CODEX

IMPERIUM - SPACE MARINES

classic2

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FRAKTIONSREGELN

COMBAT DOCTRINES

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CONVERSION

Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

LIBRARIUS

Adeptus Astartes Psyker units with this ability have a psyker level of 1 of higher, specified in that unit's abilities. Each Psychic ability has a psychic level of 1 or higher, specified in that ability's name.

In a battle round, a friendly ADEPTUS ASTARTES PSYKER unit can use a number of psychic abilities whose total psychic level does not exceed that PSYKER unit's psyker level

TRANSHUMAN STRATEGIST

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

FRAKTIONSKRAM

▪

ABILITIES

▪

➤

ABILITIES

➤

SHOW ONLY UNITS SEARCH

ABILITIES

is:entry parent:catalogue child:cost[value:>0]

IMPERIUM - SPACE MARINES · DETACHMENTS

UEBERSICHT

Angelic Inheritors

Prescient Flash, Unto Death, Blazing Icon, Ordained Sacrifice

Assault Brethren

Imperium's Sword, Furious Assault (Upgrade)

Black Spear Task Force

Thief of Secrets, Osseus Key, The Tome of Ectoclades, Beacon Angelis

Blade of Ultramar

Armour of Antoninus, Oath of Macragge, Student of the Codex, Veteran of Behemoth

Ceramite Sentinels

Honour Indefatigable, Castellum Omnivox, Spy-skull Datalink, Defensive Mastery

Champions of Fenris

A Giant Amongst Giants, Preyslayer

Darkflight Pursuit

Thundercowl Turbines (Upgrade), Nightforged Battery (Upgrade)

Deathwatch Support

Beacon Angelis

Devastator Brethren

Honour of Vigilance, Master-Forged Firearms

Encarmine Speartip

Angelic Executioner, Shadow of Abomination

Fist of the God-Emperor

Oathbound Exemplar, Righteous Fervour (Upgrade)

Forgefather's Seekers

Adamantine Mantle, War-tempered Artifice, Forged in Battle, Immolator

Gauntlet Task Force

Linebreaker Onslaught, Damocles-Class Uplink

Gladius Task Force

Artificer Armour, Laurels of Triumph, Adept of the Codex, Standard of the Emperor Ascendant

Gravis Linebreaker Force

Indefatigable Fortitude, Relentless Advance

Gravis Siege Force

Immovable Conquerors (Upgrade), Narthecis Gauntlet

Inner Circle Task Force

Champion of the Deathwing, Singular Will

Ironclad Champions

Artificer Sarcophagus (Upgrade), Venerable Champion (Aura) (Upgrade)

Ironstorm Spearhead

Gunnery Honours (Upgrade), Redoubtable Machine Spirit (Upgrade)

Marshal's Household

Fervent Exemplars (Upgrade), Inheritors of Sigismund (Upgrade)

Medusa's Wrath

Adept of the Omnissiah, Master of the Machine War, Target Augury Web, The Flesh is Weak

Phobos Shadow Force

Execute and Redeploy, Venator Omni-auspex

Phobos Shock Force

Seal of Shrouding, Venator Omni-auspex

Saga of the Beastslayer

Wolf-Touched, Hunter's Guile

Saga of the Great Wolf

Grimnar's Mark, Howlmaw, Chariots of the Storm, Skjald's Foretelling

Shadowmark Talon

Blackwing Shroud, Coronal Susurrant, Umbral Raptor, Hunter's Instincts

Spearpoint Task Force

Spearpoint Paragon, Stormseer's Wisdom, Hunter's Eye, Chogorian Huntmaster (Upgrade)

Stormlance Task Force

Supercharged Engines (Upgrade), Auspex Triangulation Shrines (Upgrade)

Tactical Brethren

Laurels of Vigilance, Tactical Insight

Tacticus Attack Force

Martial Paragon, Spearpoint War Leader

Tacticus Firestorm Force

Cyber Familiar, Tempered in Battle (Aura)

Terminator Storm Force

Champion of the First Company, Corporeum Reliquary

Vow-Sworn Crusaders

Incendiary Animus, Consecrating Aura, Zealous Vanguard, Augury Servo-host

Wrath of the Doomed

Instinctive Interception, On the Archtraitor's Bridge

Wrath of the Rock

Deathwing Assault, Tempered in Battle (Aura), Lord of the Ravenwing, Ancient Weapons

IMPERIUM - SPACE MARINES · DETACHMENT

ANGELIC INHERITORS

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Prescient Flash — 20 pts

Adeptus Astartes model only. This unit has Scouts 6”.

Unto Death — 15 pts

Adeptus Astartes model only. (Once per battle, per army) In your Command phase you can use this ability. If you do, until the end of the turn this unit can:

- Re-roll advance rolls.
- Re-roll charge rolls.

Blazing Icon — 20 pts

Adeptus Astartes model only. Enemy units cannot target this unit with snap shooting attacks.

Ordained Sacrifice — 25 pts

Adeptus Astartes model only. (Once per battle, per army) At the end of a phase in which this model is destroyed, roll one D6:

- On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged, with 3 wounds remaining.

DETACHMENT-REGEL

Friendly Blood Angels Character units:

- Can re-roll hit rolls of 1.
- Can re-roll wound rolls of 1.

Restrictions: Your army can include Blood Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP — ANGELIC INHERITORS STRATAGEM · WAHAPEDIA — COMMAND

INSTANT OF GRACE

When: Your Command phase.
Target: One friendly Adeptus Astartes Infantry unit.
Effect: Your unit has CHARACTER until the start of your next Command phase.

1 CP — ANGELIC INHERITORS STRATAGEM · WAHAPEDIA — COMMAND

MEASURED STRATEGIST

When: Your Command phase.
Target: One friendly Adeptus Astartes Character unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP

ANGELIC INHERITORS STRATAGEM · WAHAPEDIA

SHOOTING

IN THE SHADOW OF GREAT WINGS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Character unit.
Target: That ADEPTUS ASTARTES CHARACTER unit.
Effect: Your unit has: Stealth. -3" detection range.

1 CP

ANGELIC INHERITORS STRATAGEM · WAHAPEDIA

SHOOTING

STRIKE NOW FOR GLORY

When: Your Shooting phase when a friendly Adeptus Astartes unit is selected to attack.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's ranged attacks have [SUSTAINED HITS 1].

1 CP

ANGELIC INHERITORS STRATAGEM · WAHAPEDIA

FIGHT

FOCUSED FURY

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks: Have [LETHAL HITS]. Or: If your unit is a Character unit, have [LETHAL HITS], [LANCE].

1 CP

ANGELIC INHERITORS STRATAGEM · WAHAPEDIA

FIGHT

UNTO THE BURNING SKIES

When: End of your opponent's Fight phase.
Target: One friendly The Sanguinor/unengaged Adeptus Astartes Jump Pack unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - SPACE MARINES · DETACHMENT

ASSAULT BRETHREN

1 DP · TAKE AND HOLD

ENHANCEMENTS

Imperium's Sword — **20 pts**

—

Furious Assault (Upgrade) — **10 pts**

Adeptus Astartes Infantry unit only. This unit's melee attacks have [Sustained Hits 1: non-Monster/Vehicle]

DETACHMENT-REGEL

You can select the assault doctrine one additional time per battle

STRATAGEMS

1 CP · ASSAULT BRETHREN STRATAGEM · WAHAPEDIA · SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP · ASSAULT BRETHREN STRATAGEM · WAHAPEDIA · FIGHT

DUTY IN DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if the assault doctrine is active for your unit: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP · ASSAULT BRETHREN STRATAGEM · WAHAPEDIA · FIGHT

GENE-WROUGHT MIGHT

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks have: [Lance]. Or: If the assault doctrine is active for your unit, [Lance] and +1 AP.

IMPERIUM - SPACE MARINES · DETACHMENT

BLACK SPEAR TASK FORCE

3 DP · PURGE THE FOE

ENHANCEMENTS

Thief of Secrets — **10 pts**

—

Osseus Key — **20 pts**

WATCH MASTER/TECHMARINE model only. While an enemy VEHICLE unit is within 6” of this model, that enemy unit’s attacks have -1 A.

The Tome of Ectoclades — **15 pts**

WATCH MASTER/CAPTAIN model only. (Once per battle, per army) In your Command phase, you can use this ability. If you do, the assault doctrine, devastator doctrine and tactical doctrine are active for this unit until the start of your next Command phase.

Beacon Angelis — **25 pts**

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

DETACHMENT-REGEL

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics: If the devastator doctrine is active for your unit, your unit’s attacks have [SUSTAINED HITS 1].

Malleus Tactics: If the tactical doctrine is active for your unit, your unit’s attacks have [LETHAL HITS].

Purgatus Tactics: If the assault doctrine is active for your unit, your unit’s attacks that target an enemy unit within 9" of this unit have [PRECISION].

RESTRICTIONS: Your army can include ADEPTUS ASTARTES DEATHWATCH units, but it cannot include any ADEPTUS ASTARTES units drawn from any other Chapter.

With the exception of Kill Team Cassius (see Legends: Agents of the Imperium), your army cannot include any AGENTS OF THE IMPERIUM DEATHWATCH units.

STRATAGEMS

1 CP — BLACK SPEAR TASK FORCE STRATAGEM · WAHAPEDIA — COMMAND

ADAPTIVE TACTICS

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — BLACK SPEAR TASK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP — BLACK SPEAR TASK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP — BLACK SPEAR TASK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP — BLACK SPEAR TASK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks: Have +6" R. Have +1 S.

1 CP — BLACK SPEAR TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

SITE-TO-SITE TELEPORTATION

When: End of your opponent's Fight phase.
Target: One friendly unengaged ADEPTUS ASTARTES INFANTRY unit.
Effect: Place your unit in strategic reserves. If your unit has Kill Team, your unit has Deep Strike until the end of your next Movement phase.

IMPERIUM - SPACE MARINES · DETACHMENT

BLADE OF ULTRAMAR

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Armour of Antoninus — 15 pts

Adeptus Astartes model only. This model has:

- 2+ Sv.
- Feel No Pain 5+.

Oath of Macragge — 20 pts

Adeptus Astartes model only. This model's melee attacks have:

- +1 S and AP.
- Or: If the assault doctrine is active for this unit, +2 S and AP.

Student of the Codex — 20 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine.

Veteran of Behemoth — 20 pts

Adeptus Astartes model only. This unit's ranged attacks have [Sustained Hits 1].

DETACHMENT-REGEL

If your army includes a Marneus Calgar unit, you can select the assault doctrine/devastator doctrine/tactical doctrine each one additional time per battle.

STRATAGEMS

1 CP — BLADE OF ULTRAMAR STRATAGEM · WAHAPEDIA — COMMAND

ULTRAMARIAN ADAPTIVITY

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — BLADE OF ULTRAMAR STRATAGEM · WAHAPEDIA — MOVEMENT

PRACTICAL TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — BLADE OF ULTRAMAR STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP — BLADE OF ULTRAMAR STRATAGEM · WAHAPEDIA — SHOOTING

EXEMPLARY VIGILANCE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP

BLADE OF ULTRAMAR STRATAGEM · WAHAPEDIA

SHOOTING

TACTICAL FORESIGHT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.

Target: That ADEPTUS ASTARTES unit.

Effect: Attacks that target your unit with a S greater than this unit's T have -1 to wound rolls.

1 CP

BLADE OF ULTRAMAR STRATAGEM · WAHAPEDIA

FIGHT

COURAGE AND HONOUR!

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.

Target: That ADEPTUS ASTARTES unit.

Effect: Your unit's melee attacks have [Lance].

IMPERIUM - SPACE MARINES · DETACHMENT

CERAMITE SENTINELS

2 DP · TAKE AND HOLD

ENHANCEMENTS

Honour Indefatigable — **10 pts**

Gravis model only. (Once per battle, per army) At the end of a phase in which this model is destroyed, roll one D6:

▪ On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged, with 3 wounds remaining.

Castellum Omnivox — **10 pts**

Adeptus Astartes unit only. When this unit makes a advance/fall-back move, that move does not prevent this unit from being eligible to start an action.

Spy-skull Datalink — **10 pts**

Adeptus Astartes unit only. This unit's ranged weapons have [IGNORES COVER].

Defensive Mastery — **10 pts**

Adeptus Astartes model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes Infantry units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

DETACHMENT-REGEL

▪ While a friendly Adeptus Astartes unit is within a terrain area, that unit's attacks can re-roll wound rolls of 1.

▪ Friendly Adeptus Astartes units are entrenched while all of the following apply:

▪ That unit is within a terrain area.

▪ That unit was not set up this turn.

▪ No model in that unit moved more than 3" this turn.

▪ Friendly Darnath Lysander/Tor Garadon units have the following ability:

Defensive Mastery: At the start of each phase, this unit is entrenched.

Darnath Lysander's/Tor Garadon's unit is always entrenched, regardless of the conditions listed above.

Restrictions: Your army can include Imperial Fists units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP · CERAMITE SENTINELS STRATAGEM · WAHAPEDIA · COMMAND

UNYIELDING MIGHT

When: Command phase.
Target: One friendly ADEPTUS ASTARTES unit that is within range of an objective.
Effect: Your unit has +1 OC until the end of the turn.

1 CP · CERAMITE SENTINELS STRATAGEM · WAHAPEDIA · SHOOTING

AUGMENTED TARGETING

When: Your Shooting phase or the Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to attack.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's attacks have: [LETHAL HITS]. Or: [SUSTAINED HITS 1]. Or: If your unit is entrenched, [LETHAL HITS] and [SUSTAINED HITS 1].

1 CP · CERAMITE SENTINELS STRATAGEM · WAHAPEDIA · SHOOTING

EVASIVE REPOSITIONING

When: Your opponent's Shooting phase, when an enemy unit has shot.
Target: One friendly unengaged Adeptus Astartes Infantry/ Mounted unit that lost a wound as a result of those attacks.
Effect: Your unit can make a normal move of up to D6". Or: If your unit is entrenched, your unit can make a normal move of up to D3+3". Your unit is not able to embark within a TRANSPORT until the end of the turn.

1 CP · CERAMITE SENTINELS STRATAGEM · WAHAPEDIA · SHOOTING

PRIORITY STRIKE

When: Your Shooting phase or the Fight phase, when a friendly Adeptus Astartes Infantry/Mounted unit is selected to attack.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit's attacks that target a MONSTER/VEHICLE unit, have +1 to wound rolls.

1 CP · CERAMITE SENTINELS STRATAGEM · WAHAPEDIA · SHOOTING

STAND TO THE END

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit (excluding MONSTER/VEHICLE units).
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls. Or: If your unit is entrenched, attacks that target your unit have -1 to wound rolls.

1 CP · CERAMITE SENTINELS STRATAGEM · WAHAPEDIA · FIGHT

ESTABLISH SUPREMACY

When: Fight phase, when a friendly entrenched ADEPTUS ASTARTES INFANTRY unit is selected to make a consolidation move.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: You can select the objective consolidation mode for that consolidation move, regardless of that consolidation move's Before Moving restrictions. Designer's Note: This means your unit can move out of engagement range with enemy units, provided it meets the conditions of the objective consolidation mode.

IMPERIUM - SPACE MARINES · DETACHMENT

CHAMPIONS OF FENRIS

1 DP · PRIORITY ASSETS

ENHANCEMENTS

A Giant Amongst Giants — **15 pts**

ADEPTUS ASTARTES INFANTRY model only.

- This model has +2 W.
- This model's melee attacks have +1 S

Preyslayer — **15 pts**

ADEPTUS ASTARTES INFANTRY model only. This unit can re-roll charge rolls

DETACHMENT-REGEL

Friendly Adeptus Astartes Character units have the following ability:

Countercharge: (Once per battle round, per unit) When you target this unit with the Heroic Intervention stratagem, that use is -1CP.

STRATAGEMS

1 CP — CHAMPIONS OF FENRIS STRATAGEM · WAHAPEDIA — COMMAND

BIRTH OF A SAGA

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit (excluding Monster/Vehicle units).
Effect: Until the start of your next Command phase, your unit has CHARACTER.

1 CP — CHAMPIONS OF FENRIS STRATAGEM · WAHAPEDIA — FIGHT

CHAMPION'S GUIDANCE

When: Fight phase, when a friendly Adeptus Astartes Character unit is selected to fight.
Target: That ADEPTUS ASTARTES CHARACTER unit.
Effect: Your unit's melee attacks can re-roll hit rolls of 1 and wound rolls of 1.

2 CP — CHAMPIONS OF FENRIS STRATAGEM · WAHAPEDIA — SHOOTING

HEROIC RESOLVE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly Adeptus Astartes Character unit.
Target: That ADEPTUS ASTARTES CHARACTER unit.
Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

IMPERIUM - SPACE MARINES · DETACHMENT

DARKFLIGHT PURSUIT

1 DP · RECONNAISSANCE

ENHANCEMENTS

Thundercowl Turbines (Upgrade) — **15 pts**

Ravenwing Fly/Mounted unit only. In your first Movement phase, this unit can make an ingress move.

Nightforged Battery (Upgrade) — **10 pts**

Landspeeder Vengeance unit only. This unit can re-roll:

- Rolls to determine the A of a weapon.
- Hazard rolls.

DETACHMENT-REGEL

Friendly Ravenwing Fly units' ranged attacks have [IGNORES COVER].

Restrictions: Your army can include Dark Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

Friendly Outrider squad units have Battleline.

STRATAGEMS

1 CP — DARKFLIGHT PURSUIT STRATAGEM · WAHAPEDIA — SHOOTING

SKYBORNE SURVEILLANCE

When: Your Shooting phase, when a friendly Ravenwing Fly unit has shot.
Target: That RAVENWING FLY unit.
Effect: Visible enemy units within 6" of your unit have +3" detection range.

1 CP — DARKFLIGHT PURSUIT STRATAGEM · WAHAPEDIA — SHOOTING

WE ARE VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Ravenwing Fly unit has shot.
Target: That RAVENWING FLY unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — DARKFLIGHT PURSUIT STRATAGEM · WAHAPEDIA — SHOOTING

WINGS OF SHADOW

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Ravenwing Fly/Mounted unit.
Target: That RAVENWING FLY/MOUNTED unit.
Effect: Your unit has Stealth.

IMPERIUM - SPACE MARINES · DETACHMENT

DEATHWATCH SUPPORT

1 DP · DISRUPTION

ENHANCEMENTS

Beacon Angelis — **25 pts**

ADEPTUS ASTARTES model only. If this unit is a Kill Team unit, this unit has:

- Deep Strike.
- When you target this unit with the Rapid Ingress Stratagem, that use is -1CP.

DETACHMENT-REGEL

Friendly KILL TEAM units with this ability have the following abilities:

Furor Tactics: If the devastator doctrine is active for your unit, your unit's attacks have [SUSTAINED HITS 1].

Malleus Tactics: If the tactical doctrine is active for your unit, your unit's attacks have [LETHAL HITS].

Purgatus Tactics: If the assault doctrine is active for your unit, your unit's attacks that target an enemy unit within 9" of this unit have [PRECISION].

DEATHWATCH ALLIES

You can include Deathwatch units in your army, even though they do not have the same Chapter faction keyword as other units in your army. The combined points value of such units cannot exceed 500 points.

When mustering your army, unless otherwise stated, you cannot select a Deathwatch model to be your Warlord. In addition Kill Team units can only contain enhancements taken from this detachment.

STRATAGEMS

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

DRAGONFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks: Can re-roll wound rolls of 1. Have [IGNORES COVER].

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

KRAKEN ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks have: Have +6" R. Have +1 S.

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — SHOOTING

HELLFIRE ROUNDS

When: Your Shooting phase when a KILL TEAM unit is selected to shoot.
Target: That KILL TEAM unit.
Effect: Your unit's ranged attacks (excluding [DEVASTATING WOUNDS] attacks) have [ANTI-non-VEHICLE 4+].

1 CP — DEATHWATCH SUPPORT STRATAGEM · WAHAPEDIA — FIGHT

BLACKSTAR EXTRACTION

When: End of your opponent's Fight phase.
Target: One friendly unengaged KILL TEAM unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - SPACE MARINES · DETACHMENT

DEVASTATOR BRETHREN

1 DP · PURGE THE FOE

ENHANCEMENTS

Honour of Vigilance — 20 pts

Adeptus Astartes model only.

- This unit's ranged attacks have [Lethal Hits]
- If the devastator doctrine is active for this unit, this unit can re-roll advance rolls.

Master-Forged Firearms — 15 pts

Adeptus Astartes Infantry/Mounted model only. This model's ranged attacks (excluding [Psychic] attacks) have +1A, S, AP and D.

DETACHMENT-REGEL

You can select the devastator doctrine one additional time per battle.

STRATAGEMS

1 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

STORM OF FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's ranged attacks have: [Ignores Cover]. Or: If the devastator doctrine is active for your unit, [Ignores Cover] and +1 AP.

2 CP — DEVASTATOR BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a model in a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.

IMPERIUM - SPACE MARINES · DETACHMENT

ENCARMINE SPEARTIP

1 DP · DISRUPTION

ENHANCEMENTS

Angelic Executioner — **20 pts**

Adeptus Astartes Jump Pack model only. When this unit is selected to fight, this unit's melee attacks have:

- [LETHAL HITS].
- Or: [SUSTAINED HITS 1].

Shadow of Abomination — **15 pts**

Adeptus Astartes Jump Pack model only. (once per battle, per army) When this unit is selected to fight you can use this ability. If you do, this model's melee attacks have +1 D.

DETACHMENT-REGEL

The tactical doctrine is active for Sanguinary Guard units in addition to any other combat doctrine.

Restrictions: Your army can include Blood Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP — ENCARMINE SPEARTIP STRATAGEM · WAHAPEDIA — MOVEMENT

INEXORABLE VALOUR

When: Your opponent's Movement phase, when an enemy unit that was engaged with a friendly Sanguinary Guard unit ends a fall-back move, if that SANGUINARY GUARD unit is unengaged.
Target: That SANGUINARY GUARD unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — ENCARMINE SPEARTIP STRATAGEM · WAHAPEDIA — CHARGE

JUDGEMENT OF THE GOLDEN HOST

When: Your Charge phase, when a friendly Sanguinary Guard unit form your army ends a charge move.
Target: That SANGUINARY GUARD unit.
Effect: Select one enemy unit engaged with your unit. Roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

1 CP — ENCARMINE SPEARTIP STRATAGEM · WAHAPEDIA — SHOOTING

BLINDING BLURS OF VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Sanguinary Guard unit.
Target: That SANGUINARY GUARD unit.
Effect: Your unit has: Stealth. -3" detection range.

