pistol - focused, Inferno pistol, Master-crafted bolt carbine, Master-crafted bolter, Master-crafted heavy bolt rifle, Neo-volkite pistol, Pyre pistol, Pyreblaster, Storm bolter, Stormfrag auto-launcher, Twin bolt rifle, ➤ Astartes grenade launcher - frag, ➤ Astartes grenade launcher - krak, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged, ➤ Smite - Focused Witchfire, ➤ Smite - Witchfire, Black Sword - strike, Black Sword - sweep, Close combat weapon, Crozius arcanum, Encarmine blade, Encarmine spear, Eviscerator, Force weapon [Psychic], Great weapon of the Unforgiven, Master-crafted chainsword, Master-crafted power weapon, Omnissian power axe, Power fist, Relic weapon, Servo-arm, Teeth and claws, Thunder hammer, Twin lightning claws, ➤ Calibanite greatsword - strike, ➤ Calibanite greatsword - sweep

- This model can be equipped with 1x Warlord.
- This model can be equipped with 1x Twin bolt rifle.
- This model can be equipped with one of: Forge bolter, Master-crafted bolt carbine, Master-crafted heavy bolt rifle, Angelus boltgun, Pyreblaster, Stormfrag auto-launcher, Combi-weapon, Master-crafted bolter, Smite, Storm bolter.
- This model can be equipped with up to 2 of: Plasma talon, Astartes Grenade Launcher.
- This model can be equipped with up to 2 of: Grav pistol, Neo-volkite pistol, Pyre pistol, Helfrost pistol, Inferno Pistol, Absolvor bolt pistol, Bolt pistol, Hand flamer, Heavy Bolt Pistol, Plasma pistol, Boltstorm gauntlet.
- This model can be equipped with 1x Close combat weapon.
- This model can be equipped with 1x Crozius arcanum.
- This model can be equipped with 1x Force weapon.
- This model can be equipped with 1x Omnissian power axe.
- This model can be equipped with 1x Power fist.
- This model can be equipped with 1x Servo-arm.

Anführer
This model can be attached to the following units:
- Tacticus (Excluding Character and Fly)
- Tactical Squad