IMPERIUM - SPACE MARINES · DETACHMENT

FIST OF THE GOD-EMPEROR

1 DP · TAKE AND HOLD

ENHANCEMENTS

Oathbound Exemplar — **10 pts**

Adeptus Astartes Infantry unit only. When this unit is selected to make an advance/fall-back move, that advance/fall-back move does not prevent this unit from being eligible to start an action.

Righteous Fervour (Upgrade) — **15 pts**

Crusader Squad only. This unit can re-roll Advance rolls.

DETACHMENT-REGEL

Each time a friendly Crusader Squad unit makes a surge move, instead of selecting a surge target, you can select the closest objective to that unit. When that unit makes that surge move, each model in that unit must end that surge move as close as possible to that objective instead.

Restrictions: Your army can include BLACK TEMPLARS units, but it cannot include any ADEPTUS ASTARTES units drawn from any other Chapter.

STRATAGEMS

1 CP — FIST OF THE GOD-EMPEROR STRATAGEM · WAHAPEDIA — COMMAND

DOCTRINAL FLEXIBILITY

When: Your Command phase.
Target: One friendly Crusader Squad unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — FIST OF THE GOD-EMPEROR STRATAGEM · WAHAPEDIA — FIGHT

AVOWED DESTRUCTION

When: The Fight phase, when a friendly CRUSADER SQUAD unit is selected to fight.
Target: That CRUSADER SQUAD unit.
Effect: Your unit's melee attacks: Have [LETHAL HITS]. Or: Have [SUSTAINED HITS 1].

1 CP — FIST OF THE GOD-EMPEROR STRATAGEM · WAHAPEDIA — SHOOTING

ANGELS DEFIANT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly CRUSADER SQUAD unit.
Target: That CRUSADER SQUAD unit.
Effect: Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

IMPERIUM - SPACE MARINES · DETACHMENT

FORGEFATHER'S SEEKERS

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Adamantine Mantle — **20 pts**

Adeptus Astartes model only. Attacks allocated to this model have -1D.

War-tempered Artifice — **25 pts**

Adeptus Astartes model only. This model's melee attacks have:

- +1S.
- +1D.

Forged in Battle — **25 pts**

Adeptus Astartes model only. This unit can ignore modifiers to:

- BS.
- WS.
- Hit rolls.

Immolator — **20 pts**

Adeptus Astartes model only. This unit's [TORRENT] weapons have +1A.

DETACHMENT-REGEL

- You can select the devastator doctrine one additional time per battle.
- Friendly Adeptus Astartes units' ranged attacks that target a unit within 12", have +1 S.

If your army includes a Vulkan He'stan unit, friendly Infernus Squad units have the following:

- When this unit is selected to make an advance/fall-back move, that advance/fall-back move does not prevent this unit from being eligible to start an action.
- When this unit starts an action, that action does not prevent this unit from being eligible to shoot.

Restrictions: Your army can include Salamanders units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP — FORGEFATHER'S SEEKERS STRATAGEM · WAHAPEDIA — COMMAND

WRATH AND RUIN

When: Your Command phase.
Target: One friendly Adeptus Astartes Infantry unit.
Effect: The assault doctrine or tactical doctrine is active for your unit, until the start of your next Command phase.

1 CP — FORGEFATHER'S SEEKERS STRATAGEM · WAHAPEDIA — SHOOTING

BURNING VENGEANCE

When: Your opponent's Shooting phase, when an enemy unit has shot a friendly Adeptus Astartes Transport unit.
Target: One friendly ADEPTUS ASTARTES unit embarked within that ADEPTUS ASTARTES TRANSPORT unit.
Effect: Your ADEPTUS ASTARTES unit can: Make a disembark move. Shoot using normal shooting, but when doing so your unit can only target that enemy unit.

1 CP — FORGEFATHER'S SEEKERS STRATAGEM · WAHAPEDIA — SHOOTING

CRUCIBLE OF BATTLE

When: Your Shooting phase or the Fight phase, when a friendly Adeptus Astartes infantry unit is selected to attack an enemy unit within 6".
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit's attacks can: Re-roll hit rolls of 1. Re-roll wound rolls of 1.

1 CP — FORGEFATHER'S SEEKERS STRATAGEM · WAHAPEDIA — SHOOTING

FORGED IN FIRE

When: Your Shooting phase, when a friendly engaged ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's Torrent weapons: Do not have [Blast]. Have [Close-Quarters]. Have +1 A.

1 CP — FORGEFATHER'S SEEKERS STRATAGEM · WAHAPEDIA — SHOOTING

IMMOLATION PROTOCOLS

When: Your Shooting phase, when a friendly Adeptus Astartes infantry unit is selected to attack.
Target: That ADEPTUS ASTARTES INFANTRY.
Effect: Your unit's ranged [TORRENT] attacks have +1 AP.

1 CP — FORGEFATHER'S SEEKERS STRATAGEM · WAHAPEDIA — CHARGE

BLAZING EARTH

When: Start of your opponent's Charge phase.
Target: One friendly unengaged ADEPTUS ASTARTES unit equipped with one or more Torrent/Melta weapons.
Effect: Select one visible enemy unit within 12" of your unit. That enemy unit has -1 to charge rolls.

IMPERIUM - SPACE MARINES · DETACHMENT

GAUNTLET TASK FORCE

1 DP · RECONNAISSANCE

ENHANCEMENTS

Linebreaker Onslaught — 20 pts

Adeptus Astartes Infantry model only. If this unit disembarked this turn:

- This unit can re-roll charge rolls
- Enemy units cannot target this unit with snap shooting attacks.

Damocles-Class Uplink — 15 pts

Captain model only. In your Movement phase, if this unit is embarked within a Transport unit, you can select one friendly Adeptus Astartes Infantry unit within 6" of that Transport unit and select one combat doctrine. That combat doctrine is active for that Infantry unit.

DETACHMENT-REGEL

In your Shooting phase, when a friendly Adeptus Astartes Transport unit has shot, you can select one enemy unit hit by those attacks. That enemy unit is assailed until the end of the turn.

- While a unit is assailed, when an Adeptus Astartes unit that disembarked this turn targets that unit, those attacks have [Sustained Hits 1]

STRATAGEMS

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

STORM AND SECURE

When: End of your Movement phase.
Target: One friendly Adeptus Astartes Transport unit that has an Adeptus Astartes Battleline unit embarked within it.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

DUTY IS NEVER DONE

When: End of the Fight phase.
Target: One friendly unengaged Adeptus Astartes Infantry unit that was eligible to fight this phase, is wholly within 6" of a friendly Transport unit, and is eligible to embark within that TRANSPORT unit.
Effect: Your unit embarks within that TRANSPORT unit.

1 CP — GAUNTLET TASK FORCE STRATAGEM · WAHAPEDIA — ANY

AGGRESSIVE DISEMBARKATION

When: Any phase, when a friendly ADEPTUS ASTARTES unit embarked within a Transport is selected to move.
Target: That ADEPTUS ASTARTES unit.
Effect: While making that move, each model in your unit can be set up within the set-up distance of that TRANSPORT. This allows you to set up your unit within the set-up distance of your TRANSPORT, instead of wholly within that distance.

IMPERIUM - SPACE MARINES · DETACHMENT

GLADIUS TASK FORCE

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Artificer Armour — 15 pts

Adeptus Astartes model only. This model has:

- 2+ Sv
- Feel No Pain 5+

Laurels of Triumph — 20 pts

Adeptus Astartes model only. This model's melee attacks have:

- +1S and AP
- Or: if the assault doctrine is active for this unit, +2S and AP

Adept of the Codex — 20 pts

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

Standard of the Emperor Ascendant — 25 pts

Ancient Model only. This model has:

- +1OC and Ld
- Feel No Pain 5+
- The following ability:

Ancient Exhortation (Once per battle, per army). When this unit is selected to fight, you can use this ability. If you do, this unit's melee attacks have +1A until the end of the phase.

DETACHMENT-REGEL

You can select one Combat Doctrine one additional time per battle.

STRATAGEMS

1 CP — GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA — COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

RESPONSIVE TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of up to D6".

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA SHOOTING

STORM OF DEVASTATION

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA FIGHT

A WORTHY DEATH

When: Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP GLADIUS TASK FORCE STRATAGEM · WAHAPEDIA FIGHT

MIGHT OF ANGELS

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks have [Lance].

IMPERIUM - SPACE MARINES · DETACHMENT

GRAVIS LINEBREAKER FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Indefatigable Fortitude — **20 pts**

Gravis model only. Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Relentless Advance — **20 pts**

Gravis model only. This unit has Scouts 5"

DETACHMENT-REGEL

In a turn a friendly Gravis unit made a normal move, that unit's ranged attacks:

- Do not have [Heavy]
- Have +1 to hit rolls

STRATAGEMS

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.
Target: That GRAVIS unit.
Effect: Your unit's attacks have [Lethal Hits].

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — SHOOTING

PURGATION PUSH

When: Your Shooting phase, when a friendly Gravis unit has shot.
Target: That GRAVIS unit.
Effect: If your unit is unengaged, your unit can make a normal move of up to 5", and must end that move within range of an objective. Your unit is not eligible to declare a charge or embark within a Transport until the end of the turn.

1 CP — GRAVIS LINEBREAKER FORCE STRATAGEM · WAHAPEDIA — CHARGE

ARMOURED IMPACT

When: Your Charge phase, when a friendly Gravis unit ends a charge move.
Target: That GRAVIS unit.
Effect: When your unit ends a charge move, you can select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound.

IMPERIUM - SPACE MARINES · DETACHMENT

GRAVIS SIEGE FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Immovable Conquerors (Upgrade) — **15 pts**

Gravis unit only. This unit has +1 OC

Narthecis Gauntlet — **20 pts**

Apothecary Biologis model only. In your Command phase, this unit heals D3+1 wounds.

DETACHMENT-REGEL

While a friendly Gravis unit is within range of an objective, attacks that target that unit with a S greater than that unit's T have -1 to wound rolls

STRATAGEMS

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

STAND UNYIELDING

When: End of your Movement phase.
Target: One friendly Gravis unit.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — SHOOTING

ANNIHILATING FORCE

When: Your Shooting phase or the Fight phase, when a friendly Gravis unit is selected to attack.
Target: That GRAVIS unit.
Effect: Your unit's attacks have [Lethal Hits].

1 CP — GRAVIS SIEGE FORCE STRATAGEM · WAHAPEDIA — SHOOTING

SUPPRESSION VOLLEYS

When: Your Shooting phase, when a friendly Gravis unit has shot.
Target: That GRAVIS unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

IMPERIUM - SPACE MARINES · DETACHMENT

INNER CIRCLE TASK FORCE

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Champion of the Deathwing — **20 pts**

Deathwing model only. This unit's attacks that target an enemy unit within range of your vowed objective have [SUSTAINED HITS 1].

Singular Will — **20 pts**

Deathwing model only. When this unit is selected to make a consolidation move, this unit can move up to D3+3".

DETACHMENT-REGEL

In your Command phase, you can use this ability. If you do, select one objective. That objective is your vowed objective until your next Command phase.

▪ Friendly Deathwing Infantry unit's attacks that target an enemy unit within range of your vowed objective have +1 to wound rolls.

Restrictions: Your army can include Dark Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP — INNER CIRCLE TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

RELIC TELEPORTARIUM

When: Your Movement phase, when a friendly Deathwing unit with the Deep Strike ability is selected to make an ingress move.
Target: That DEATHWING unit.
Effect: Your unit can be set up more than 6" horizontally from all enemy units (instead of more than 8"). Your unit is not eligible to declare a charge until the end of this turn.

1 CP — INNER CIRCLE TASK FORCE STRATAGEM · WAHAPEDIA — CHARGE

WRATH OF THE LION

When: Your Charge phase, when a friendly Deathwing unit ends a charge move.
Target: That DEATHWING unit.
Effect: Select one enemy unit engaged with your unit. If you do, roll one D6 for each model in your unit engaged with that enemy unit: For each 3+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP — INNER CIRCLE TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

DUTY UNTO DEATH

When: Fight phase, when an enemy unit targets a friendly Deathwing unit.
Target: That DEATHWING unit.
Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if your unit is engaged with an enemy unit within range of your vowed objective: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

IMPERIUM - SPACE MARINES · DETACHMENT

IRONCLAD CHAMPIONS

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Artificer Sarcophagus (Upgrade) — **40 pts**

Dreadnought unit only. Attacks that target this unit have -1D

Venerable Champion (Aura) (Upgrade) — **30 pts**

Dreadnought unit only. While a friendly Adeptus Astartes Infantry/Mounted unit is within 6" of this unit, that unit's attacks can re-roll hit rolls of 1

DETACHMENT-REGEL

Friendly Adeptus Astartes Dreadnought units can re-roll hit rolls of 1

STRATAGEMS

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — SHOOTING

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase, when a friendly Dreadnought unit is selected to attack.
Target: That DREADNOUGHT unit.
Effect: Your unit's attacks have: [lethal hits]. Or: [Sustained Hits 1].

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — CHARGE

UPSTOPPABLE ADVANCE

When: Your Movement/Charge phase, when a friendly Dreadnought unit is selected to move or declares a charge.
Target: That DREADNOUGHT unit.
Effect: Your unit has Mobile.

1 CP — IRONCLAD CHAMPIONS STRATAGEM · WAHAPEDIA — FIGHT

ADAMANTINE TERROR

When: Start of the Fight phase.
Target: One friendly Dreadnought unit.
Effect: Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.

IMPERIUM - SPACE MARINES · DETACHMENT

IRONSTORM SPEARHEAD

1 DP · PURGE THE FOE

ENHANCEMENTS

Gunnery Honours (Upgrade) — 15 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units). This unit's ranged attacks have [Heavy]

Redoubtable Machine Spirit (Upgrade) — 25 pts

Adeptus Astartes Vehicle unit only (excluding Dedicated Transport/Fly/Walker units) This unit:

- Has a 5+ InvSv
- At the end of your Command phase, heals 1 wound

DETACHMENT-REGEL

Friendly Adeptus Astartes Vehicle units' (excluding Walker units) ranged attacks can:

- Re-roll one hit roll
- Re-roll one wound roll

STRATAGEMS

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — COMMAND

MIGHT OF THE MACHINE SPIRIT

When: Your Command phase.
Target: One friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units).
Effect: Until the start of your next Command phase, your unit can ignore modifiers to your unit's: M. BS. Hit rolls and wound rolls.

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — SHOOTING

HEADHUNTER DOCTRINE

When: Your Shooting phase, when a friendly Adeptus Astartes Vehicle unit (excluding Dedicated Transport/Fly/Walker units) is selected to shoot.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit's ranged attacks have [Lethal Hits: Monster/ Vehicle].

1 CP — IRONSTORM SPEARHEAD STRATAGEM · WAHAPEDIA — ANY

LAYERED CERAMITE

When: Any phase, when a friendly Adeptus Astartes Vehicle unit suffers a mortal wound.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit has Feel No Pain 5+ against mortal wounds.

IMPERIUM - SPACE MARINES · DETACHMENT

MARSHAL'S HOUSEHOLD

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Fervent Exemplars (Upgrade) — **10 pts**

SWORD BRETHREN SQUAD unit only. This unit has +1 to charge rolls

Inheritors of Sigismund (Upgrade) — **15 pts**

SWORD BRETHREN SQUAD unit only. This unit has Fights First

DETACHMENT-REGEL

In the Fight phase, if a friendly Sword Brethren Squad unit is within range of an objective, that unit's melee attacks have +1A

Restrictions: Your army can include BLACK TEMPLARS units, but it cannot include any ADEPTUS ASTARTES units drawn from any other Chapter.

STRATAGEMS

1 CP — MARSHAL'S HOUSEHOLD STRATAGEM · WAHAPEDIA — MOVEMENT

UNSPARING EXECUTION

When: Your opponent's Movement phase, when a unit is selected to make a fall-back move, if that unit is engaged with a friendly Sword Brethren Squad unit.
Target: That SWORD BRETHREN SQUAD unit.
Effect: When an enemy unit engaged with your unit is selected to make a fall-back move , that enemy unit must use the desperate escape mode, with -1 to those hazard rolls if that enemy unit is battle-shocked.

1 CP — MARSHAL'S HOUSEHOLD STRATAGEM · WAHAPEDIA — CHARGE

BLADE OF DETESTATION

When: Your Charge phase, when a friendly Sword Brethren Squad unit ends a charge move.
Target: That SWORD BRETHREN SQUAD.
Effect: Select one enemy unit engaged with your unit. Roll one D6 for each model in your unit engaged with that enemy unit: For each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP — MARSHAL'S HOUSEHOLD STRATAGEM · WAHAPEDIA — FIGHT

SLAYERS OF ABOMINATIONS

When: Fight phase, when a friendly Sword Brethren Squad unit is selected to fight.
Target: That SWORD BRETHREN SQUAD unit.
Effect: Your unit's melee attacks that target a MONSTER/ VEHICLE unit have +2 S.

IMPERIUM - SPACE MARINES · DETACHMENT

MEDUSA'S WRATH

2 DP · PURGE THE FOE

ENHANCEMENTS

Adept of the Omnissiah — **25 pts**

TECHMARINE model only. (Once per battle round, per army) When an enemy unit targets a friendly ADEPTUS ASTARTES VEHICLE unit within 6” of this unit, you can use this ability. If you do, that VEHICLE unit has Feel No Pain 5+ until that enemy unit has attacked.

Master of the Machine War — **25 pts**

ADEPTUS ASTARTES model only. In your Movement phase, you can select one visible friendly ADEPTUS ASTARTES VEHICLE unit within 6” of this model and then select the devastator doctrine or tactical doctrine. That doctrine is active for that VEHICLE unit until the start of your next Command phase.

Target Augury Web — **30 pts**

TECHMARINE model only. In your movement phase, at the start or end of this unit’s move, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this unit. That VEHICLE model’s attacks have [LETHAL HITS] until the start of your next Command phase

The Flesh is Weak — **15 pts**

ADEPTUS ASTARTES model only. This model:

- Has +1 T.
- Has Feel No Pain 5+.

DETACHMENT-REGEL

Each time a friendly ADEPTUS ASTARTES unit is selected to shoot or selected to fight apply one of the following when resolving those attacks:

- If that unit is within 6" of a friendly Cannok Var/Iron Father Feirros unit you can:
- Re-roll one hit roll.
- Re-roll one wound roll.
- Re-roll one damage roll.
- Otherwise you can:
- Re-roll one hit roll.
- Or: Re-roll one wound roll.
- Or: Re-roll one damage roll.

STRATAGEMS

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — COMMAND

ANCIENT FURY

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES DREADNOUGHT unit.
Effect: Until the start of your next Command phase, your unit has: +1" M. +1 T. +1 Ld. +1 OC. +1 to hit rolls.

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — COMMAND

UNBOWED CONVICTION

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit that is below starting strength.
Effect: Until the start of your next Command phase, your unit can ignore modifiers to your unit's: BS and WS. Hit rolls and Wound rolls.

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — SHOOTING

METHODICAL BRUTALITY

When: Your Shooting phase or the Fight phase when a friendly ADEPTUS ASTARTES unit is selected to attack.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's attacks have [SUSTAINED HITS 1]. SECONDARY EFFECT: If your unit is a VEHICLE unit, have +1 to wound rolls.

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — SHOOTING

POWER OF THE MACHINE SPIRIT

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Adeptus Astartes Vehicle unit has shot.
Target: That ADEPTUS ASTARTES VEHICLE unit.
Effect: Your unit shoots using: Snap shooting. Or: If your unit is at half-strength/below half-strength, normal shooting. While doing so your unit can only target that enemy unit.

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — ANY

SPIRITS OF IRON

When: Any phase, when a friendly ADEPTUS ASTARTES unit suffers a mortal wound.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit has Feel no pain 5+ against mortal wounds.

1 CP — MEDUSA'S WRATH STRATAGEM · WAHAPEDIA — ANY

VENGEFUL ANIMUS

When: Any phase, when a friendly ADEPTUS ASTARTES VEHICLE unit is destroyed, before rolling for deadly demise.
Target: That friendly ADEPTUS ASTARTES VEHICLE unit.
Effect: Change any deadly demise rolls made for this unit to an unmodified 6.

IMPERIUM - SPACE MARINES · DETACHMENT

PHOBOS SHADOW FORCE

1 DP · DISRUPTION

ENHANCEMENTS

Execute and Redeploy — **25 pts**

Phobos model only. In your shooting phase, after this unit has shot, if this unit is unengaged, this unit can make a normal move of up to 6". If it does, this unit is not eligible to declare a charge until the end of the turn.

Venator Omni-auspex — **15 pts**

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1 and 2.

DETACHMENT-REGEL

When a Phobos or Scout Squad unit has shot:

▪ Those attacks do not prevent that unit from being hidden

▪ Or: That unit can make a normal move of up to D6". That unit is not eligible to declare a charge until the end of the turn.

STRATAGEMS

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

MORTIS SNARES

When: End of your Movement phase.
Target: One friendly unengaged Phobos/Scout Squad unit.
Effect: If your unit is controlling an objective, that objective is snared. While an objective is snared, when an enemy unit ends a move within range of that objective, roll one D6: On a 2+, that enemy unit suffers D6 mortal wounds. That objective is no longer snared.

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.
Target: That PHOBOS unit.
Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — FIGHT

TACTICAL WITHDRAWAL

When: End of your opponent's Fight phase.
Target: One friendly unengaged Phobos/Scout SQUAD unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - SPACE MARINES · DETACHMENT

PHOBOS SHOCK FORCE

1 DP · DISRUPTION

ENHANCEMENTS

Seal of Shrouding — 15 pts

Phobos model only. Enemy units cannot target this unit with snap shooting attacks.

Venator Omni-auspex — 15 pts

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1-2.

DETACHMENT-REGEL

At the end of your Movement phase, if a friendly Phobos unit is hidden, that unit's attacks can re-roll wound rolls of 1 until the end of the turn.

STRATAGEMS

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

TRANSHUMAN REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Phobos unit.
Target: That PHOBOS unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

STRIKE FROM THE SHADOWS

When: Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.
Target: That PHOBOS unit.
Effect: Your unit's attacks have: +1 S. [Lethal Hits].

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

UMBRAL EVASION

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Phobos unit.
Target: That PHOBOS unit.
Effect: Ranged attacks that target your unit have -1 to hit rolls.

IMPERIUM - SPACE MARINES · DETACHMENT

SAGA OF THE BEASTSLAYER

1 DP · PURGE THE FOE

ENHANCEMENTS

Wolf-Touched — **15 pts**

Adeptus Astartes model only. This unit has:

- Wulfen.
- +2”M.

Hunter's Guile — **20 pts**

Adeptus Astartes model only. When both players have deployed their armies, you can redeploy up to three friendly Blood Claws/Thunderwolf Cavalry/Wulfen units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

DETACHMENT-REGEL

Attacks made by friendly Blood Claws/Thunderwolf Cavalry/Wulfen units have [Lethal Hits: Character/Monster/Vehicle].

STRATAGEMS

1 CP — SAGA OF THE BEASTSLAYER STRATAGEM · WAHAPEDIA — SHOOTING

IMPETUOSITY

When: Your opponent’s Shooting phase, when an enemy unit that targeted a friendly unengaged Blood Claws/Thunderwolf Cavalry/Wulfen unit has shot.
Target: That BLOOD CLAWS/THUNDERWOLF CAVALRY/WULFEN unit.
Effect: Your unit can make a surge move of up to D6".

1 CP — SAGA OF THE BEASTSLAYER STRATAGEM · WAHAPEDIA — FIGHT

CO-ORDINATED STRIKE

When: End of your opponent’s Fight phase.
Target: One unengaged Blood Claws/Thunderwolf Cavalry/Wulfen unit that is within 9" of one or more battlefield edges.
Effect: Place your unit in strategic reserves.

1 CP — SAGA OF THE BEASTSLAYER STRATAGEM · WAHAPEDIA — FIGHT

UNBRIDLED FEROICITY

When: Fight phase, when a friendly Blood Claws/Thunderwolf Cavalry/Wulfen unit is selected to fight.
Target: That BLOOD CLAWS/THUNDERWOLF CAVALRY/WULFEN unit.
Effect: Your unit’s melee attacks have [LANCE].

IMPERIUM - SPACE MARINES · DETACHMENT

SAGA OF THE GREAT WOLF

2 DP · TAKE AND HOLD

ENHANCEMENTS

Grimnar's Mark — **15 pts**

Adeptus Astartes Terminator Captain model only. (Once per battle round, per army) You can target this unit with the Rapid Ingress/Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1CP.
- That use does not prevent any uses of that stratagem on other units this phase.

Howlmaw — **15 pts**

Wolf Priest model only. (Once per turn, per unit) At the start of the fight phase, you can select one enemy unit within 6” of this model. That unit makes a battle-shock roll with -1 to that battle-shock roll.

Chariots of the Storm — **25 pts**

Adeptus Astartes model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Skjald's Foretelling — **20 pts**

Wolf Guard Battle Leader model only. This unit’s melee attacks have [Lance].

DETACHMENT-REGEL

Friendly ADEPTUS ASTARTES units (excluding MONSTER/VEHICLES units) with this ability have the following abilities:

Encircling Jaws: If the assault doctrine is active for your unit, your unit has +1 to advance rolls and charge rolls.

Hunter’s Eye: If the devastator doctrine is active for your unit, your unit’s ranged attacks can re-roll hit rolls of 1.

Ferocious Strike: If the tactical doctrine is active for your unit, your unit’s attacks that target an enemy unit with 9” have [Sustained Hits 1].

Friendly Logan Grimnar units have the following ability:

Howling Onslaught: (Once per battle, per army) In your command phase, you can use this ability. If you do, friendly Adeptus Astartes Monster/Vehicle units benefit from the Master of Wolves rule until the start of your next command phase.

Restrictions: Your army can include Space Wolves units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — COMMAND

GRIMNAR'S COMMAND

When: Your Command phase.
Target: One friendly ADEPTUS ASTARTES unit (excluding Monster/Vehicle units).
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — SHOOTING

BATTLE INSTINCTS

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Adeptus Astartes Infantry/ Mounted unit has shot.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — SHOOTING

EYE OF THE PACK

When: Your Shooting phase, or the Fight phase, when a friendly Adeptus Astartes Infantry unit is selected to attack.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit's attacks can re-roll wound rolls of 1 and 2.

1 CP — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — CHARGE

FENRISIAN FEROCITY

When: Your Movement/Charge phase, when a friendly Adeptus Astartes Mounted/Walker unit is selected to move or declares a charge.
Target: That ADEPTUS ASTARTES MOUNTED/WALKER unit.
Effect: Your unit has Mobile.

1 CP — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — FIGHT

FANGS OF THE PACK

When: Fight phase, when a friendly Adeptus Astartes Infantry/ Mounted unit is selected to fight.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit's melee attacks have [Precision].

1 CP — SAGA OF THE GREAT WOLF STRATAGEM · WAHAPEDIA — ANY

WOLF TOTEMS

When: Any phase, when a friendly Adeptus Astartes Infantry/ Mounted unit suffers a mortal wound.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit has Feel No Pain 5+ against mortal wounds.

IMPERIUM - SPACE MARINES · DETACHMENT

SHADOWMARK TALON

2 DP · DISRUPTION

ENHANCEMENTS

Blackwing Shroud — 25 pts

Adeptus Astartes Infantry model only. This unit has Infiltrators.

Coronal Susurrant — 30 pts

Phobos model only. Each enemy unit (excluding Monster/Vehicle units) engaged with this unit cannot be targeted by controlling player stratagems.

Umbral Raptor — 15 pts

Adeptus Astartes infantry model only. This model has:

- Fights First.
- Lone Operative.

Hunter's Instincts — 25 pts

Adeptus Astartes model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT-REGEL

Friendly Adeptus Astartes units have Stealth.

Friendly Phobos/Scout Squad units have -3" detection range.

Friendly Aethon Shaan units have the following ability:

Unparalleled Tactician: (Once per battle round, per army) When you use the Into Darkness stratagem, that use is -1CP..

STRATAGEMS

1 CP — SHADOWMARK TALON STRATAGEM · WAHAPEDIA — COMMAND

FEINT AND THRUST

When: Your Command phase.
Target: One friendly Adeptus Astartes Infantry unit.
Effect: The tactical doctrine is active for your unit in addition to any other combat doctrine, until the start of your next Command phase.

1 CP — SHADOWMARK TALON STRATAGEM · WAHAPEDIA — MOVEMENT

RAPTORIAL VIGILANCE

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry unit.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If your unit is a Phobos/Scout Squad unit, up to 6".

1 CP

SHADOWMARK TALON STRATAGEM · WAHAPEDIA

SHOOTING

MURDEROUS FUSILLADE

When: Your Shooting phase, when a friendly Adeptus Astartes Infantry unit that made an ingress move this turn is selected to shoot.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit's ranged attacks have: +1 BS. +1 AP.

1 CP

SHADOWMARK TALON STRATAGEM · WAHAPEDIA

SHOOTING

SUPPRESSED WEAPONS

When: Your Shooting phase, when a friendly Adeptus Astartes Infantry unit has shot.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Those attacks do not prevent your unit from being hidden.

1 CP

SHADOWMARK TALON STRATAGEM · WAHAPEDIA

FIGHT

INTO DARKNESS

When: End of your opponent's Fight phase.
Target: One unengaged Adeptus Astartes Infantry unit.
Effect: Place your unit in strategic reserves.

1 CP

SHADOWMARK TALON STRATAGEM · WAHAPEDIA

FIGHT

LAY LOW THE TYRANTS

When: Fight phase, when a friendly Adeptus Astartes Infantry unit is selected to fight.
Target: That ADEPTUS ASTARTES INFANTRY.
Effect: Your unit's melee attacks have [Precision].

IMPERIUM - SPACE MARINES · DETACHMENT

SPEARPOINT TASK FORCE

2 DP · RECONNAISSANCE

ENHANCEMENTS

Spearpoint Paragon — **25 pts**

Adeptus Astartes model only. This model's melee attacks have:

- +1 S and AP.
- Or: If this unit made a charge move this turn, +2 S and AP.

Stormseer's Wisdom — **15 pts**

Adeptus Astartes model only. This unit can re-roll advance rolls.

Hunter's Eye — **25 pts**

Adeptus Astartes model only. This unit's ranged attacks:

- Have [IGNORES COVER].
- Have [SUSTAINED HITS 1].

Chogorian Huntmaster (Upgrade) — **20 pts**

Adeptus Astartes Mounted/Speeder unit only. When this unit is selected to make an ingress move, treat the current battle round number as being one higher than it actually is.

DETACHMENT-REGEL

- You can select the assault doctrine or tactical doctrine one additional time per battle.
- Friendly Adeptus Astartes Mounted/Speeder units have +1 to advance rolls.
- Friendly Suboden Khan units have the following ability:

Wrath of the First Khan: At the end of the Fight phase, if this unit was eligible to fight this phase, you can use this ability. If you do:

- If this unit is unengaged, this unit can make a normal move.
- Or: If this unit is engaged, this unit can make a fall-back move.

Restrictions: Your army can include White Scars units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

HUNTER'S INSTINCTS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted/Speeder unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED/SPEEDER unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

MOBILE LETHALITY

When: Your Movement phase, when a friendly ADEPTUS ASTARTES unit is selected to make an advance/fall-back move.
Target: That ADEPTUS ASTARTES unit.
Effect: That fall-back move does not prevent your unit from being eligible to shoot. Your unit's ranged attacks have [ASSAULT].

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

EVASIVE MANOEUVERS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Ranged attacks that target your unit have -1 to wound rolls.

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — CHARGE

FLAWLESS RIDERS

When: Your Movement/Charge phase, when a friendly Adeptus Astartes mounted unit is selected to move or declares a charge.
Target: That ADEPTUS ASTARTES MOUNTED unit.
Effect: Your unit has Mobile.

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

SPEAR THRUST AND SABRE SWING

When: Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to fight.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit's melee attacks: Have [LETHAL HITS]. Or: Have [LANCE]. Or: If your unit has Mounted, have [LETHAL HITS] and [LANCE].

1 CP — SPEARPOINT TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

WITHDRAW AND REGROUP

When: End of your opponent's Fight phase.
Target: One friendly unengaged Adeptus Astartes Mounted/Speeder unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - SPACE MARINES · DETACHMENT

STORMLANCE TASK FORCE

1 DP · RECONNAISSANCE

ENHANCEMENTS

Supercharged Engines (Upgrade) — 10 pts

Adeptus Astartes Mounted unit only. This unit can re-roll advance rolls.

Auspex Triangulation Shrines (Upgrade) — 10 pts

Adeptus Astartes Speeder unit only. At the start of your Shooting phase, select one visible enemy unit within 12" of this unit. That enemy is spotted.

- While a unit is spotted, that unit has +3" detection range

DETACHMENT-REGEL

Friendly Adeptus Astartes Mounted/Speeder units have +2"M

STRATAGEMS

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

SUDDEN ONSLAUGHT

When: Your Movement phase, when a friendly Adeptus Astartes Mounted/Speeder unit is selected to make an advance move.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Your unit can change its advance rolls to a 6.

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — FIGHT

WIND-SWIFT EVASION

When: End of the Fight phase.
Target: One friendly Adeptus Astartes Mounted unit that was eligible to fight this phase.
Effect: If your unit is unengaged, your unit can make a normal move. Or: If your unit is engaged, your unit can make a fall-back move.

1 CP — STORMLANCE TASK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

HURTLING TARGETS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Adeptus Astartes Mounted/Speeder unit.
Target: That ADEPTUS ASTARTES MOUNTED/SPEEDER unit.
Effect: Ranged attacks that target your unit have -1 to hit rolls.

IMPERIUM - SPACE MARINES · DETACHMENT

TACTICAL BRETHREN

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Laurels of Vigilance — **10 pts**

Adeptus Astartes model only. (Once per battle round per army) When you use the Fire Overwatch/Heroic Intervention stratagem, if you target a friendly Adeptus Astartes Battleline unit within 12" of this model with that stratagem, that use is -1CP

Tactical Insight — **15 pts**

Captain model only. The tactical doctrine is active for this unit in addition to any other combat doctrine

DETACHMENT-REGEL

You can select the Tactical Doctrine one additional time.

STRATAGEMS

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — MOVEMENT

MASTERFUL TACTICS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Adeptus Astartes Infantry/Mounted unit.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

DOMINATION FIRE

When: Your Shooting phase, when a friendly ADEPTUS ASTARTES unit has shot.
Target: That ADEPTUS ASTARTES unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit is suppressed until the start of your next turn: While a unit is suppressed, that unit's attacks have -1 to hit rolls.

1 CP — TACTICAL BRETHREN STRATAGEM · WAHAPEDIA — SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly ADEPTUS ASTARTES unit.
Target: That ADEPTUS ASTARTES unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.

IMPERIUM - SPACE MARINES · DETACHMENT

TACTICUS ATTACK FORCE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Martial Paragon — 10 pts

Tacticus model only. This unit's attacks can:

- Re-roll one hit roll
- Re-roll one wound roll.

Spearpoint War Leader — 15 pts

Tacticus model only. This unit has Scouts 6"

DETACHMENT-REGEL

Friendly Tacticus units can re-roll advance rolls.

STRATAGEMS

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.
Target: That TACTICUS unit.
Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — FIGHT

TRANSHUMAN SWIFTNESS

When: Fight phase, when an enemy unit has fought.
Target: One friendly Tacticus unit that is within range of an objective and is eligible to fight.
Effect: Your unit has Fights First and must be the next unit you select to fight.

1 CP — TACTICUS ATTACK FORCE STRATAGEM · WAHAPEDIA — FIGHT

TACTICAL FOCUS

When: Fight phase, when a friendly Tacticus unit is selected to make a consolidation move.
Target: That TACTICUS unit.
Effect: When making that consolidation move, your unit can move up to D3+3".

IMPERIUM - SPACE MARINES · DETACHMENT

TACTICUS FIRESTORM FORCE

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Cyber Familiar — 15 pts

Tacticus model only. When both players have deployed their armies, you can redeploy up to three friendly Adeptus Astartes units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Tempered in Battle (Aura) — 10 pts

Tacticus model only. Friendly Adeptus Astartes units within 6" of this model can re-roll leadership rolls.

DETACHMENT-REGEL

Friendly Tacticus units [Rapid Fire] attacks benefit from [Rapid Fire] when targeting units up to that attack's maximum range.

STRATAGEMS

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — COMMAND

FOR THE EMPEROR!

When: Command phase.
Target: One friendly Tacticus unit that is within range of an objective.
Effect: Your unit has +1 OC until the end of the turn.

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

POINT-BLANK BRUTALITY

When: Your Shooting phase, when a friendly engaged Tacticus unit is selected to shoot.
Target: That TACTICUS unit.
Effect: Your unit's ranged attacks (excluding [Blast] attacks) have: [Close-Quarters]. [Ignores Cover].

1 CP — TACTICUS FIRESTORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

RELENTLESS ASSAULT

When: Your Shooting phase or the Fight phase, when a friendly Tacticus unit is selected to attack.
Target: That TACTICUS unit.
Effect: Your unit's attacks have: [Sustained Hits 1: non-Monster/Vehicle]. Or: [Lethal Hits: Monster/Vehicle].

IMPERIUM - SPACE MARINES · DETACHMENT

TERMINATOR STORM FORCE

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Champion of the First Company — **20 pts**

Adeptus Astartes Terminator model only. This unit's melee attacks have [Lethal Hits]

Corporeum Reliquary — **25 pts**

Adeptus Astartes Terminator model only. In your first Movement phase, this unit can make an ingress move.

DETACHMENT-REGEL

Friendly Adeptus Astartes Terminator units have +1 to charge rolls

STRATAGEMS

1 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

MERCILESS VETERANS

When: Your Shooting phase, when a friendly adeptus astartes Terminator unit is selected to shoot.
Target: That ADEPTUS ASTARTES TERMINATOR unit.
Effect: Your unit's ranged attacks have: [Lethal Hits]. [Sustained Hits 1].

2 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — SHOOTING

TACTICAL DREADNOUGHT FORTITUDE

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly adeptus astartes Terminator unit.
Target: That ADEPTUS ASTARTES TERMINATOR unit.
Effect: Attacks that target your unit have -1 D until that enemy unit has attacked.

1 CP — TERMINATOR STORM FORCE STRATAGEM · WAHAPEDIA — FIGHT

GUNSHIP EXTRACTION

When: End of your opponent's Fight phase.
Target: One friendly unengaged adeptus astartes terminator unit.
Effect: Place your unit in strategic reserves.

IMPERIUM - SPACE MARINES · DETACHMENT

VOW-SWORN CRUSADERS

2 DP · PURGE THE FOE

ENHANCEMENTS

Incendiary Animus — **25 pts**

Chaplain/Judiciar model only. This unit's melee attacks have +1S

Consecrating Aura — **20 pts**

Adeptus Astartes model only. This unit has 5+ InSv

Zealous Vanguard — **25 pts**

Adeptus Astartes model only. This unit has Scouts 6"

Augury Servo-host — **20 pts**

Adeptus Astartes model only. In your shooting phase, you can select one visible enemy unit within 18" of this unit. That enemy unit cannot have the benefit of cover.

DETACHMENT-REGEL

At the start of the first battle round, you can select on Vow listed below. That Vow is active for friendly Adeptus Astartes units until the end of the battle.

Abhor the Witch, Destroy the Witch: This unit's melee attacks that target a Psyker unit:

- Have [Precision]
- Have [Lance]

Accept Any Challenge, No Matter the Odds: Friendly melee attacks that target a unit with a T greater than this unit's S have the +1 to wound rolls.

Uphold the Honour of the Emperor: Friendly Infantry units have:

- At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.
- When this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to start and action.

STRATAGEMS

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — MOVEMENT

HERESY BEGETS RETRIBUTION

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly Adeptus Astartes Infantry unit.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit can make a surge move of up to D6".

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — SHOOTING

SPOOR OF THE UNHOLY

When: Your Shooting phase or the Fight phase, when a friendly ADEPTUS ASTARTES unit is selected to attack.
Target: That ADEPTUS ASTARTES unit.
Effect: Your unit can ignore modifiers to your unit's: BS and WS. Hit rolls.

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — CHARGE

DREAD CRUSADERS

When: Your opponent's Charge phase, when an enemy unit selects charge targets.
Target: One Adeptus Astartes Infantry unit that was selected as a charge target by that enemy unit this phase.
Effect: That enemy unit must make a battle-shock roll, with -1 to that battle-shock roll.

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — FIGHT

DEVOUT PUSH

When: Fight phase, when a friendly Adeptus Astartes Infantry unit is selected to make a pile-in/consolidation move.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: When making that pile-in/consolidation move, your unit can move up to D3+3".

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — FIGHT

FOR THE EMPEROR'S HONOUR!

When: The Fight phase, when a friendly Adeptus Astartes Infantry unit is selected to fight.
Target: That ADEPTUS ASTARTES INFANTRY unit.
Effect: Your unit's melee attacks have [PRECISION].

1 CP — VOW-SWORN CRUSADERS STRATAGEM · WAHAPEDIA — FIGHT

PIOUS ENMITY

When: Fight phase, when a friendly Chaplain/Judiciar unit is selected to fight.
Target: That CHAPLIN/JUDICIAR unit.
Effect: Your unit's melee attacks can re-roll hit rolls of 1. Or: Your unit's melee attacks that target a MONSTER/VEHICLE unit can re-roll hit rolls of 1 and wound rolls of 1.

IMPERIUM - SPACE MARINES · DETACHMENT

WRATH OF THE DOOMED

1 DP · PURGE THE FOE

ENHANCEMENTS

Instinctive Interception — **10 pts**

Death Company model only. When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.

On the Archtraitor's Bridge — **20 pts**

Death Company model only. This model's melee attacks have +2 A.

DETACHMENT-REGEL

Friendly DEATH COMPANY units have the following:

- At the start of each phase, the assault doctrine is active for this unit.

- The devastator/tactical doctrine cannot be active for this unit.

This means that, regardless of any other rules, Death Company units can never have an active doctrine other than the assault doctrine.

Restrictions: Your army can include Blood Angels units, but it cannot include any Adeptus Astartes units drawn from any other Chapter.

STRATAGEMS

1 CP — WRATH OF THE DOOMED STRATAGEM · WAHAPEDIA — SHOOTING

RAGE-FUELLED RESPONSE

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged Death Company unit has shot.
Target: That DEATH COMPANY unit.
Effect: Your unit can make a surge move of up to D6".

1 CP — WRATH OF THE DOOMED STRATAGEM · WAHAPEDIA — CHARGE

NO BARRIER TO RETRIBUTION

When: Your Movement or your Charge phase, when a friendly Death Company Dreadnought unit is selected to make a normal/advance/charge move.
Target: That DEATH COMPANY DREADNOUGHT unit.
Effect: Your unit has Mobile.

1 CP — WRATH OF THE DOOMED STRATAGEM · WAHAPEDIA — ANY

DEATH BEGETS VENGEANCE

When: Any phase, when a friendly Death Company unit is destroyed by an enemy unit.
Target: That enemy unit.
Effect: That enemy unit is hated until the end of the battle: While a unit is hated, friendly DEATH COMPANY units' attacks that target that unit have +1 to wound rolls.

IMPERIUM - SPACE MARINES · DETACHMENT

WRATH OF THE ROCK

2 DP · TAKE AND HOLD

ENHANCEMENTS

Deathwing Assault — 15 pts

Deathwing model with the Deep Strike ability only. In your first Movement phase, this unit can make an ingress move.

Tempered in Battle (Aura) — 10 pts

Adeptus Astartes model only. Friendly Adeptus Astartes units within 6” of this model can re-roll leadership rolls.

Lord of the Ravenwing — 15 pts

Ravenwing model only. This unit can re-roll charge rolls.

Ancient Weapons — 20 pts

Adeptus Astartes model only. This model’s melee attacks:

- Have +2 S.

- Have +1 AP

DETACHMENT-REGEL

Each time an attack targets an Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

STRATAGEMS

1 CP — WRATH OF THE ROCK STRATAGEM · WAHAPEDIA — COMMAND

LION'S WILL

When: Command phase.
Target: One friendly ADEPTUS ASTARTES unit that is within range of an objective.
Effect: Your unit has +1 OC until the end of the turn.

1 CP — WRATH OF THE ROCK STRATAGEM · WAHAPEDIA — COMMAND

TACTICAL MASTERY

When: Your Command phase.
Target: One friendly Deathwing/Ravenwing unit.
Effect: Select one combat doctrine. That combat doctrine is active for your unit until the start of your next Command phase.

1 CP — WRATH OF THE ROCK STRATAGEM · WAHAPEDIA — SHOOTING

RELICS OF THE DARK AGE

When: Your Shooting phase, when a friendly Adeptus Astartes Infantry/Mounted unit is selected to shoot.
Target: That ADEPTUS ASTARTES INFANTRY/MOUNTED unit.
Effect: Your unit’s ranged attacks have +2 S.

1 CP — WRATH OF THE ROCK STRATAGEM · WAHAPEDIA — CHARGE

KNIGHTS OF IRON

When: Your Movement/Charge phase, when a friendly Ravenwing unit is selected to move or declares a charge.
Target: That RAVENWING unit.
Effect: Your unit has Mobile.

1 CP

WRATH OF THE ROCK STRATAGEM · WAHAPEDIA

FIGHT

INESCAPABLE JUSTICE

When: The Fight phase, when a friendly Adeptus Astartes unit is selected to fight.

Target: That Adeptus Astartes unit.

Effect: Your unit's melee attacks have [Precision].

1 CP

WRATH OF THE ROCK STRATAGEM · WAHAPEDIA

ANY

IN SACRIFICE, VICTORY

When: Any phase, when a friendly Deathwing/Ravenwing unit within range of an objective is destroyed.

Target: That DEATHWING/RAVENWING unit. You can target that unit with this stratagem even though it is destroyed.

Effect: Select one objective: That no enemy units (excluding AIRCRAFT units) are within range of. That your unit was controlling at the end of the previous phase. That objective is secured.

AGGRESSOR SQUAD

90–180 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Auto Boltstorm Gauntlets CLOSE-QUARTERS TWIN-LINKED	18"	3	3+	5	-1	1
Fragstorm grenade launcher BLAST 1	18"	3	3+	4	-1	1
➤ Flamestorm Gauntlets BLAST 2 TORRENT TWIN-LINKED	12"	3	-	4	-1	1
➤ Flamestorm Gauntlets - Close-quarters CLOSE-QUARTERS TORRENT TWIN-LINKED	12"	3	-	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Twin power fist TWIN-LINKED	Melee	3	3+	8	-2	2

ABILITIES

Close-quarters Firepower
This unit's attacks that target an enemy unit within 9" of this unit have +1S

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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

2-5x Aggressors oder Aggressor Sergeant (40mm)

Equipped with: Auto Boltstorm Gauntlets, Fragstorm grenade launcher, ➤ Flamestorm Gauntlets, ➤ Flamestorm Gauntlets - Close-quarters, Twin power fist

Wargear Options:
- Each Aggressors can replace its Flamestorm Gauntlets with Auto Boltstorm Gauntlets & Fragstorm Grenade Launcher.
- Each Aggressor Sergeant can replace its Flamestorm Gauntlets with Auto Boltstorm Gauntlets & Fragstorm Grenade Launcher.

KEYWORDS: Infantry, Imperium, Gravis, Aggressor Squad
FACTION KEYWORDS: Adeptus Astartes

AGGRESSOR SQUAD

90–180 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Imperium, Gravis, Aggressor Squad
FACTION KEYWORDS: Adeptus Astartes

ANCIENT

40 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
➤ Bolt Rifle - Focused Fire **HEAVY** **RAPID FIRE 1**	24"	1	3+	6	-1	2
➤ Bolt Rifle - Saturation **ASSAULT** **RAPID FIRE 1**	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	4	3+	5	0	1
Power weapon	Melee	5	3+	5	-2	1

ABILITIES

CORE - Support

Honour of the Company
This unit has +1 OC.

Raise the Banner
At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

Leader
This model can be attached to the following units: **ASSAULT** INTERCESSOR SQUAD, CRUSADER SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD, VANGUARD VETERAN SQUAD

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

1x Ancient (40mm)

Equipped with: Bolt pistol, ➤ Bolt Rifle - Focused Fire, ➤ Bolt Rifle - Saturation, Ceramite Fists, Power weapon

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Power weapon with Bolt Rifle.

KEYWORDS: Infantry, Character, Imperium, Tacticus, Ancient, Support, Explosives
FACTION KEYWORDS: Adeptus Astartes

ANCIENT

40 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Support

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Imperium, Tacticus, Ancient, Support, Explosives
FACTION KEYWORDS: Adeptus Astartes

ANCIENT IN TERMINATOR ARMOUR

75 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	5	3+	5	-2	2

ABILITIES

CORE - Support

Never Shall the Standard Fall
While this unit is within range of an objective, attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Raise the Banner
At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

Leader
This model can be attached to the following units: DEATHWATCH TERMINATOR SQUAD, DEATHWING KNIGHTS, DEATHWING TERMINATOR SQUAD, TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD, WOLF GUARD TERMINATORS

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Ancient in Terminator Armour (40mm)

Equipped with: Storm bolter, Master-crafted power weapon

KEYWORDS: Character, Infantry, Imperium, Terminator, Ancient, Support
FACTION KEYWORDS: Adeptus Astartes

ANCIENT IN TERMINATOR ARMOUR

75 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	6+	2

INVULNERABLE SAVE 4+

CORE RULES

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Support
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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Terminator, Ancient, Support
FACTION KEYWORDS: Adeptus Astartes

ANCIENT ON BIKE [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	5	3+	5	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	3

ABILITIES

CORE - Leader

Raise the Banner
At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

Unbreakable Duty
While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the Feel No Pain 4+ ability.

Leader
This model can be attached to the following units: BIKE SQUAD, COMPANY VETERANS ON BIKES, OUTRIDER SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Ancient on Bike [Legends]

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Storm bolter, Twin boltgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Power fist, Power weapon, Thunder Hammer

Wargear Options:
- This model can replace its Power fist with Thunder Hammer, Bolt pistol, Boltgun, Power weapon, Combi-weapon, Storm bolter, Grav-pistol or Plasma pistol.

KEYWORDS: Character, Mounted, Grenades, Imperium, Ancient
FACTION KEYWORDS: Adeptus Astartes

ANCIENT ON BIKE [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Character, Mounted, Grenades, Imperium, Ancient
FACTION KEYWORDS: Adeptus Astartes

ANCIENT ON BIKE [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Mounted, Grenades, Imperium, Ancient
FACTION KEYWORDS: Adeptus Astartes

APOTHECARY

45 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Reductor Pistol EXTRA ATTACKS	3"	1	3+	5	-4	2
Servo-armature	Melee	4	3+	5	0	1

ABILITIES

CORE - Support

Narthecium
In your Command phase, this unit heals D3+1 wounds.

Leader
This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD

WEAPON ABILITIES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Apothecary (40mm)

Equipped with: Absolvor bolt pistol, Reductor Pistol, Servo-armature

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Imperium, Tacticus, Infantry, Apothecary, Support
FACTION KEYWORDS: Adeptus Astartes

APOTHECARY

45 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Support

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Imperium, Tacticus, Infantry, Apothecary, Support
FACTION KEYWORDS: Adeptus Astartes

APOTHECARY BIOLOGIS

60 PTS

M	T	Sv	W	LD	OC
5"	6	3+	5	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Servo-armature	Melee	4	3+	5	0	1

ABILITIES

CORE - Support

Vivispectral Analysis Targeting
This unit's attacks have [LETHAL HITS: non-VEHICLE].

Leader
This model can be attached to the following units:

AGGRESSOR SQUAD, ERADICATOR SQUAD WITH HEAVY BOLTERS, ERADICATOR SQUAD WITH MELTA RIFLES, HEAVY INTERCESSOR SQUAD, INDOMITOR KILL TEAM

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Support
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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

AUFSTELLUNG

1x Apothecary Biologis (40mm)

Equipped with: Absolvor bolt pistol, Servo-armature

KEYWORDS: Character, Infantry, Imperium, Gravis, Apothecary, Apothecary Biologis
FACTION KEYWORDS: Adeptus Astartes

APOTHECARY ON BIKE [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	5	3+	5	-1	1

ABILITIES

CORE - Leader

Gene Seed Recovery
When this model's Bodyguard unit is destroyed, roll one D6: on a 2+, you gain 1CP.

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

Leader
This model can be attached to the following units: BIKE SQUAD, COMPANY VETERANS ON BIKES, OUTRIDER SQUAD

WEAPON ABILITIES

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Apothecary on Bike [Legends]

Equipped with: Bolt pistol, Twin boltgun, Chainsword

KEYWORDS: Character, Mounted, Grenades, Imperium, Apothecary
FACTION KEYWORDS: Adeptus Astartes

APOTHECARY ON BIKE [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Mounted, Grenades, Imperium, Apothecary
FACTION KEYWORDS: Adeptus Astartes

ASSAULT INTERCESSOR SQUAD

85–170 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer CLOSE-QUARTERS **TORRENT**	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge **HAZARDOUS** CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer **DEVASTATING WOUNDS**	Melee	3	4+	8	-2	3

ABILITIES

Targeted Intercession
If this unit made a charge move this turn, this unit's melee attacks have +1 S and AP.

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

AUFSTELLUNG

5-10x Assault Intercessor Sergeant oder Assault Intercessors (32mm)

Equipped with: Hand flamer, Heavy Bolt Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Power fist, Power weapon, Thunder Hammer

Wargear Options:
- Each Assault Intercessor Sergeant can replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.
- Each Assault Intercessor Sergeant can replace its Chainsword with Power weapon, Power fist or Thunder Hammer.

KEYWORDS: Infantry, Battleline, Imperium, Assault Intercessor Squad, Tacticus, Explosives
FACTION KEYWORDS: Adeptus Astartes

ASSAULT INTERCESSOR SQUAD

85–170 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Battleline, Imperium, Assault Intercessor Squad, Tacticus, Explosives
FACTION KEYWORDS: Adeptus Astartes

ASSAULT INTERCESSORS WITH JUMP PACKS

95–190 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer CLOSE-QUARTERS **TORRENT**	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge **HAZARDOUS** CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

Hammer of Wrath
When this unit ends a charge move, you can select one enemy unit engaged with this unit. For each model in this unit engaged with that enemy unit, roll one D6: On a 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

5-10x Assault Intercessor Sergeant with Jump Pack oder Assault Intercessors with Jump Pack oder Assault Intercessors with Jump Pack w/ Plasma Pistol (32mm)

Equipped with: Hand flamer, Heavy Bolt Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Power fist, Power weapon

Wargear Options:
- This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol.
- Each Assault Intercessor Sergeant with Jump Pack can [illegible] flamer or Plasma pi[illegible] Intercess[illegible]

KEYWORDS: Infantry, Imperium, Fly, Tacticus, Jump Pack, Assault Intercessors with Jump Packs, Explosives
FACTION KEYWORDS: Adeptus Astartes

ASSAULT INTERCESSORS WITH JUMP PACKS

95–190 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent’s deployment zone.

KEYWORDS: Infantry, Imperium, Fly, Tacticus, Jump Pack, Assault Intercessors with Jump Packs, Explosives
FACTION KEYWORDS: Adeptus Astartes

ASSAULT SQUAD [LEGENDS]

95–190 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Eviscerator CLEAVE 1	Melee	3	3+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	5	3+	4	-2	1

ABILITIES

Astartes Shield
The bearer has a 4+ invulnerable save.

Chainsword Doctrines
Each time this unit is selected to fight, select one of the following abilities to apply to all Astartes chainswords equipped by models in this unit until the end of the phase:

- [SUSTAINED HITS 1]
- [LETHAL HITS]
- [LANCE]

AUFSTELLUNG

5-10x Assault Sergeant oder Assault Marine w/ Eviscerator oder Assault Marine w/ Special Weapon oder Assault Marine

Equipped with: Bolt pistol, Flamer, Grav-pistol, Hand flamer, Inferno Pistol, Meltagun, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Eviscerator, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- This model's Chainsword and Bolt pistol can be replaced with 1x Eviscerator.
- Assault Sergeant can
- Bolt pistol

KEYWORDS: Infantry, Grenades, Imperium, Assault Squad
FACTION KEYWORDS: Adeptus Astartes

ASSAULT SQUAD [LEGENDS]

95–190 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

KEYWORDS: Infantry, Grenades, Imperium, Assault Squad
FACTION KEYWORDS: Adeptus Astartes

ASSAULT SQUAD [LEGENDS]

95–190 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Grenades, Imperium, Assault Squad
FACTION KEYWORDS: Adeptus Astartes

ASSAULT SQUAD WITH JUMP PACKS [LEGENDS] 115–230 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Eviscerator CLEAVE 1	Melee	3	3+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	5	3+	4	-2	1

ABILITIES

Astartes Shield
The bearer has a 4+ invulnerable save.

Hammer of Wrath
Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

AUFSTELLUNG

5-10x Assault Sergeant with Jump Pack oder Assault Marine with Jump Pack w/ Eviscerator oder Assault Marine with Jump Pack w/ Special Weapon oder Assault Marine with Jump Pack

Equipped with: Bolt pistol, Flamer, Grav-pistol, Hand flamer, Inferno Pistol, Meltagun, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Eviscerator, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:
Each Assault Sergeant with Ju… can replace its Bolt … pistol, Plas…

KEYWORDS: Infantry, Grenades, Imperium, Assault Squad with Jump Packs, Jump Pack, Fly
FACTION KEYWORDS: Adeptus Astartes

ASSAULT SQUAD WITH JUMP PACKS [LEGENDS] 115–230 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

KEYWORDS: Infantry, Grenades, Imperium, Assault Squad with Jump Packs, Jump Pack, Fly
FACTION KEYWORDS: Adeptus Astartes

ASSAULT SQUAD WITH JUMP PACKS [LEGENDS] 115–230 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Grenades, Imperium, Assault Squad with Jump Packs, Jump Pack, Fly
FACTION KEYWORDS: Adeptus Astartes

ASTARTES SERVITORS [LEGENDS]

55 PTS

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	0

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolter HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	4+	5	-1	2
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
➤ Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HEAVY HAZARDOUS	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	1	5+	3	0	1
Servitor Servo Arm	Melee	1	5+	6	-2	3

ABILITIES

Mindlock
While a Techmarine model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by Astartes Servitor models in this unit by 1.

Servitor Retinue
At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a Techmarine. If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

AUFSTELLUNG

4x Astartes Servitor oder Astartes Servitor w/ Heavy Weapon

Equipped with: Heavy Bolter, Multi-melta, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Close Combat Weapon, Servitor Servo Arm

Wargear Options:
- Each Astartes Servitor w/ Heavy Weapon can replace its Heavy Bolter with Plasma cannon or Multi-melta.

KEYWORDS: Infantry, Imperium, Astartes Servitors
FACTION KEYWORDS: Adeptus Astartes

ASTARTES SERVITORS [LEGENDS]

55 PTS

M	T	Sv	W	LD	OC
6"	4	4+	1	8+	0

INVULNERABLE SAVE 6+

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Infantry, Imperium, Astartes Servitors
FACTION KEYWORDS: Adeptus Astartes

ASTRAEUS

550 PTS

M	T	Sv	W	LD	OC
10"	12	2+	24	6+	8

INVULNERABLE SAVE 5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Astraeus las-ripper	36"	3	3+	12	-3	D3+3
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D3+3
Twin macro-accelerator cannon SUSTAINED HITS 1 TWIN-LINKED	72"	12	3+	9	-1	3
2x ➤ Plasma eradicator - standard BLAST 2	36"	D6	3+	7	-2	2
2x ➤ Plasma eradicator - supercharge BLAST 2 HAZARDOUS	36"	3	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	8	0	1

ABILITIES

***Invulnerable Save**
This model has a 5+ invulnerable save against ranged attacks.

Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Suppression Fire
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more attacks made with its twin macro-accelerator cannon this phase. Until the start of your next turn, while this model is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Astraeus (Hull)

Equipped with: 2x Astraeus las-ripper, Ironhail Heavy Stubber, Storm bolter, Twin heavy bolter, Twin lascannon, Twin macro-accelerator cannon, 2x ➤ Plasma eradicator - standard, 2x ➤ Plasma eradicator - supercharge, Armoured Hull

Wargear Options:
- This model can replace its Twin heavy bolter with Twin lascannon.
- This model can replace its Two Astraeus las-rippers with Two plasma eradicators.

KEYWORDS: Vehicle, Titanic, Imperium, Astraeus
FACTION KEYWORDS: Adeptus Astartes

ASTRAEUS

550 PTS

M	T	Sv	W	LD	OC
10"	12	2+	24	6+	8

INVULNERABLE SAVE 5+*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Titanic, Imperium, Astraeus
FACTION KEYWORDS: Adeptus Astartes

ATTACK BIKE SQUAD [LEGENDS]

ATTACK BIKE

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

Outrider Escort
Once per turn, in your opponent's Shooting phase, when a friendly Adeptus Astartes Mounted unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, after that enemy unit has finished making its attacks, this model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

WEAPON ABILITIES

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1-3x Attack Bike - Equipped with: Bolt pistol, Close combat weapon, Twin boltgun, Heavy Bolter, Multi-melta

Wargear Options:
- This model can replace its Heavy Bolter with Multi-melta.

KEYWORDS: Mounted, Grenades, Imperium, Attack Bike Squad
FACTION KEYWORDS: Adeptus Astartes

ATTACK BIKE SQUAD [LEGENDS]

ATTACK BIKE

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Mounted, Grenades, Imperium, Attack Bike Squad
FACTION KEYWORDS: Adeptus Astartes

BALLISTUS DREADNOUGHT

150 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ballistus Lascannon	48"	2	3+	12	-3	D3+3
Storm Bolters RAPID FIRE 4	24"	4	3+	5	-1	1
➤ Ballistus Missile Launcher - Frag BLAST 2	48"	D6+6	3+	5	-1	1
➤ Ballistus Missile Launcher - Krak	48"	2	3+	10	-2	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Feet	Melee	5	3+	7	0	1

ABILITIES

Ballistus Strike
This unit's ranged attacks that target an enemy unit within 24" of this unit have [SUSTAINED HITS 1]

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Ballistus Dreadnought (90mm)

Equipped with: Ballistus Lascannon, Storm Bolters, ➤ Ballistus Missile Launcher - Frag, ➤ Ballistus Missile Launcher - Krak, Armoured Feet

KEYWORDS: Vehicle, Walker, Imperium, Ballistus Dreadnought, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

BALLISTUS DREADNOUGHT

150 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Imperium, Ballistus Dreadnought, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

BIKE SQUAD [LEGENDS] 80–160 PTS

ATTACK BIKE

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-gun ANTI-VEHICLE 2+	18"	2	3+	5	-1	2
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	3	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1

AUFSTELLUNG

1x Attack Bike - Equipped with: Bolt pistol, Close combat weapon, Twin boltgun, Heavy Bolter, Multi-melta

3-6x Biker Sergeant oder Space Marine Bikers w/ Bolt Pistol oder Space Marine Bikers w/ Astartes Chainsword oder Space Marine Bikers w/ Special Weapon

Wargear Options:

- Each Attack Bike can replace its Heavy Bolter with Multi-melta.
- This model's Bolt pistol can be replaced with 1x Astartes Chainsword.
- Each Biker Sergeant can replace its Bolt pistol with Boltgun, Combi-weapon, Hand flamer, pistol, Inferno Pistol, tol, Storm

KEYWORDS: Mounted, Grenades, Imperium, Bike Squad
FACTION KEYWORDS: Adeptus Astartes

BIKE SQUAD [LEGENDS] 80–160 PTS

ATTACK BIKE

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

Thunder Hammer **DEVASTATING WOUNDS**	Melee	2	4+	8	-2	3

ABILITIES

Turbo Boost
Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

KEYWORDS: Mounted, Grenades, Imperium, Bike Squad
FACTION KEYWORDS: Adeptus Astartes

BIKE SQUAD [LEGENDS] 80–160 PTS

ATTACK BIKE

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Mounted, Grenades, Imperium, Bike Squad
FACTION KEYWORDS: Adeptus Astartes

BLADEGUARD ANCIENT

70 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Relics of Battle	Melee	4	3+	5	-2	2

ABILITIES

CORE - Support

Deeds of Legend
While this unit is within range of an objective, this unit's melee attacks have +1 A.

Raise the Banner
At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

Leader
This model can be attached to the following unit:

- BLADEGUARD VETERAN SQUAD

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Support
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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

AUFSTELLUNG

1x Bladeguard Ancient (40mm)

Equipped with: Heavy Bolt Pistol, Relics of Battle

KEYWORDS: Infantry, Character, Imperium, Bladeguard Ancient, Tacticus, Ancient, Explosives, Support
FACTION KEYWORDS: Adeptus Astartes

BLADEGUARD VETERAN SQUAD

90–180 PTS

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Neo-volkite Pistol DEVASTATING WOUNDS CLOSE-QUARTERS	12"	1	3+	5	0	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2

ABILITIES

Bladeguard
(Once per turn, per unit): In the Fight phase, when this unit is selected to fight or when an enemy unit targets this unit, you can select one of the following:

- This unit's melee attacks have +1 to hit rolls.
- Or: Attacks that target this unit have -1 to hit rolls.

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

AUFSTELLUNG

3-6x Bladeguard Veterans oder Bladeguard Veteran Sergeant (40mm)

Equipped with: Heavy Bolt Pistol, Neo-volkite Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted power weapon

Wargear Options:
- Each Bladeguard Veteran Sergeant can replace its Heavy Bolt Pistol with Neo-volkite Pistol or Plasma pistol.

KEYWORDS: Infantry, Imperium, Tacticus, Bladeguard Veteran Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

BLADEGUARD VETERAN SQUAD

90–180 PTS

M	T	Sv	W	LD	OC
6"	5	3+	3	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Imperium, Tacticus, Bladeguard Veteran Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

BRUTALIS DREADNOUGHT 160 PTS

M	T	Sv	W	LD	OC
10"	10	2+	12	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifles TWIN-LINKED	24"	4	3+	5	-1	1
Twin Icarus ironhail heavy stubber ANTI-FLY 3+ RAPID FIRE 3 TWIN-LINKED	36"	3	3+	4	-1	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin multi-melta MELTA 3 TWIN-LINKED	18"	2	3+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutalis Fists TWIN-LINKED	Melee	6	3+	12	-3	D3+3
Brutalis Talons CLEAVE 2 SUSTAINED HITS 1: NON-MONSTER/VEHICLE TWIN-LINKED	Melee	8	3+	10	-2	2

ABILITIES

Brutalis Charge
You can target this unit with the Crushing Impact stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Brutalis Dreadnought (90mm)

Equipped with: Bolt Rifles, Twin Icarus ironhail heavy stubber, Twin heavy bolter, Twin multi-melta, Brutalis Fists, Brutalis Talons

Wargear Options:
- This model can replace its Brutalis Fists & Brutalis Bolt Rifles with Brutalis Talons.
- This model can replace its Twin heavy bolter with Twin Multi-melta.

KEYWORDS: Vehicle, Walker, Brutalis Dreadnought, Imperium, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

BRUTALIS DREADNOUGHT 160 PTS

M	T	Sv	W	LD	OC
10"	10	2+	12	6+	4

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Brutalis Dreadnought, Imperium, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

CAESTUS ASSAULT RAM [LEGENDS]

215 PTS

M	T	Sv	W	LD	OC
14"	10	3+	18	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Firefury Missile Batteries BLAST IGNORES COVER	36"	2D6	3+	6	-1	1
Twin Magna-Melta MELTA 4 TWIN-LINKED	18"	2	3+	12	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull LANCE	Melee	6	4+	8	0	1

ABILITIES

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Into the Foe
If a unit disembarks from this Transport before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

Transport
This model has a transport capacity of 12 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 model or unit the benefit of cover (e.g. Stealth).

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.

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Caestus Assault Ram [Legends]

Equipped with: Firefury Missile Batteries, Twin Magna-Melta, Armoured Hull

KEYWORDS: Vehicle, Aircraft, Transport, Fly, Imperium, Caestus Assault Ram
FACTION KEYWORDS: Adeptus Astartes

CAESTUS ASSAULT RAM [LEGENDS]

215 PTS

M	T	Sv	W	LD	OC
14"	10	3+	18	6+	0

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

KEYWORDS: Vehicle, Aircraft, Transport, Fly, Imperium, Caestus Assault Ram
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN

90 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1
Master-crafted bolter **ASSAULT** **RAPID FIRE 1**	24"	2	2+	5	-1	2
Neo-volkite Pistol **DEVASTATING WOUNDS** PISTOL	12"	1	2+	5	0	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge **HAZARDOUS** CLOSE-QUARTERS	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	6	-2	2
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Finest Hour
(Once per battle, per unit): In the Fight phase, when this unit is selected to fight, you can use this ability. If you do, this model's melee attacks have:

- +3 A
- [**DEVASTATING WOUNDS**].

Relic Shield
Add 1 to the bearer's Wounds characteristic.

Strategic Acumen
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD, VANGUARD VETERAN SQUAD, VICTRIX HONOUR GUARD

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Captain (40mm)

Equipped with: Heavy Bolt Pistol, Master-crafted bolter, Neo-volkite Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted power weapon, Power fist

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Heavy Bolt Pistol, Master-crafted Bolter, Melee Weapon with Heavy Bolt Pistol, Master-crafted power weapon and 1 Relic Shield or Pistol and Melee Weapon.
- This model can replace its Power fist with Master-crafted power [illegible]on.
- [illegible]el can replace [illegible] with [illegible]

KEYWORDS: Character, Infantry, Captain, Imperium, Tacticus, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN

90 PTS

M	T	Sv	W	LD	OC
6"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Captain, Imperium, Tacticus, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN IN GRAVIS ARMOUR

90 PTS

M	T	Sv	W	LD	OC
5"	6	3+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltstorm Gauntlet CLOSE-QUARTERS	12"	3	2+	5	-1	1
Master-crafted Heavy Bolt Rifle ASSAULT HEAVY RAPID FIRE 1	30"	2	2+	6	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Boltstorm Gauntlet	Melee	5	2+	8	-2	2
Master-crafted power weapon	Melee	6	2+	6	-2	2
Relic Blade EXTRA ATTACKS	Melee	2	2+	6	-2	2
Relic Chainsword EXTRA ATTACKS	Melee	3	2+	5	-1	2
Relic Fist EXTRA ATTACKS	Melee	1	2+	8	-2	2

ABILITIES

CORE - Leader

Refuse to Yield
Attacks allocated to this model have -1D

Strategic Acumen
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Leader
This model can be attached to the following units:

AGGRESSOR SQUAD, ERADICATOR SQUAD WITH HEAVY BOLTERS, ERADICATOR SQUAD WITH MELTA RIFLES, HEAVY INTERCESSOR SQUAD, INDOMITOR KILL TEAM

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

AUFSTELLUNG

1x Captain in Gravis Armour (40mm)

Equipped with: Boltstorm Gauntlet, Master-crafted Heavy Bolt Rifle, Master-crafted power weapon, Relic Blade, Relic Chainsword, Relic Fist

Wargear Options:
- This model can replace its Master-crafted Heavy Bolt Rifle and Master-crafted Power Weapon with Boltstorm Gauntlet, Powerfist, and Relic weapon.
- This model can replace its Relic Chainsword with Relic Blade or Relic Power Fist.

KEYWORDS: Character, Infantry, Captain, Imperium, Gravis, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN IN GRAVIS ARMOUR

90 PTS

M	T	Sv	W	LD	OC
5"	6	3+	6	6+	1

INVULNERABLE SAVE 4+

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Captain, Imperium, Gravis, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN IN PHOBOS ARMOUR

75 PTS

M	T	Sv	W	LD	OC
8"	4	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Instigator Bolt Carbine ASSAULT PRECISION RAPID FIRE 1	24"	2	2+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife PRECISION SUSTAINED HITS 1	Melee	6	2+	5	-1	1

ABILITIES

CORE - Leader

Strategic Acumen
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Tactical Fluidity
(Once per battle round, per unit):

▪ In your Shooting phase, when this unit has shot, if this unit is unengaged, this unit can make a normal move of up to D6".

▪ Or: At the end of your opponent's Fight phase if this unit is engaged, this unit can make a fall-back move of up to 6".

Leader
This model can be attached to the following units:

ELIMINATOR SQUAD, INCURSOR SQUAD, INFILTRATOR SQUAD, REIVER SQUAD, SCOUT SQUAD, SPECTRUS KILL TEAM, WOLF SCOUTS

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Captain in Phobos Armour (40mm)

Equipped with: Bolt pistol, Instigator Bolt Carbine, Combat Knife

KEYWORDS: Character, Infantry, Imperium, Captain, Phobos, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN IN PHOBOS ARMOUR

75 PTS

M	T	Sv	W	LD	OC
8"	4	3+	5	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent’s deployment zone.

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 deployment zone and all enemy units.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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).

KEYWORDS: Character, Infantry, Imperium, Captain, Phobos, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN IN TERMINATOR ARMOUR

90 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Captain in Terminator Armour (50mm)

Equipped with: Storm bolter, ➤ Combi-weapon - Damnatus, ➤ Combi-weapon - Infernus, ➤ Combi-weapon - Purgatus, Relic Fist, Relic Weapon

Wargear Options:

- This model can replace its Storm bolter with Combi-weapon.
- This model can replace its Relic Weapon with Relic Fist.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
➤ Combi-weapon - Damnatus MELTA 2	12"	1	2+	9	-3	D3+2
➤ Combi-weapon - Infernus BLAST 1 TORRENT	12"	3	-	4	0	1
➤ Combi-weapon - Purgatus	24"	2	2+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Relic Fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

Strategic Acumen

In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Unstoppable Valour

You can re-roll Charge rolls made for this unit.

Leader

This model can be attached to the following units: DEATHWATCH TERMINATOR SQUAD, DEATHWING KNIGHTS, DEATHWING TERMINATOR SQUAD, RELIC TERMINATOR SQUAD, TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

KEYWORDS: Character, Infantry, Captain, Imperium, Terminator, Leader
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN IN TERMINATOR ARMOUR

90 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Captain, Imperium, Terminator, Leader
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN ON BIKE

110 PTS

M	T	Sv	W	LD	OC
12"	6	3+	6	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1
Twin bolt rifle **ASSAULT** **RAPID FIRE 2** **TWIN-LINKED**	24"	2	2+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge **HAZARDOUS** CLOSE-QUARTERS	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	6	-2	2
Thunder Hammer **DEVASTATING WOUNDS**	Melee	5	3+	8	-2	3

ABILITIES

CORE - Leader

Into the Fray
If this unit made a Charge move this turn, this unit's melee attacks have [Cleave 1]

Strategic Acumen
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Leader
This model can be attached to the following units: OUTRIDER SQUAD, RAVENWING BLACK KNIGHTS

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Captain on Bike (90 x 52mm)

Equipped with: Heavy Bolt Pistol, Twin bolt rifle, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted power weapon, Thunder Hammer

Wargear Options:
- This model can replace its Heavy Bolt Pistol with Plasma pistol.
- This model can replace its Master-crafted power weapon with Thunder Hammer.

KEYWORDS: Character, Captain, Imperium, Mounted, Explosives
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN ON BIKE

110 PTS

M	T	Sv	W	LD	OC
12"	6	3+	6	6+	2

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Captain, Imperium, Mounted, Explosives
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN ON BIKE [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
12"	5	3+	6	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
Master-crafted boltgun	24"	2	2+	4	0	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	5	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

Relic Shield
Add 1 to the bearer's Wounds characteristic.

Strategic Acumen
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Swift Assault
While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

Leader
This model can be attached to the following units: BIKE SQUAD, COMPANY VETERANS ON BIKES, OUTRIDER SQUAD

AUFSTELLUNG

1x Captain on Bike [Legends]

Equipped with: Bolt pistol, Combi-weapon, Hand flamer, Inferno Pistol, Master-crafted boltgun, Storm bolter, Twin boltgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Astartes Chainsword, Close combat weapon, Power fist, Relic Weapon, Thunder Hammer, Twin lightning claws

Wargear Options:
- This model can replace its Bolt pistol with Combi-weapon, Power fist, Master-crafted boltgun, Relic Weapon, Relic Shield, Storm bolter, Hand flamer, Inferno Pistol, Plasma pistol or Thunder Hammer.
- model can replace its Chainsword w

KEYWORDS: Character, Grenades, Captain, Imperium, Mounted
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN ON BIKE [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
12"	5	3+	6	6+	2

INVULNERABLE SAVE 4+

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Character, Grenades, Captain, Imperium, Mounted
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN ON BIKE [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
12"	5	3+	6	6+	2

INVULNERABLE SAVE 4+

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Grenades, Captain, Imperium, Mounted
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN WITH JUMP PACK 90 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer CLOSE-QUARTERS **TORRENT**	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge **HAZARDOUS** CLOSE-QUARTERS	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword **SUSTAINED HITS**	Melee	8	2+	5	-1	1
Power fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	6	-2	2
Thunder Hammer **DEVASTATING WOUNDS**	Melee	5	3+	8	-2	3

ABILITIES

CORE - Leader

Angel's Wrath
This unit has +1 to Advance and Charge rolls

Relic Shield
Add 1 to the bearer's Wounds characteristic.

Strategic Acumen
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Leader
This model can be attached to the following units: ASSAULT INTERCESSORS WITH JUMP PACKS, ASSAULT SQUAD WITH JUMP PACKS, SANGUINARY GUARD, TALONSTRIKE KILL TEAM, VANGUARD VETERAN SQUAD WITH JUMP PACKS

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Captain with Jump Pack (40mm)

Equipped with: Hand flamer, Heavy Bolt Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Astartes Chainsword, Power fist, Relic Weapon, Thunder Hammer

Wargear Options:
- This model can replace its Melee and Pistol with Thunder Hammer and Relic Shield or Chainsword and Relic Shield.
- This model can replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.
- This model can replace its Astartes Chainsword with Power Relic Weapon.

KEYWORDS: Character, Infantry, Captain, Imperium, Fly, Jump Pack, Tacticus, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

CAPTAIN WITH JUMP PACK 90 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Captain, Imperium, Fly, Jump Pack, Tacticus, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

CARAB CULLN THE RISEN [LEGENDS]

250 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tarsus Scorpii	Melee	5	3+	12	-3	4

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Death-hold
When making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

Invulnerable Save
5+

Strategic Acumen
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

AUFSTELLUNG

1x Carab Culln the Risen [Legends]

Equipped with: Heavy Bolter, Heavy Flamer, Hunter-killer missile, Twin assault cannon, Tarsus Scorpii

KEYWORDS: Vehicle, Walker, Imperium, Smoke, Character, Epic Hero, Dreadnought, Carab Culln the Risen
FACTION KEYWORDS: Adeptus Astartes

CARAB CULLN THE RISEN [LEGENDS]

250 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Imperium, Smoke, Character, Epic Hero, Dreadnought, Carab Culln the Risen
FACTION KEYWORDS: Adeptus Astartes

CENTURION ASSAULT SQUAD [LEGENDS]

150–300 PTS

M	T	Sv	W	LD	OC
4"	7	2+	4	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Centurion Bolters RAPID FIRE 3 TWIN-LINKED	24"	3	3+	4	0	1
Twin flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	4	0	1
Twin meltagun MELTA 2 TWIN-LINKED	12"	1	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Siege Drills TWIN-LINKED	Melee	3	3+	10	-2	3

ABILITIES

Annihilator Protocols
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 2] ability when targeting Monster, Vehicle or Fortification units

Centurion Assault Launchers
The bearer has the Grenades keyword.

WEAPON ABILITIES

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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

3-6x Assault Centurion Sergeant oder Assault Centurion

Equipped with: Centurion Bolters, Twin flamer, Twin meltagun, Siege Drills

Wargear Options:
- Each Assault Centurion Sergeant can replace its Centurion Assault Launchers with Centurion Bolters.
- Each Assault Centurion Sergeant can replace its Twin flamer with Twin meltagun.
- Each Assault Centurion can replace its Centurion Bolters with Centurion Assault Launchers.
- Each Assault Centurion can replace its Twin flamer with Twin meltagun.

KEYWORDS: Infantry, Imperium, Centurion Assault Squad, Centurion
FACTION KEYWORDS: Adeptus Astartes

CENTURION ASSAULT SQUAD [LEGENDS]

150–300 PTS

M	T	Sv	W	LD	OC
4"	7	2+	4	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Infantry, Imperium, Centurion Assault Squad, Centurion
FACTION KEYWORDS: Adeptus Astartes

CENTURION DEVASTATOR SQUAD [LEGENDS]

175–350 PTS

M	T	Sv	W	LD	OC
4"	7	2+	4	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Centurion Bolters RAPID FIRE 3 TWIN-LINKED	24"	3	3+	4	0	1
Centurion missile launcher BLAST	36"	D3	3+	9	-2	D3
Grav-cannon ANTI-VEHICLE 2+	24"	3	3+	6	-1	3
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Centurion Fists	Melee	3	4+	5	-1	2

ABILITIES

Decimator Protocols
Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

3-6x Devastator Centurion Sergeant oder Devastator Centurion

Equipped with: Centurion Bolters, Centurion missile launcher, Grav-cannon, Twin heavy bolter, Twin lascannon, Centurion Fists

Wargear Options:
- Each Devastator Centurion Sergeant can replace its Centurion Bolters with Centurion missile launcher.
- Each Devastator Centurion Sergeant can replace its Grav-cannon with Twin heavy bolter or Twin lascannon.
- Each Devastator Centurion can replace its Centurion Bolters wit[illegible] missile launcher[illegible] Devastator Centu[illegible]

KEYWORDS: Infantry, Imperium, Centurion Devastator Squad, Centurion
FACTION KEYWORDS: Adeptus Astartes

CENTURION DEVASTATOR SQUAD [LEGENDS]

175–350 PTS

M	T	Sv	W	LD	OC
4"	7	2+	4	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Infantry, Imperium, Centurion Devastator Squad, Centurion
FACTION KEYWORDS: Adeptus Astartes

CHAMPION OF THE CHAPTER [CRUCIBLE]

70 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2
Angelus boltgun PISTOL	12"	2	3+	4	0	1
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Boltstorm gauntlet PISTOL	12"	3	2+	4	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Forge bolter	24"	3	2+	5	-1	2
Grav pistol ANTI-VEHICLE 2+ PISTOL	12"	1	2+	4	-1	1
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1
Helfrost pistol - dispersed PISTOL TORRENT	12"	D6	N/A	4	-1	1
Helfrost pistol - focused PISTOL	12"	1	2+	6	-3	3
Inferno pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
Master-crafted bolt carbine PRECISION	24"	1	2+	4	-2	2
Master-crafted bolter ASSAULT RAPID FIRE 1	24"	2	2+	5	-1	2
Master-crafted heavy bolt rifle	30"	2	2+	5	-1	3
Neo-volkite pistol DEVASTATING WOUNDS PISTOL	12"	1	2+	5	0	2
Pyre pistol IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1
Pyreblaster IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Stormfrag auto-launcher ASSAULT BLAST	12"	D3	3+	4	0	1

KEYWORDS: Character, Infantry, Grenades, Imperium, Champion of the Chapter, Tacticus, Crucible
FACTION KEYWORDS: Adeptus Astartes

CHAMPION OF THE CHAPTER [CRUCIBLE]

70 PTS

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

Twin bolt rifle ASSAULT RAPID FIRE 2 TWIN-LINKED	24"	2	2+	5	-1	1
➤ Astartes grenade launcher - frag BLAST	24"	D3	2+	4	0	1
➤ Astartes grenade launcher - krak	24"	1	2+	9	-2	D3
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	2+	8	-3	2
➤ Plasma talon - Standard RAPID FIRE 1	18"	2	2+	7	-2	1
➤ Plasma talon - Supercharged HAZARDOUS RAPID FIRE 1	18"	2	2+	8	-3	2
➤ Smite - Focused Witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D3+3	3+	6	-2	2
➤ Smite - Witchfire PSYCHIC	24"	D6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Black Sword - strike ANTI-CHARACTER 5+ PRECISION	Melee	6	2+	8	-3	2
Black Sword - sweep	Melee	10	2+	6	-2	1
Close combat weapon	Melee	6	2+	4	0	1
Crozius arcanum CLEAVE 1	Melee	5	2+	6	-1	2
Encarmine blade	Melee	5	2+	6	-3	2
Encarmine spear LANCE	Melee	4	2+	6	-2	2
Eviscerator SUSTAINED HITS 1	Melee	5	2+	7	-2	2
Force weapon [Psychic] PSYCHIC	Melee	4	3+	6	-2	2
Great weapon of the Unforgiven DEVASTATING WOUNDS SUSTAINED HITS 1	Melee	6	2+	6	-2	2
Master-crafted chainsword SUSTAINED HITS 1	Melee	7	2+	4	-1	2
Master-crafted power weapon	Melee	6	2+	5	-2	2
Omnissian power axe	Melee	4	3+	6	-2	2
Power fist	Melee	5	2+	8	-2	2
Relic weapon LETHAL HITS	Melee	6	2+	7	-2	2

KEYWORDS: Character, Infantry, Grenades, Imperium, Champion of the Chapter, Tacticus, Crucible
FACTION KEYWORDS: Adeptus Astartes

CHAMPION OF THE CHAPTER [CRUCIBLE]

70 PTS

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

Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3
Teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Thunder hammer DEVASTATING WOUNDS	Melee	5	2+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1
➤ Calibanite greatsword - strike LETHAL HITS	Melee	5	2+	6	-1	2
➤ Calibanite greatsword - sweep SUSTAINED HITS 2	Melee	5	2+	6	-1	1

ABILITIES

CORE - Leader

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.

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

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.

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.

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.

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.

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.

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.

Fenrisian 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: Wolf Guard Terminators.

KEYWORDS: Character, Infantry, Grenades, Imperium, Champion of the Chapter, Tacticus, Crucible
FACTION KEYWORDS: Adeptus Astartes

CHAMPION OF THE CHAPTER [CRUCIBLE]

70 PTS

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

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.

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.

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

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.

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

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).

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.

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

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.

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.

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 chare in a turn in which it Advanced.

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.

Storm Shield
This model has a 4+ Invulnerable save.

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

KEYWORDS: Character, Infantry, Grenades, Imperium, Champion of the Chapter, Tacticus, Crucible
FACTION KEYWORDS: Adeptus Astartes

CHAMPION OF THE CHAPTER [CRUCIBLE]

70 PTS

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

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.

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.

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.

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 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.

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.

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.

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.

Leader
This model can be attached to the following units:

- Tacticus (Excluding Character and Fly)
- Tactical Squad

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

KEYWORDS: Character, Infantry, Grenades, Imperium, Champion of the Chapter, Tacticus, Crucible
FACTION KEYWORDS: Adeptus Astartes

CHAMPION OF THE CHAPTER [CRUCIBLE]

70 PTS

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

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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 roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

KEYWORDS: Character, Infantry, Grenades, Imperium, Champion of the Chapter, Tacticus, Crucible
FACTION KEYWORDS: Adeptus Astartes

CHAMPION OF THE CHAPTER [CRUCIBLE]

70 PTS

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

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Crucible
A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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 deployment zone and all enemy units.

KEYWORDS: Character, Infantry, Grenades, Imperium, Champion of the Chapter, Tacticus, Crucible
FACTION KEYWORDS: Adeptus Astartes

CHAMPION OF THE CHAPTER [CRUCIBLE]

70 PTS

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

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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).

KEYWORDS: Character, Infantry, Grenades, Imperium, Champion of the Chapter, Tacticus, Crucible
FACTION KEYWORDS: Adeptus Astartes

CHAPLAIN

60 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	5+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum CLEAVE 1	Melee	5	2+	6	-1	2

ABILITIES

CORE - Leader

Litany of Hate
This unit's melee attacks have [LANCE]

Spiritual Leader
(Once per battle round, per unit): At the start of any phase, you can select one friendly battle-shocked ADEPTUS ASTARTES unit within 6" of this model. That unit is no longer battle-shocked.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, CRUSADER SQUAD, DEATH COMPANY MARINES, DEATHWATCH VETERANS, DECIMUS KILL TEAM, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD, VANGUARD VETERAN SQUAD

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Chaplain (40mm)

Equipped with: Absolvor bolt pistol, Crozius arcanum

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Grenades, Tacticus, Imperium, Chaplain, Leader
FACTION KEYWORDS: Adeptus Astartes

CHAPLAIN

60 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	5+	1

INVULNERABLE SAVE 4+

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Grenades, Tacticus, Imperium, Chaplain, Leader
FACTION KEYWORDS: Adeptus Astartes

CHAPLAIN KASTIEL [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	5+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum CLEAVE 1	Melee	5	2+	6	-1	2

ABILITIES

CORE - Leader

Litany of Hate
This unit's melee attacks have [LANCE]

Zealot's Fervour
This model's unit is eligible to charge in a turn in which it fell back

Leader
This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- CRUSADER SQUAD
- DEATH COMPANY MARINES
- DEATH COMPANY MARINES WITH BOLT RIFLES
- DEATHWATCH VETERANS
- DECIMUS KILL TEAM
- FORTIS KILL TEAM
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INNER CIRCLE COMPANIONS
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- SWORD BRETHREN SQUAD
- TACTICAL SQUAD

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Chaplain Kastiel [Legends]

Equipped with: Absolvor bolt pistol, Crozius arcanum

Wargear Options:
■ This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Tacticus, Imperium, Chaplain, Leader, Epic Hero, Kastiel, Grenades
FACTION KEYWORDS: Adeptus Astartes, Blood Ravens

CHAPLAIN KASTIEL [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	5+	1

INVULNERABLE SAVE 4+

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Tacticus, Imperium, Chaplain, Leader, Epic Hero, Kastiel, Grenades
FACTION KEYWORDS: Adeptus Astartes, Blood Ravens

CHAPLAIN VENERABLE DREADNOUGHT [LEGENDS] 150 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Dreadnought Inferno Cannon IGNORES COVER TORRENT	12"	2D6	N/A	6	-1	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Heavy Plasma Cannon BLAST HAZARDOUS	36"	D3	3+	8	-3	3
➤ Heavy Plasma Cannon - Standard BLAST	36"	D3	3+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	6	3+	6	0	1
Dreadnought Combat Weapon	Melee	5	3+	12	-2	3

ABILITIES

Invulnerable Save
5+

Spiritual Leader
(Once per battle round, per unit): At the start of any phase, you can select one friendly battle-shocked ADEPTUS ASTARTES unit within 6" of this model. That unit is no longer battle-shocked.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

AUFSTELLUNG

1x Chaplain Venerable Dreadnought [Legends]

Equipped with: Assault Cannon, Dreadnought Inferno Cannon, Heavy Flamer, Multi-melta, Storm bolter, Twin lascannon, ➤ Heavy Plasma Cannon, ➤ Heavy Plasma Cannon - Standard, Armoured feet, Dreadnought Combat Weapon

Wargear Options:
- This model can replace its Dreadnought Combat Weapon w/ Heavy Flamer with Assault Cannon, Heavy Plasma Cannon, Multi-melta, Twin lascannon or Dreadnought Inferno Cannon.
- This model can replace its Dreadnought Combat Weapon w/ Heavy Flamer with Dreadnought Combat Weapon w/ Storm bolter, Twin lascannon, ➤ Heavy Plasma Cannon, ➤ Heavy Plasma Cannon - Standard or Dreadnought Inferno Cannon.

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Chaplain Venerable Dreadnought
FACTION KEYWORDS: Adeptus Astartes

CHAPLAIN VENERABLE DREADNOUGHT [LEGENDS] 150 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Chaplain Venerable Dreadnought
FACTION KEYWORDS: Adeptus Astartes

CHAPLAIN IN TERMINATOR ARMOUR

75 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	5+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum CLEAVE 1	Melee	5	2+	6	-1	2

ABILITIES

CORE - Leader

Litany of Hate
This unit's melee attacks have [LANCE]

Relic Shield
Add 1 to the bearer's Wounds characteristic.

Zealous Fortitude
This unit has Feel No Pain 4+ against mortal wounds

Leader
This model can be attached to the following units:

DEATHWATCH TERMINATOR SQUAD, DEATHWING KNIGHTS, DEATHWING TERMINATOR SQUAD, TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD, WOLF GUARD TERMINATORS

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Chaplain in Terminator Armour (40mm)

Equipped with: Storm bolter, Crozius arcanum

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Storm bolter with Relic Shield.

KEYWORDS: Character, Infantry, Terminator, Chaplain, Imperium, Leader
FACTION KEYWORDS: Adeptus Astartes

CHAPLAIN IN TERMINATOR ARMOUR

75 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	5+	1

INVULNERABLE SAVE 4+

CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Terminator, Chaplain, Imperium, Leader
FACTION KEYWORDS: Adeptus Astartes

CHAPLAIN ON BIKE

75 PTS

M	T	Sv	W	LD	OC
12"	6	3+	5	5+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2
Twin bolt rifle RAPID FIRE 2 TWIN-LINKED	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum CLEAVE 1	Melee	5	2+	6	-1	2

ABILITIES

CORE - Leader

Catechism of Fire
In your Shooting phase, when this unit is selected to shoot, you can select one visible enemy unit. This unit's ranged attacks that target that unit have [DEVASTATING WOUNDS].

Litany of Hate
This unit's melee attacks have [LANCE]

Leader
This model can be attached to the following units: BIKE SQUAD, COMPANY VETERANS ON BIKES, OUTRIDER SQUAD, RAVENWING BLACK KNIGHTS

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Chaplain on Bike (90x52.5mm Oval Base)

Equipped with: Absolvor bolt pistol, Twin bolt rifle, Crozius arcanum

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Mounted, Imperium, Chaplain, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

CHAPLAIN ON BIKE

75 PTS

M	T	Sv	W	LD	OC
12"	6	3+	5	5+	2

INVULNERABLE SAVE 4+

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Mounted, Imperium, Chaplain, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

CHAPLAIN WITH JUMP PACK

75 PTS

M	T	Sv	W	LD	OC
12"	5	3+	4	5+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum CLEAVE 1	Melee	5	2+	6	-1	2

ABILITIES

CORE - Leader

Exhortation of Rage
While this unit is at or below half-strength, this unit's melee attacks can re-roll wound rolls.

Litany of Hate
This unit's melee attacks have [LANCE]

Leader
This model can be attached to the following units: ASSAULT INTERCESSORS WITH JUMP PACKS, ASSAULT SQUAD WITH JUMP PACKS, DEATH COMPANY MARINES WITH JUMP PACKS, TALONSTRIKE KILL TEAM, VANGUARD VETERAN SQUAD WITH JUMP PACKS

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

AUFSTELLUNG

1x Chaplain with Jump Pack (32mm)

Equipped with: Absolvor bolt pistol, Crozius arcanum

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Imperium, Chaplain, Fly, Jump Pack, Leader, Tacticus
FACTION KEYWORDS: Adeptus Astartes

CHAPLAIN WITH JUMP PACK

75 PTS

M	T	Sv	W	LD	OC
12"	5	3+	4	5+	1

INVULNERABLE SAVE 4+

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Chaplain, Fly, Jump Pack, Leader, Tacticus
FACTION KEYWORDS: Adeptus Astartes

COMMAND SQUAD [LEGENDS]

165 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-cannon ANTI-VEHICLE 2+ HEAVY	24"	3	4+	6	-1	3
Grav-gun ANTI-VEHICLE 2+	18"	2	3+	5	-1	2
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolter HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
Lascannon HEAVY	48"	1	4+	12	-3	D6+1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Missile Launcher - Frag BLAST 1 HEAVY	48"	4	4+	4	-1	1
➤ Missile Launcher - Krak	48"	1	4+	10	-2	D3+3
➤ Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HEAVY HAZARDOUS	36"	D3	4+	8	-3	2
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1

AUFSTELLUNG

1x Apothecary oder Company Ancient oder Company Champion oder Company Veterans

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-cannon, Grav-gun, Grav-pistol, Hand flamer, Heavy Bolter, Heavy Flamer, Inferno Pistol, Lascannon, Meltagun, Multi-melta, Storm bolter, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Champion's Blade, Close combat [illegible], Power fist, Power wea[illegible] Hammer, Twin lig[illegible]

KEYWORDS: Infantry, Grenades, Imperium, Command Squad
FACTION KEYWORDS: Adeptus Astartes

COMMAND SQUAD [LEGENDS]

165 PTS

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

➤ Plasma gun - supercharge **RAPID FIRE 1** **HAZARDOUS**	24"	1	3+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge **HAZARDOUS** CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Champion's Blade **PRECISION**	Melee	4	3+	5	-2	2
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer **DEVASTATING WOUNDS**	Melee	2	4+	8	-2	3
Twin lightning claws **TWIN-LINKED**	Melee	4	3+	4	-2	1

ABILITIES

Astartes Banner
While this unit contains a Company Ancient, add 1 to the Objective Control characteristic of models in this unit.

Astartes Shield
The bearer has a 4+ invulnerable save.

Honour or Death
While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for 0CP, even if you have already used that Stratagem on a different unit this phase.

Narthecium
While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding Character models) to this unit

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

KEYWORDS: Infantry, Grenades, Imperium, Command Squad
FACTION KEYWORDS: Adeptus Astartes

COMMAND SQUAD [LEGENDS]

165 PTS

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

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

KEYWORDS: Infantry, Grenades, Imperium, Command Squad
FACTION KEYWORDS: Adeptus Astartes

COMMAND SQUAD [LEGENDS]

165 PTS

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

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Grenades, Imperium, Command Squad
FACTION KEYWORDS: Adeptus Astartes

COMPANY CHAMPION ON BIKE [LEGENDS]

60 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon PRECISION	Melee	4	2+	5	-2	2

ABILITIES

CORE - Leader

Honour or Death
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and you can target that unit with the Heroic Intervention stratagem for 0CP, even if you have already used that Stratagem on a different unit this phase.

Invulnerable Save
4+

Martial Superiority
Each time this model makes a melee attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll

Leader
This model can be attached to the following units: BIKE SQUAD, COMPANY VETERANS ON BIKES, OUTRIDER SQUAD

WEAPON ABILITIES

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Company Champion on Bike [Legends]

Equipped with: Bolt pistol, Twin boltgun, Master-crafted Power Weapon

KEYWORDS: Character, Mounted, Grenades, Imperium, Company Champion
FACTION KEYWORDS: Adeptus Astartes

COMPANY CHAMPION ON BIKE [LEGENDS]

60 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Mounted, Grenades, Imperium, Company Champion
FACTION KEYWORDS: Adeptus Astartes

COMPANY HEROES

125 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolt Pistol CLOSE-QUARTERS	12"	1	3+	5	-1	2
Master-crafted Bolt Rifle ASSAULT RAPID FIRE 1	24"	2	3+	5	-1	2
Master-crafted Heavy Bolter ASSAULT HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	4	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife	Melee	5	3+	5	-1	1
Master-crafted Power Weapon PRECISION	Melee	6	2+	6	-2	2

ABILITIES

Command Squad
Attacks that target this unit have -1 to wound rolls

Raise the Banner
At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Ancient oder Company Champion oder Company Veteran w/ Bolt Rifle oder Company Veteran w/ Heavy Bolter (40mm)

Equipped with: Master-crafted Bolt Pistol, Master-crafted Bolt Rifle, Master-crafted Heavy Bolter, Combat Knife, Master-crafted Power Weapon

KEYWORDS: Infantry, Imperium, Tacticus, Company Heroes, Explosives
FACTION KEYWORDS: Adeptus Astartes

COMPANY HEROES

125 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Imperium, Tacticus, Company Heroes, Explosives
FACTION KEYWORDS: Adeptus Astartes

COMPANY VETERANS ON BIKES [LEGENDS]

110–275 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-gun ANTI-VEHICLE 2+	18"	2	3+	5	-1	2
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	3

ABILITIES

Storm Shield
The bearer has a 4+ invulnerable save

Vanguard Assault
Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

AUFSTELLUNG

1x Veteran Biker Sergeant oder Veteran Bikers

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-gun, Grav-pistol, Meltagun, Storm bolter, Twin boltgun, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Power fist, Power weapon, Thunder Hammer

Wargear Options:
- Each Veteran Biker Sergeant can replace its Boltgun with Bolt pistol, Combi-weapon, Storm bolter, Grav-pistol or Plasma pistol.
- Veteran Biker Sergea... Chainsword... ...und...

KEYWORDS: Mounted, Imperium, Grenades, Company Veterans
FACTION KEYWORDS: Adeptus Astartes

COMPANY VETERANS ON BIKES [LEGENDS]

110–275 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	2

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

KEYWORDS: Mounted, Imperium, Grenades, Company Veterans
FACTION KEYWORDS: Adeptus Astartes

COMPANY VETERANS ON BIKES [LEGENDS]

110–275 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Mounted, Imperium, Grenades, Company Veterans
FACTION KEYWORDS: Adeptus Astartes

CORVUS BLACKSTAR

180 PTS

M	T	Sv	W	LD	OC
14"	10	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Blackstar rocket launcher **BLAST 1**	30"	4	3+	5	0	1
Hurricane bolter **RAPID FIRE 6** **TWIN-LINKED**	24"	6	3+	5	-1	1
2x Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon **SUSTAINED HITS 1** **TWIN-LINKED**	24"	6	3+	6	-2	1
Twin lascannon **TWIN-LINKED**	48"	1	3+	12	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Auspex Array
Ranged weapons equipped by the bearer have the [**IGNORES COVER**] ability.

Blackstar Cluster Launcher
In your Movement phase, when this unit ends a normal move, select up to one enemy unit this unit moved over during that move and roll six D6:

- For each 4+, that unit suffers 1 mortal wound.

TRANSPORT

Corvus Blackstar
This model has a transport capacity of 12 DEATHWATCH INFANTRY models. Each GRAVIS/JUMP PACK/TERMINATOR model takes up the space of 2 models.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 model or unit the benefit of cover (e.g. Stealth).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

1x Corvus Blackstar (120 x 92mm)

Equipped with: 2x Blackstar rocket launcher, Hurricane bolter, 2x Stormstrike missile launcher, Twin assault cannon, Twin lascannon, Armoured Hull

Wargear Options:
- This model can replace its Twin assault cannon with Twin lascannon.
- This model can replace its 2 Blackstar rocket launchers with 2 Stormstrike missile launchers.

KEYWORDS: Fly, Vehicle, Imperium, Transport, Corvus Blackstar, Frame
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

CORVUS BLACKSTAR

180 PTS

M	T	Sv	W	LD	OC
14"	10	3+	14	6+	0

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

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).

KEYWORDS: Fly, Vehicle, Imperium, Transport, Corvus Blackstar, Frame
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

DEATHWATCH TERMINATOR SQUAD

190–380 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Cyclone missile launcher - frag BLAST 2	36"	8	3+	4	-1	1
➤ Cyclone missile launcher - krak	36"	2	3+	10	-2	D3+3
➤ Plasma cannon - standard BLAST 1	36"	3	3+	9	-2	2
➤ Plasma cannon - supercharge BLAST 1 HAZARDOUS	36"	3	3+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	5	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	3+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	6	3+	5	-2	1
➤ Chainfist - Hunter: Monster/Vehicle	Melee	3	3+	12	-2	3
➤ Chainfist - Standard	Melee	2	4+	8	-2	2

ABILITIES

Storm Shield
The bearer has a Wounds characteristic of 4.

Teleport Homer
At the start of the battle, you can set up one Teleport Homer token for this unit on the battlefield. If you do:

- When you target this unit with the Rapid Ingress stratagem, you can use that Teleport Homer token. If you do, that use is -1 CP, but when resolving that stratagem, this unit must be set up within 3" of that Teleport Homer token and not within 8" of an enemy unit. That Teleport Homer token is then removed from the battlefield.

- If an enemy unit ends a move within 1" of that Teleport Homer token, that Teleport Homer token is removed from the battlefield.

Terminatus Assault
- This unit can re-roll charge rolls.

- After this unit ends a charge move, each enemy unit engaged with this unit makes a battle-shock roll, with -1 to that battle-shock roll if it's a non-Imperium/Chaos unit.

WEAPON ABILITIES

AUFSTELLUNG

5-10x Deathwatch Terminator oder Deathwatch Terminator w/ Heavy Weapon oder Deathwatch Terminator Sergeant (40mm)

Equipped with: Assault Cannon, Heavy Flamer, Storm bolter, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Power fist, Power weapon, Thunder Hammer, Twin lightning claws, ➤ Chainfist - Hunter: Monster/Vehicle, ➤ Chainfist - Standard

Wargear Options:
■ Each Deathwatch Terminator w/ Heavy Weapon can replace its Power fist with Chainfist or Pow[illegible]on.

KEYWORDS: Infantry, Imperium, Deathwatch Terminator Squad, Terminator, Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

DEATHWATCH TERMINATOR SQUAD

190–380 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE 4+

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Infantry, Imperium, Deathwatch Terminator Squad, Terminator, Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

DEATHWATCH TERMINATOR SQUAD

190–380 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE 4+

CORE RULES

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Imperium, Deathwatch Terminator Squad, Terminator, Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

DEATHWATCH VETERANS

115–220 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun RAPID FIRE 1	24"	1	3+	5	-1	1
Deathwatch shotgun ASSAULT	18"	2	3+	4	-1	2
Frag cannon BLAST 1 HEAVY LETHAL HITS RAPID FIRE 1	18"	2	3+	7	-2	2
Stalker-pattern boltgun HEAVY PRECISION	24"	1	3+	5	-1	2
➤ Combi-weapon (Damnatus)	12"	1	3+	9	-3	D3+2
➤ Combi-weapon (Infernus) BLAST 1 TORRENT	12"	3	-	4	0	1
➤ Combi-weapon (Purgatus) MELTA 2	24"	2	3+	7	-2	2
➤ Infernus heavy bolter (Bolt) HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2
➤ Infernus heavy bolter (Infernus) BLAST 1 TORRENT	12"	3	-	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blackshield blades TWIN-LINKED	Melee	4	3+	5	-2	1
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Knives and Fists	Melee	3	3+	5	0	1
Power weapon	Melee	3	3+	5	-2	1
Xenophase blade DEVASTATING WOUNDS	Melee	4	3+	5	-2	1

ABILITIES

Death to the Alien
This unit's attacks can:

- Re-roll hit rolls of 1.

- Or: If the target of those attacks does not have IMPERIUM/CHAOS, re-roll hit rolls.

Storm shield
The bearer has a 4+ invulnerable save.

WEAPON ABILITIES

AUFSTELLUNG

5-10x Veteran w/ boltgun and power weapon oder Veteran w/ heavy thunder hammer oder Veteran w/ frag cannon and CCW oder Veteran w/ infernus heavy bolter and CCW oder Veteran w/ Storm shield and boltgun oder Veteran w/ Storm shield and power weapon oder Veteran w/ stalker-pattern boltgun and CCW oder Veteran w/ Deathwatch shotgun and CCW oder Veteran w/ Black Shield blades (32mm)

Equipped with: Boltgun, Deathwatch shotgun, Frag cannon, Stalker-pattern boltgun, ➤ Combi-weapon (Damnatus), ➤ Combi-apon (Infernus), ➤ Combi-(Purgatus), ➤ Infern-(Bolt), ➤ In-

KEYWORDS: Infantry, Battleline, Imperium, Kill Team, Deathwatch Veterans, Explosives
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

DEATHWATCH VETERANS

115–220 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

KEYWORDS: Infantry, Battleline, Imperium, Kill Team, Deathwatch Veterans, Explosives
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

DEATHWATCH VETERANS

115–220 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Infantry, Battleline, Imperium, Kill Team, Deathwatch Veterans, Explosives
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

DECIMUS KILL TEAM

110–210 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Deathwatch marksman bolt carbine HEAVY LETHAL HITS	24"	2	3+	5	-1	1
Frag cannon BLAST 1 HEAVY LETHAL HITS RAPID FIRE 1	18"	2	3+	7	-2	2
Hellstorm bolt rifle ASSAULT HEAVY LETHAL HITS	30"	2	3+	5	-2	2
Special-issue bolt pistol CLOSE-QUARTERS LETHAL HITS PRECISION	18"	1	3+	4	-1	1
Stalker bolt rifle HEAVY LETHAL HITS PRECISION	30"	2	3+	5	-2	2
➤ Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
➤ Grenade Launcher - Krak RAPID FIRE 1	24"	1	3+	10	-2	3
➤ Infernus heavy bolter (Bolt) HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2
➤ Infernus heavy bolter (Infernus) BLAST 1 TORRENT	12"	3	-	5	-1	1
➤ Plasma incinerator - Standard ASSAULT HEAVY	24"	2	3+	7	-2	1
➤ Plasma incinerator - Supercharge ASSAULT HAZARDOUS HEAVY	24"	2	3+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat knife PRECISION	Melee	4	3+	4	-1	1
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Knives and Fists	Melee	3	3+	5	0	1
Power weapon SUSTAINED HITS 1	Melee	4	3+	5	-2	1

AUFSTELLUNG

1x Decimus Kill Team

Basegrößen: Gravis Veteran 40mm, Deathwatch Veteran with Stalker Bolt Rifle, Bolt Pistol and Knives and Fists 32mm, Kill Team Sergeant 32mm, Deathwatch Veteran with Xenophase Blade and Special-issue Bolt Pistol 32mm, Deathwatch Veteran with Deathwatch Marksman Bolt Carbine, Special-issue Bolt Pistol and Knives and Fists 32mm, Deathwatch Veteran with Heavy Thunder Hammer and Bolt Pistol 32mm

Equipped with: Bolt pistol, Deathwatch marksman bolt carbine, cannon, Hellstorm bolt rifle, sue bolt pistol, St de Laun

KEYWORDS: Infantry, Battleline, Imperium, Kill Team, Tacticus, Decimus Kill Team, Explosives, Gravis

FACTION KEYWORDS: Adeptus Astartes, Deathwatch

DECIMUS KILL TEAM

110–210 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

Xenophase blade **DEVASTATING WOUNDS**	Melee	4	3+	5	-2	1

ABILITIES

Astartes shield
The bearer has a 4+ invulnerable save.

Death to the Alien
This unit's attacks can:

- Re-roll hit rolls of 1.

- Or: If the target of those attacks does not have IMPERIUM/CHAOS, re-roll hit rolls.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

KEYWORDS: Infantry, Battleline, Imperium, Kill Team, Tacticus, Decimus Kill Team, Explosives, Gravis
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

DECIMUS KILL TEAM

110–210 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Battleline, Imperium, Kill Team, Tacticus, Decimus Kill Team, Explosives, Gravis
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

DEIMOS PREDATOR [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Conversion Beam Cannon CONVERSION SUSTAINED HITS D3	24"	1	3+	7	-1	3
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Infernus Cannon IGNORES COVER TORRENT	12"	2D6	N/A	6	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Magna-Melta Cannon MELTA 4	18"	2	3+	12	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Plasma Destroyer - Standard BLAST	36"	D3	3+	8	-2	2
➤ Plasma Destroyer - Supercharge BLAST HAZARDOUS	36"	D3	3+	9	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Armoured Spearhead
Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Deimos Predator [Legends]

Equipped with: Conversion Beam Cannon, Heavy Bolter, Heavy Flamer, Hunter-killer missile, Infernus Cannon, Lascannon, Magna-Melta Cannon, Storm bolter, ➤ Plasma Destroyer - Standard, ➤ Plasma Destroyer - Supercharge, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.
- This model can be equipped with one of: 2 Lascannons, 2 Heavy Bolters, 2 Heavy Flamers.
- This model can replace its ma Destroyer with Infe Conversion B gna

KEYWORDS: Vehicle, Smoke, Imperium, Deimos Predator
FACTION KEYWORDS: Adeptus Astartes

DEIMOS PREDATOR [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Conversion
Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

KEYWORDS: Vehicle, Smoke, Imperium, Deimos Predator
FACTION KEYWORDS: Adeptus Astartes

DEIMOS PREDATOR [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Deimos Predator
FACTION KEYWORDS: Adeptus Astartes

DESOLATION SQUAD

140 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Castellan Launcher HEAVY	24"	2	3+	5	-1	1
Superfrag Rocket Launcher BLAST 1 HEAVY	48"	4	3+	5	-1	1
Superkrak Rocket Launcher HEAVY	48"	1	3+	10	-2	D3+3
Vengor launcher BLAST 1 HEAVY INDIRECT FIRE	48"	4	3+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Targeter Optics
This unit's ranged attacks that target a visible enemy unit have [IGNORES COVER]

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

AUFSTELLUNG

5x Desolation Marine oder Desolation Sergeant (32mm)

Equipped with: Bolt pistol, Castellan Launcher, Superfrag Rocket Launcher, Superkrak Rocket Launcher, Vengor launcher, Ceramite Fists

Wargear Options:
- Each Desolation Marine can replace its Superfrag Rocket Launcher with Superkrak Rocket Launcher.
- Each Desolation Sergeant can replace its Superfrag Rocket Launcher with Superkrak Rocket Launcher or Vengor launcher.

KEYWORDS: Infantry, Imperium, Tacticus, Desolation Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

DESOLATION SQUAD

140 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Imperium, Tacticus, Desolation Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

DEVASTATOR SQUAD

120–200 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Grav-cannon ANTI-VEHICLE 2+ HEAVY	24"	3	4+	6	-1	3
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Heavy Bolter HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	4+	5	-1	2
Lascannon HEAVY	48"	1	4+	12	-3	D6+1
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
➤ Missile Launcher - Frag BLAST 1 HEAVY	48"	4	4+	4	-1	1
➤ Missile Launcher - Krak	48"	1	4+	10	-2	D3+3
➤ Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HEAVY HAZARDOUS	36"	D3	4+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	3

AUFSTELLUNG

4-9x Devastator Marine w/ Boltgun oder Devastator Marine w/ Heavy Weapon (32mm)

1x Devastator Sergeant (32mm)

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Grav-cannon, Grav-pistol, Heavy Bolter, Lascannon, Multi-melta, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer

Wargear Options:
This model can be equipped w
ltgun.
tator Mar

KEYWORDS: Infantry, Grenades, Imperium, Devastator Squad
FACTION KEYWORDS: Adeptus Astartes

DEVASTATOR SQUAD

120–200 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

ABILITIES

Armorium Cherub
Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.

Signum
Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

KEYWORDS: Infantry, Grenades, Imperium, Devastator Squad
FACTION KEYWORDS: Adeptus Astartes

DEVASTATOR SQUAD

120–200 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Grenades, Imperium, Devastator Squad
FACTION KEYWORDS: Adeptus Astartes

DREADNOUGHT [LEGENDS] 135 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Heavy Plasma Cannon BLAST HAZARDOUS	36"	D3	3+	8	-3	3
➤ Heavy Plasma Cannon - Standard BLAST	36"	D3	3+	7	-2	2
➤ Missile Launcher - Frag BLAST	48"	D6	3+	4	0	1
➤ Missile Launcher - Krak	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Dreadnought Combat Weapon	Melee	5	3+	12	-2	3

ABILITIES

Wisdom of the Ancients [Aura]
While a friendly Adeptus Astartes Infantry unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Dreadnought [Legends]

Equipped with: Assault Cannon, Heavy Flamer, Multi-melta, Storm bolter, Twin lascannon, ➤ Heavy Plasma Cannon, ➤ Heavy Plasma Cannon - Standard, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, Close combat weapon, Dreadnought Combat Weapon

Wargear Options:
- This model can replace its Dreadnought Combat Weapon w/ Storm Bolter with Dreadnought Combat Weapon w/ Heavy Flamer or Close Combat Weapon w/ Missile Launcher.
- This model can replace its Assa… …on with Multi-melta, T… … or Heavy Pl…

KEYWORDS: Vehicle, Smoke, Imperium, Walker, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

DREADNOUGHT [LEGENDS] 135 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Walker, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

DROP POD

60 PTS

M	T	Sv	W	LD	OC
-	7	3+	8	6+	-

ABILITIES

Deployment Complete
When this unit is set up on the battlefield and all units within it have disembarked, units cannot embark within this TRANSPORT

Drop Pod Assault
- This unit must start the battle in strategic reserves.
- In your first Movement phase, this unit can make an ingress move.
- When this unit is set up, all units embarked within this unit must make a disembark/assault disembark move (pg 157), and those units must be set up more than 8" away from all enemy units.

Transport
This model has a transport capacity of 12 Adeptus Astartes Infantry models. It cannot transport GRAVIS/JUMP PACK/TERMINATOR models.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

1x Drop Pod (Hull)

KEYWORDS: Vehicle, Imperium, Drop Pod, Transport, Dedicated Transport, Frame
FACTION KEYWORDS: -

ELIMINATOR SQUAD

85 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Sniper Rifle HEAVY PRECISION	36"	1	3+	6	-2	3
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Instigator Bolt Carbine LETHAL HITS: NON-MONSTER/VEHICLE PRECISION RAPID FIRE 2	24"	2	3+	5	-2	2
Las fusil HEAVY	36"	1	3+	10	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Chameleoline Cloaks
This unit has -3" detection range

Special-issue Optics and Ammunition
In your Shooting phase, when this unit is selected to shoot, you can select one of the following:

- This unit's ranged attacks have [IGNORES COVER].
- Or: Select one enemy unit within 24" of this unit. That enemy unit has +6" detection range until this unit has shot.

WEAPON ABILITIES

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

AUFSTELLUNG

1x Eliminator Sergeant oder Eliminator (40mm)

Equipped with: Bolt Sniper Rifle, Bolt pistol, Instigator Bolt Carbine, Las fusil, Ceramite Fists

Wargear Options:
- Each Eliminator Sergeant can replace its Bolt Sniper Rifle with Instigator Bolt Carbine or Las fusil.
- Each Eliminator can replace its Bolt Sniper Rifle with Las fusil.

KEYWORDS: Infantry, Imperium, Phobos, Eliminator Squad, Explosives, Smoke
FACTION KEYWORDS: Adeptus Astartes

ELIMINATOR SQUAD

85 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 deployment zone and all enemy units.

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).

KEYWORDS: Infantry, Imperium, Phobos, Eliminator Squad, Explosives, Smoke
FACTION KEYWORDS: Adeptus Astartes

ERADICATOR SQUAD WITH HEAVY BOLTERS

100–215 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Heavy Bolter **HEAVY** **RAPID FIRE 2** **SUSTAINED HITS 1**	36"	3	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Overlapping Detonations
In your Shooting phase, when this unit is selected to shoot you can select one enemy unit visible to it. This unit's **heavy** bolters that targeted that selected unit have [BLAST 1].

WEAPON ABILITIES

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

AUFSTELLUNG

3-6x Eradicator oder Eradicator Sergeant (40mm)

Equipped with: Bolt pistol, Heavy Bolter, Ceramite Fists

KEYWORDS: Infantry, Imperium, Gravis, Eradicator Squad with Heavy Bolters, Explosives
FACTION KEYWORDS: Adeptus Astartes

ERADICATOR SQUAD WITH MELTA RIFLES

100–200 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
➤ Melta Rifle **MELTA 2**	18"	1	3+	10	-3	D3+2
➤ Melta Rifle HUNTER:Monster/Vehicle **MELTA 2**	18"	1	2+	12	-3	D3+2
➤ Multi-melta **MELTA 3**	18"	2	3+	10	-3	D3+2
➤ Multi-melta HUNTER:Monster/Vehicle **MELTA 3**	18"	2	2+	12	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Total Obliteration
This unit's ranged attacks can re-roll damage rolls

WEAPON ABILITIES

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

3-6x Eradicator Sergeant oder Eradicator oder Eradicator with Multi-melta (40mm)

Equipped with: Bolt pistol, ➤ Melta Rifle, ➤ Melta Rifle HUNTER:Monster/Vehicle, ➤ Multi-melta, ➤ Multi-melta HUNTER:Monster/Vehicle, Ceramite Fists

KEYWORDS: Infantry, Imperium, Gravis, Eradicator Squad with Melta Rifles, Explosives
FACTION KEYWORDS: Adeptus Astartes

ERADICATOR SQUAD WITH MELTA RIFLES

100–200 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	1

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

KEYWORDS: Infantry, Imperium, Gravis, Eradicator Squad with Melta Rifles, Explosives
FACTION KEYWORDS: Adeptus Astartes

FERREN AREIOS [LEGENDS] 80 PTS

M	T	Sv	W	LD	OC
6"	4	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Relic Thunder Hammer DEVASTATING WOUNDS	Melee	5	2+	8	-2	3

ABILITIES

CORE - Leader

Master of Rites
In your Command phase, select one of the following to apply to this model's unit until the end of the turn:

- This model's unit is eligible to shoot in a turn in which it Advanced.
- This model's unit is eligible to declare a charge in a turn in it which it Advanced.
- This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Unrelenting and Uncompromising
While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or all modifiers to the Hit roll.

Leader
This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, ASSAULT SQUAD, BLADEGUARD VETERAN SQUAD, COMMAND SQUAD, COMPANY HEROES, HELLBLASTER SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD, VANGUARD VETERAN SQUAD

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Ferren Areios [Legends]

Equipped with: Heavy Bolt Pistol, Relic Thunder Hammer

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Epic Hero, Infantry, Captain, Grenades, Imperium, Ferren Areios, Tacticus
FACTION KEYWORDS: Adeptus Astartes

FERREN AREIOS [LEGENDS] 80 PTS

M	T	Sv	W	LD	OC
6"	4	2+	5	6+	1

INVULNERABLE SAVE

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Epic Hero, Infantry, Captain, Grenades, Imperium, Ferren Areios, Tacticus
FACTION KEYWORDS: Adeptus Astartes

FIRESTRIKE SERVO-TURRETS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Firestrike Autocannon RAPID FIRE 2 TWIN-LINKED	48"	4	2+	9	-1	3
Twin Firestrike Las-talon TWIN-LINKED	36"	2	2+	10	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hovering Bulk	Melee	3	3+	5	0	1

ABILITIES

Sentinel Protocols
(Once per phase per unit) You can target this unit with the Fire Overwatch stratagem, regardless of any other uses of that stratagem this phase. If you do:

- This unit's snap shooting attacks hit on unmodified hit rolls of 4+ until that stratagem is resolved.
- That use does not prevent any uses of that stratagem on other units this phase.

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1-2x Firestrike Servo-Turret (80mm)

Equipped with: Twin Firestrike Autocannon, Twin Firestrike Las-talon, Hovering Bulk

Wargear Options:
- Each Firestrike Servo-Turret can replace its Twin Firestrike Las-talon with Twin Firestrike Autocannon.

KEYWORDS: Artillery, Vehicle, Imperium, Firestrike Servo-turrets
FACTION KEYWORDS: Adeptus Astartes

FORTIS KILL TEAM

210 PTS

KILL TEAM SERGEANT

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Castellan Launcher HEAVY	24"	2	3+	5	-1	1
Deathwatch bolt rifle ASSAULT HEAVY LETHAL HITS	24"	2	3+	5	-2	1
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Pyreblaster IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Superfrag missile launcher BLAST 1 HEAVY	48"	4	3+	5	-1	1
Superkrak missile launcher HEAVY	48"	1	3+	10	-2	D3+3
Vengor launcher BLAST 1 HEAVY INDIRECT FIRE	48"	4	3+	7	-1	2
➤ Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
➤ Grenade Launcher - Krak RAPID FIRE 1	24"	1	3+	10	-2	3
➤ Plasma incinerator - Standard ASSAULT HEAVY	24"	2	3+	7	-2	1
➤ Plasma incinerator - Supercharge ASSAULT HAZARDOUS HEAVY	24"	2	3+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Knives and Fists	Melee	3	3+	5	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

AUFSTELLUNG

1x Kill Team Sergeant - Equipped with: ➤ Grenade Launcher - Krak, ➤ Grenade Launcher - Frag, Bolt pistol, Chainsword, Deathwatch bolt rifle, Power weapon, Hand flamer, ➤ Plasma pistol - supercharge, ➤ Plasma pistol - standard, Knives and Fists, Power fist, Thunder Hammer (32mm)

9x Kill Team Intercessor w/ heavy bolt pistol and chainsword oder Kill Team Intercessor w/ pyreblaster (32mm)

Wargear Options:

- Each Kill Team Sergeant can be equipped with 1x Grenade Launcher.
- ch Kill Team Sergeant can ... its Deathwatch b... word, Po...

KEYWORDS: Infantry, Imperium, Tacticus, Kill Team, Explosives, Fortis Kill Team

FACTION KEYWORDS: Adeptus Astartes, Deathwatch

FORTIS KILL TEAM

210 PTS

KILL TEAM SERGEANT

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

ABILITIES

Fortis Doctrines

This unit's attacks that target a unit

- Below starting strength, have +1 to hit rolls.

- Or: at or below half-strength have +1 to hit rolls and wound rolls.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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 model or unit the benefit of cover (e.g. Stealth).

Indirect Fire

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

KEYWORDS: Infantry, Imperium, Tacticus, Kill Team, Explosives, Fortis Kill Team

FACTION KEYWORDS: Adeptus Astartes, Deathwatch

FORTIS KILL TEAM

210 PTS

KILL TEAM SERGEANT

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Imperium, Tacticus, Kill Team, Explosives, Fortis Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

GLADIATOR LANCER

160 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array RAPID FIRE 6	24"	6	3+	5	-1	1
Lancer Laser Destroyer HEAVY	72"	2	3+	14	-3	D6+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Aqullon Optics

This unit's ranged attacks that target a Monster/Vehicle unit can:

- Re-roll one hit roll.
- Re-roll one wound roll.
- Re-roll one damage roll.

WEAPON ABILITIES

Heavy

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Gladiator Lancer (100mm)

Equipped with: Defensive Array, Lancer Laser Destroyer, Armoured Hull

KEYWORDS: Vehicle, Imperium, Smoke, Gladiator Lancer, Frame
FACTION KEYWORDS: Adeptus Astartes

GLADIATOR LANCER

160 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Imperium, Smoke, Gladiator Lancer, Frame
FACTION KEYWORDS: Adeptus Astartes

GLADIATOR REAPER

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array RAPID FIRE 12	24"	12	3+	5	-1	1
Twin Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE SUSTAINED HITS 2: NON-MONSTER/VEHICLES TWIN-LINKED	24"	12	3+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Reaping Tally
This unit's ranged attacks that target a unit (excluding Monster/Vehicle units) have +1 AP.

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Gladiator Reaper (100mm)

Equipped with: Defensive Array, Twin Heavy Onslaught Gatling Cannon, Armoured Hull

KEYWORDS: Smoke, Imperium, Vehicle, Gladiator Reaper, Frame
FACTION KEYWORDS: Adeptus Astartes

GLADIATOR REAPER

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Smoke, Imperium, Vehicle, Gladiator Reaper, Frame
FACTION KEYWORDS: Adeptus Astartes

GLADIATOR VALIANT

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array **RAPID FIRE 6**	24"	6	3+	5	-1	1
Multi-melta **MELTA 3**	18"	2	3+	10	-3	D3+2
Twin Las-talon **TWIN-LINKED**	36"	2	3+	10	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Priority Target Acquisition
This unit's ranged attacks that target a unit within 12" of this unit have +1S

WEAPON ABILITIES

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Gladiator Valiant (100mm)

Equipped with: Defensive Array, Multi-melta, Twin Las-talon, Armoured Hull

KEYWORDS: Vehicle, Smoke, Imperium, Gladiator Valiant, Frame
FACTION KEYWORDS: Adeptus Astartes

GLADIATOR VALIANT

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	3

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Gladiator Valiant, Frame
FACTION KEYWORDS: Adeptus Astartes

HAMMERFALL BUNKER [LEGENDS]

175 PTS

M	T	Sv	W	LD	OC
-	12	2+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hammerfall Heavy Bolter Array DEFENSIVE ARRAY **SUSTAINED HITS 1** **TWIN-LINKED**	36"	6	4+	5	-1	2
Hammerfall Heavy Flamer Array DEFENSIVE ARRAY **IGNORES COVER** **TORRENT** **TWIN-LINKED**	12"	2D6	N/A	5	-1	1
➤ Hammerfall Missile Launcher - Superfrag **BLAST**	48"	2d6+2	4+	5	0	1
➤ Hammerfall Missile Launcher - Superkrak	48"	2	4+	10	-2	D6+1

ABILITIES

Ceramite Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Defensive Array
You can target this Fortification with the Fire Overwatch Strategem for 0CP, and can do so even if you have already targeted another unit with that Stratagem this turn. This Fortification can only be targeted with that Stratagem once per turn.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 model or unit the benefit of cover (e.g. Stealth).

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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 Hammerfall Bunker [Legends]

Equipped with: Hammerfall Heavy Bolter Array, Hammerfall Heavy Flamer Array, ➤ Hammerfall Missile Launcher - Superfrag, ➤ Hammerfall Missile Launcher - Superkrak

Wargear Options:
- This model can replace its Hammerfall Heavy Bolter Array with Hammerfall Heavy Flamer Array.

KEYWORDS: Fortification, Imperium, Hammerfall Bunker, Frame
FACTION KEYWORDS: Adeptus Astartes

HAMMERFALL BUNKER [LEGENDS]

175 PTS

M	T	Sv	W	LD	OC
-	12	2+	14	6+	0

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Fortification, Imperium, Hammerfall Bunker, Frame
FACTION KEYWORDS: Adeptus Astartes

HEAVY INTERCESSOR SQUAD

115–230 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Heavy Bolt Rifle HEAVY RAPID FIRE 1	30"	2	3+	5	-1	2
Heavy Bolter HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Unyielding in the Face of the Foe
While this unit is controlling an objective, this unit has +1 to save rolls.

WEAPON ABILITIES

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

5-10x Heavy Intercessors oder Heavy Intercessor Sergeant oder Heavy Intercessor w/Heavy Bolter (40mm)

Equipped with: Bolt pistol, Heavy Bolt Rifle, Heavy Bolter, Ceramite Fists

Wargear Options:
- This model can be equipped with 1x Heavy Bolter.

KEYWORDS: Infantry, Battleline, Imperium, Gravis, Heavy Intercessor Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

HEAVY INTERCESSOR SQUAD

115–230 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Battleline, Imperium, Gravis, Heavy Intercessor Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

HELLBLASTER SQUAD

115–230 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
➤ Plasma Incinerator - Standard ASSAULT RAPID FIRE 1	24"	2	3+	7	-2	2
➤ Plasma Incinerator - Supercharge ASSAULT HAZARDOUS RAPID FIRE 1	24"	2	3+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Rites of Thermal Appeasement
This unit has +1 to hazard rolls made for its Plasma Incinerator and Plasma Pistol weapons.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

5-10x Hellblaster Sergeant oder Hellblaster (32mm)

Equipped with: Bolt pistol, ➤ Plasma Incinerator - Standard, ➤ Plasma Incinerator - Supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Ceramite Fists

Wargear Options:
- Each Hellblaster Sergeant can replace its Bolt pistol with Plasma pistol.

KEYWORDS: Infantry, Imperium, Hellblaster Squad, Tacticus, Explosives
FACTION KEYWORDS: Adeptus Astartes

HELLBLASTER SQUAD

115–230 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Imperium, Hellblaster Squad, Tacticus, Explosives
FACTION KEYWORDS: Adeptus Astartes

HUNTER [LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
9"	11	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Skyspear Missile Launcher ANTI-FLY 3+ DEVASTATING WOUNDS HEAVY	36"	1	2+	10	-3	D6+2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Hunter Missile Targeting
Each time this model makes an attack with its skyspear missile launcher that targets a Monster or Vehicle unit, that attack scores a hit on an unmodified Hit roll of 2+.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

AUFSTELLUNG

1x Hunter [Legends]

Equipped with: Hunter-killer missile, Skyspear Missile Launcher, Storm bolter, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.

KEYWORDS: Vehicle, Smoke, Imperium, Hunter
FACTION KEYWORDS: Adeptus Astartes

HUNTER [LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
9"	11	3+	11	6+	3

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Hunter
FACTION KEYWORDS: Adeptus Astartes

IMPERIAL SPACE MARINE [LEGENDS]

40 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Disintegration Combi-gun **ANTI-INFANTRY 4+** **DEVASTATING WOUNDS** **RAPID FIRE 1**	24"	1	4+	5	-1	1
Disintegration Pistol **ANTI-INFANTRY 4+** **DEVASTATING WOUNDS** **PISTOL**	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE - Support

Swift Assault
While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

Unbreakable Duty
While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the Feel No Pain 4+ ability.

Leader
This model can be attached to the following units: ASSAULT SQUAD, COMMAND SQUAD, DEVASTATOR SQUAD, TACTICAL SQUAD, VANGUARD VETERAN SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

1x Imperial Space Marine [Legends]

Equipped with: Disintegration Combi-gun, Disintegration Pistol, Close combat weapon

KEYWORDS: Character, Infantry, Imperium, Imperial Space Marine, Grenades
FACTION KEYWORDS: Adeptus Astartes

IMPERIAL SPACE MARINE [LEGENDS]

40 PTS

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

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Support

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Imperial Space Marine, Grenades
FACTION KEYWORDS: Adeptus Astartes

IMPULSOR

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	11	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm Grenade Launchers **BLAST 2**	18"	6	3+	4	-1	1
Ironhail Heavy Stubber **RAPID FIRE 3**	36"	3	3+	4	-1	1
Ironhail Skytalon Array **RAPID FIRE 6**	36"	6	3+	4	-1	1
Storm Bolters **RAPID FIRE 4**	24"	4	3+	5	-1	1
➤ Bellicatus Missile Array - Frag **BLAST 1**	48"	4	3+	4	-1	1
➤ Bellicatus Missile Array - Icarus **ANTI-FLY 2+**	48"	3	3+	6	-1	2
➤ Bellicatus Missile Array - Krak	48"	1	3+	10	-2	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Orbital Comms Array
This unit has Scouts 6"

Rapid Disembarkation
In your Movement phase, when this unit ends an advance move, units embarked within this unit can make a shock disembark move (pg 157).

Shield Dome
This unit has a 5+ InvSv

Transport
This model has a transport capacity of 7 ADEPTUS ASTARTES INFANTRY models. It cannot transport TERMINATOR/JUMP PACK models. Each GRAVIS model takes up the space of 2 models.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

1x Impulsor (100mm)

Equipped with: Fragstorm Grenade Launchers, Ironhail Heavy Stubber, Ironhail Skytalon Array, Storm Bolters, ➤ Bellicatus Missile Array - Frag, ➤ Bellicatus Missile Array - Icarus, ➤ Bellicatus Missile Array - Krak, Armoured Hull

Wargear Options:
- This model can be equipped with 1x Ironhail Heavy Stubber.
- This model can be equipped with one of: Orbital Comms Array, Shield Dome, Ironhail Skytalon Array, Bellicatus Missile Array.
- This model can replace its Fragstorm Grenade Launchers with Storm Bolters.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Imperium, Impulsor, Frame
FACTION KEYWORDS: Adeptus Astartes

IMPULSOR

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	11	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 7

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Imperium, Impulsor, Frame
FACTION KEYWORDS: Adeptus Astartes

INCEPTOR SQUAD

130–260 PTS

M	T	Sv	W	LD	OC
10"	6	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Bolters **ASSAULT** CLOSE-QUARTERS **SUSTAINED HITS 2** **TWIN-LINKED**	18"	3	3+	5	-1	2
➤ Plasma Exterminators - Standard **ASSAULT** CLOSE-QUARTERS **TWIN-LINKED**	18"	2	3+	7	-2	2
➤ Plasma Exterminators - Supercharge **ASSAULT** CLOSE-QUARTERS **HAZARDOUS** **TWIN-LINKED**	18"	2	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Meteoric Descent
If this unit made an ingress move this turn, this unit's ranged attacks have +1 to hit rolls.

Parabolic Jetleap
At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Inceptor Sergeant oder Inceptor (40mm)

Equipped with: Assault Bolters, ➤ Plasma Exterminators - Standard, ➤ Plasma Exterminators - Supercharge, Ceramite Fists

Wargear Options:
- Each Inceptor Sergeant can replace its Assault Bolters with Plasma Exterminators.
- Each Inceptor can replace its Assault Bolters with Plasma Exterminators.

KEYWORDS: Infantry, Fly, Jump Pack, Imperium, Gravis, Inceptor Squad
FACTION KEYWORDS: Adeptus Astartes

INCEPTOR SQUAD

130–260 PTS

M	T	Sv	W	LD	OC
10"	6	3+	3	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent’s deployment zone.

KEYWORDS: Infantry, Fly, Jump Pack, Imperium, Gravis, Inceptor Squad
FACTION KEYWORDS: Adeptus Astartes

INCURSOR SQUAD

90–170 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Occulus Bolt Carbine **ASSAULT** **IGNORES COVER**	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Paired Combat Blades **SUSTAINED HITS 1**	Melee	3	3+	5	-1	1

ABILITIES

Divinator-class Auspexes
(Once per phase, per unit) In your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot, you can use this ability. If you do, select one visible enemy unit within 18" of this unit. That unit is scanned:

- While a unit is scanned, ranged attacks that target that unit can re-roll hit rolls of 1.

Haywire Mine
(Once per battle, per unit) In your Shooting phase, you can select one visible enemy unit within 6" of this unit and roll one D6. On a 2+:

- That enemy unit suffers D3 mortal wounds.
- Or: If that enemy unit is a VEHICLE unit, that enemy unit suffers 2D3 mortal wounds.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 model or unit the benefit of cover (e.g. Stealth).

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Incursor Sergeant oder Incursor (32mm)

Equipped with: Bolt pistol, Occulus Bolt Carbine, Paired Combat Blades

KEYWORDS: Infantry, Imperium, Smoke, Phobos, Incursor Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

INCURSOR SQUAD

90–170 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Imperium, Smoke, Phobos, Incursor Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

INDOMITOR KILL TEAM

280 PTS

M	T	Sv	W	LD	OC
5"	6	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Auto boltstorm gauntlets CLOSE-QUARTERS TWIN-LINKED	18"	3	3+	5	-1	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Deathwatch heavy bolt rifle ASSAULT HEAVY LETHAL HITS	30"	2	3+	5	-2	2
Deathwatch heavy bolter ASSAULT HEAVY LETHAL HITS SUSTAINED HITS 1	36"	3	3+	5	-2	3
Fragstorm grenade launcher BLAST 1	18"	3	3+	4	-1	1
➤ Flamestorm gauntlets (Close-quarters) CLOSE-QUARTERS TORRENT TWIN-LINKED	12"	3	-	4	-1	1
➤ Flamestorm gauntlets (Ranged) BLAST 2 TORRENT TWIN-LINKED	12"	3	-	4	-1	1
➤ Melta Rifle MELTA 2	18"	1	3+	10	-3	D3+2
➤ Melta Rifle HUNTER:Monster/Vehicle MELTA 2	18"	1	2+	12	-3	D3+2
➤ Multi-melta HEAVY MELTA 3	18"	2	3+	10	-3	D3+2
➤Multi-melta (HUNTER:Monster/Vehicle) MELTA 3	18"	2	2+	12	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1
Twin power fists TWIN-LINKED	Melee	3	3+	8	-2	2

ABILITIES

Indomitor Doctrines

- This unit's ranged attacks that target the closest eligible enemy unit, have +1 S.
- If this unit made a charge move this turn, this unit's melee attacks have +1 S.

WEAPON ABILITIES

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

AUFSTELLUNG

3x Kill Team Heavy Intercessor w/ melta rifle oder Kill Team Heavy Intercessor w/ multi-melta (40mm)

3x Kill Team Heavy Intercessor w/ power fists & auto boltstorm gauntlets oder Kill Team Heavy Intercessor w/ power fists & flamestorm gauntlets (40mm)

4x Kill Team Heavy Intercessor oder Kill Team Heavy Intercessor w/ heavy bolter (40mm)

Equipped with: Auto boltstorm gauntlets, Bolt pistol, Deathwatch heavy bolt rifle, Deathwatch heavy bolter, Fragstorm grenade launcher, ➤ Flamestorm gauntlets (Close-quarters), ➤ Flamestorm gauntlets (Ranged), ➤ Melta Rifle, ➤ Melta Rifle HUNTER:Monster/Vehicle, ➤ Multi-melta

KEYWORDS: Infantry, Grenades, Imperium, Gravis, Kill Team, Indomitor Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Grenades, Imperium, Gravis, Kill Team, Indomitor Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

INFERNUS SQUAD

95–190 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Pyreblaster **BLAST 1** **TORRENT**	12"	3	-	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Driven from Cover
In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. Friendly ADEPTUS ASTARTES units' ranged attacks that target that enemy unit have [IGNORES COVER].

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

5-10x Infernus Marines oder Infernus Sergeant (32mm)

Equipped with: Bolt pistol, Pyreblaster, Ceramite Fists

KEYWORDS: Infantry, Imperium, Tacticus, Infernus Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

INFERNUS SQUAD

95–190 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

KEYWORDS: Infantry, Imperium, Tacticus, Infernus Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

INFILTRATOR SQUAD

85–150 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Marksman Bolt Carbine **PRECISION** **RAPID FIRE 1**	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Helix Gauntlet
In your Command phase, this unit heals D3 wounds.

Omni-scramblers
In your Shooting phase, you can select one visible enemy unit within 18" of this unit. That unit is detected:

- While a unit is detected, that unit has +3" detection range.

WEAPON ABILITIES

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

5-10x Infiltrator oder Infiltrator Sergeant (32mm)

Equipped with: Bolt pistol, Marksman Bolt Carbine, Ceramite Fists

KEYWORDS: Infantry, Imperium, Smoke, Phobos, Infiltrator Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

INFILTRATOR SQUAD

85–150 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 deployment zone and all enemy units.

KEYWORDS: Infantry, Imperium, Smoke, Phobos, Infiltrator Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

INTERCESSOR SQUAD

85–170 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Hand flamer CLOSE-QUARTERS **TORRENT**	9"	3	-	4	0	1
➤ Bolt Rifle - Focused Fire **HEAVY** **RAPID FIRE 1**	24"	1	3+	6	-1	2
➤ Bolt Rifle - Saturation **ASSAULT** **RAPID FIRE 1**	24"	2	3+	5	-1	1
➤ Grenade Launcher - Frag **BLAST 1**	24"	4	3+	4	-1	1
➤ Grenade Launcher - Krak **RAPID FIRE 1**	24"	1	3+	10	-2	3
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge **HAZARDOUS** CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	5	3+	5	-1	1
Knives and Fists	Melee	3	3+	5	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer **DEVASTATING WOUNDS**	Melee	3	4+	8	-2	3

ABILITIES

Bolter Discipline

In your Shooting phase, if any of the following apply, this unit's ranged attacks have +1 to hit rolls:

- This unit is within range of an objective.
- The target of that attack is within range of an objective.

Tactical Mainstay

- Being engaged/battle-shocked does not prevent this unit from being eligible to start an action.
- When this unit starts an action, that action does not prevent this unit from being eligible to shoot.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

5-10x Intercessor Sergeant oder Intercessor oder Intercessor w/ Grenade Launcher (32mm)

Equipped with: Bolt pistol, Hand flamer, ➤ Bolt Rifle - Focused Fire, ➤ Bolt Rifle - Saturation, ➤ Grenade Launcher - Frag, ➤ Grenade Launcher - Krak, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Knives and Fists, Power fist, Power weapon, Thunder Hammer

Wargear Options:

- Each Intercessor Sergeant can replace its Bolt Rifle with Hand flamer, Power weapon, Plasma pistol, Chainsword or Thunder Hammer.

Intercessor Sergeant
Knives and

KEYWORDS: Infantry, Battleline, Imperium, Tacticus, Intercessor Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

INTERCESSOR SQUAD

85–170 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	2

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Battleline, Imperium, Tacticus, Intercessor Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

INVADER ATVS

M	T	Sv	W	LD	OC
10"	6	3+	8	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Multi-melta **MELTA 3**	18"	2	3+	10	-3	D3+2
Onslaught gatling cannon **DEVASTATING WOUNDS: NON-MONSTER/VEHICLE**	24"	8	3+	5	-1	1
Twin Bolt Rifle **ASSAULT** **RAPID FIRE 2** **TWIN-LINKED**	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	4	3+	5	0	1

ABILITIES

Aggressive Reconnaissance
In your Shooting phase, this unit's ranged attacks that target an enemy unit that is not within 6" of any other enemy units have +1 to wound rolls.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1-2x Invader ATV (Use model)

Equipped with: Bolt pistol, Multi-melta, Onslaught gatling cannon, Twin Bolt Rifle, Armoured Impact

Wargear Options:
- Each Invader ATV can replace its Onslaught gatling cannon with Multi-melta.

KEYWORDS: Mounted, Vehicle, Imperium, Invader ATV
FACTION KEYWORDS: Adeptus Astartes

INVADER ATVS

M	T	Sv	W	LD	OC
10"	6	3+	8	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Mounted, Vehicle, Imperium, Invader ATV
FACTION KEYWORDS: Adeptus Astartes

INVICTOR TACTICAL WARSUIT

135 PTS

M	T	Sv	W	LD	OC
10"	9	3+	12	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher BLAST 1	18"	3	3+	4	-1	1
Heavy Bolter RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2
Incendium Cannon BLAST 2 TORRENT	12"	4	-	6	-1	2
Ironhail Heavy Stubbers RAPID FIRE 6	36"	6	3+	4	-1	1
Twin Ironhail Autocannon TWIN-LINKED	48"	4	3+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Invictor Fist	Melee	5	3+	12	-2	3

ABILITIES

Forward Assault Warsuit
At the start of the first battle round, you can select one enemy unit to be this unit's mark:

- This unit's attacks that target this unit's mark can re-roll wound rolls of 1.
- Each time this unit's mark is destroyed, select one enemy unit to be this unit's mark.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 model or unit the benefit of cover (e.g. Stealth).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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 Invictor Tactical Warsuit (90mm)

Equipped with: Fragstorm grenade launcher, Heavy Bolter, Incendium Cannon, Ironhail Heavy Stubbers, Twin Ironhail Autocannon, Invictor Fist

Wargear Options:

- This model can replace its Incendium Cannon with Twin Ironhail Autocannon.

KEYWORDS: Vehicle, Walker, Invictor Tactical Warsuit, Imperium, Phobos
FACTION KEYWORDS: Adeptus Astartes

INVICTOR TACTICAL WARSUIT

135 PTS

M	T	Sv	W	LD	OC
10"	9	3+	12	6+	4

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Scouts 8"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Vehicle, Walker, Invictor Tactical Warsuit, Imperium, Phobos
FACTION KEYWORDS: Adeptus Astartes

IRONCLAD DREADNOUGHT [LEGENDS]

150 PTS

M	T	Sv	W	LD	OC
6"	10	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Hurricane Bolter RAPID FIRE 6 TWIN-LINKED	24"	6	3+	4	0	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dreadnought Chainfist ANTI-VEHICLE 3+	Melee	4	3+	12	-2	3
Dreadnought Combat Weapon	Melee	5	3+	12	-2	3
Seismic Hammer	Melee	3	3+	14	-3	D6+2

ABILITIES

Ironclad Assault Launchers
The bearer has the Grenades keyword.

Siege-breaker Protocols
Each time this model makes a melee attack that targets a Vehicle or Fortification unit, add 1 to the Hit roll and add 1 to the Wound roll

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

AUFSTELLUNG

1x Ironclad Dreadnought [Legends]

Equipped with: Heavy Flamer, Hunter-killer missile, Hurricane Bolter, Meltagun, Storm bolter, Dreadnought Chainfist, Dreadnought Combat Weapon, Seismic Hammer

Wargear Options:
- This model can be equipped with up to 2x Hunter-killer missile.
- This model can replace its Dreadnought Combat Weapon w/ Storm Bolter with Dreadnought Combat Weapon w/ Heavy Flamer or Hurricane Bolter.
- This model can replace its Meltagun with Heavy Flamer.
- [illegible] model can replace its [illegible] hammer with [illegible]

KEYWORDS: Vehicle, Walker, Smoke, Imperium, Ironclad Dreadnought, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

IRONCLAD DREADNOUGHT [LEGENDS]

150 PTS

M	T	Sv	W	LD	OC
6"	10	2+	8	6+	3

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Smoke, Imperium, Ironclad Dreadnought, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

JUDICIAR

50 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

INVULNERABLE SAVE 4+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Executioner Relic Blade DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2

ABILITIES

CORE - Support

***Invulnerable Save**
Against melee attacks only

Tempormortis
This unit has Fights First

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, CRUSADER SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, FORTIS KILL TEAM, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD, VANGUARD VETERAN SQUAD

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

1x Judiciar (40mm)

Equipped with: Absolvor bolt pistol, Executioner Relic Blade

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Judiciar, Support
FACTION KEYWORDS: Adeptus Astartes

JUDICIAR

50 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

INVULNERABLE SAVE 4+*

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Support

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Judiciar, Support
FACTION KEYWORDS: Adeptus Astartes

JUDICIAR XACHARUS [LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	5+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Executioner Relic Blade DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2

ABILITIES

CORE - Leader

Indomitable Assault
Each time this model in this unit makes a Consolidation move, it can move up to 6" instead of up to 3".

Tempormortis
While this model is leading a unit, that unit has the Fights First ability.

Leader
This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- CRUSADER SQUAD
- DEATHWATCH VETERANS
- DECIMUS KILL TEAM
- FORTIS KILL TEAM
- INFERNUS SQUAD
- INNER CIRCLE COMPANIONS
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- SWORD BRETHREN SQUAD
- TACTICAL SQUAD

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

1x Judiciar Xacharus [Legends]

Equipped with: Absolvor bolt pistol, Executioner Relic Blade

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Judiciar, Leader, Epic Hero, Xacharus
FACTION KEYWORDS: Adeptus Astartes, Blood Ravens

JUDICIAR XACHARUS [LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	5+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Judiciar, Leader, Epic Hero, Xacharus
FACTION KEYWORDS: Adeptus Astartes, Blood Ravens

LAND RAIDER

245 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Godhammer Lascannon	48"	2	3+	12	-3	D3+3
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
In your Movement phase, when this unit ends a normal move, units embarked within this unit can make an assault disembark move (pg 157).

Power of the Machine Spirit
This unit's ranged attacks can:

- Re-roll one hit roll.
- Re-roll one wound roll.

Transport
This model has a transport capacity of 14 Adeptus Astartes Infantry models. It cannot transport Jump Pack models. Each Gravis/Terminator model takes up the space of 2 models

WEAPON ABILITIES

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Land Raider (Hull)

Equipped with: Godhammer Lascannon, Hunter-killer missile, Multi-melta, Storm bolter, Twin heavy bolter, Armoured Tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Multi-melta.
- This model can be equipped with 1x Storm bolter.

KEYWORDS: Vehicle, Smoke, Imperium, Land Raider, Transport, Frame
FACTION KEYWORDS: Adeptus Astartes

LAND RAIDER

245 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Land Raider, Transport, Frame
FACTION KEYWORDS: Adeptus Astartes

LAND RAIDER CRUSADER 230 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
2x Hurricane Bolter RAPID FIRE 6 TWIN-LINKED	24"	6	3+	5	-1	1
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin assault cannon SUSTAINED HITS 1 TWIN-LINKED	24"	6	3+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
In your Movement phase, when this unit ends a normal move, units embarked within this unit can make an assault disembark move (pg 157).

Fury of the Machine Spirit
This unit's ranged attacks that target a unit within 12" of this unit have Lethal Hits

Transport
This model has a transport capacity of 16 Adeptus Astartes Infantry models. It cannot transport Jump Pack models. Each Gravis/Terminator model takes up the space of 2 models

WEAPON ABILITIES

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Land Raider Crusader (Hull)

Equipped with: Hunter-killer missile, 2x Hurricane Bolter, Multi-melta, Storm bolter, Twin assault cannon, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Multi-melta.
- This model can be equipped with 1x Storm bolter.

KEYWORDS: Vehicle, Land Raider Crusader, Smoke, Imperium, Transport, Land Raider, Frame, Explosives
FACTION KEYWORDS: Adeptus Astartes

LAND RAIDER CRUSADER 230 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	6+	5

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Land Raider Crusader, Smoke, Imperium, Transport, Land Raider, Frame, Explosives
FACTION KEYWORDS: Adeptus Astartes

LAND RAIDER EXCELSIOR [LEGENDS]

250 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Godhammer Lascannon	48"	2	3+	12	-3	D3+3
Grav-cannon ANTI-VEHICLE 2+	24"	3	3+	6	-1	3
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Invulnerable Save
5+

Strategic Acumen
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Transport
This model has a transport capacity of 12 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Land Raider Excelsior [Legends]

Equipped with: Combi-weapon, Godhammer Lascannon, Grav-cannon, Hunter-killer missile, Multi-melta, Storm bolter, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Combi-weapon.
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Multi-melta.
- This model can be equipped with 1x Storm bolter.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Land Raider Excelsior
FACTION KEYWORDS: Adeptus Astartes

LAND RAIDER EXCELSIOR [LEGENDS]

250 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Land Raider Excelsior
FACTION KEYWORDS: Adeptus Astartes

LAND RAIDER HELIOS [LEGENDS]

265 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Godhammer Lascannon	48"	2	3+	12	-3	D3+3
Helios Launcher ANTI-FLY 3+	48"	3	3+	9	-1	3
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Transport
This model has a transport capacity of 12 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

1x Land Raider Helios [Legends]

Equipped with: Godhammer Lascannon, Helios Launcher, Hunter-killer missile, Storm bolter, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Land Raider Helios
FACTION KEYWORDS: Adeptus Astartes

LAND RAIDER HELIOS [LEGENDS]

265 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Land Raider Helios
FACTION KEYWORDS: Adeptus Astartes

LAND RAIDER PROMETHEUS [LEGENDS]

250 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
2x Quad Heavy Bolter SUSTAINED HITS 1 TWIN-LINKED	36"	6	3+	5	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Transport
This model has a transport capacity of 12 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

WEAPON ABILITIES

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Land Raider Prometheus [Legends]

Equipped with: Hunter-killer missile, Multi-melta, 2x Quad Heavy Bolter, Storm bolter, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Land Raider Prometheus
FACTION KEYWORDS: Adeptus Astartes

LAND RAIDER PROMETHEUS [LEGENDS] 250 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Land Raider Prometheus
FACTION KEYWORDS: Adeptus Astartes

LAND RAIDER REDEEMER 245 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Flamestorm Cannon BLAST 2 TORRENT	12"	4	-	6	-2	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin assault cannon SUSTAINED HITS 1 TWIN-LINKED	24"	6	3+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
In your Movement phase, when this unit ends a normal move, units embarked within this unit can make an assault disembark move (pg 157).

Transport
This model has a transport capacity of 14 Adeptus Astartes Infantry models. It cannot transport Jump Pack models. Each Gravis/Terminator model takes up the space of 2 models

Wrath of the Machine Spirit
This unit's ranged attacks that target a unit within 12" of this unit have [Devastating Wounds: non-Monster/vehicle]

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

AUFSTELLUNG

1x Land Raider Redeemer (Hull)

Equipped with: 2x Flamestorm Cannon, Hunter-killer missile, Multi-melta, Storm bolter, Twin assault cannon, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Multi-melta.
- This model can be equipped with 1x Storm bolter.

KEYWORDS: Vehicle, Imperium, Smoke, Land Raider Redeemer, Transport, Land Raider, Frame, Explosives
FACTION KEYWORDS: Adeptus Astartes

LAND RAIDER REDEEMER 245 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	6+	5

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Imperium, Smoke, Land Raider Redeemer, Transport, Land Raider, Frame, Explosives
FACTION KEYWORDS: Adeptus Astartes

LAND SPEEDER

105 PTS

M	T	Sv	W	LD	OC
14"	8	3+	9	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Multi-melta **MELTA 3**	18"	2	3+	10	-3	D3+2
Onslaught gatling cannon **DEVASTATING WOUNDS: NON-MONSTER/VEHICLE**	24"	8	3+	5	-1	1
Pyrecannon **BLAST 2** **TORRENT**	12"	4	-	6	-1	1
Stormfury Missile Launcher	48"	1	3+	10	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

Purgation Run

In your Shooting phase, when this unit has shot, you can use this ability. If you do:

- This unit can make a normal move of up to D6".
- This unit is not eligible to declare a charge until the end of the turn.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Land Speeder (105x70mm Oval Base)

Equipped with: Multi-melta, Onslaught gatling cannon, Pyrecannon, Stormfury Missile Launcher, Armoured Impact

Wargear Options:

- This model can replace its Onslaught gatling cannon with Pyrecannon.

KEYWORDS: Vehicle, Fly, Imperium, Land Speeder, Speeder, Frame
FACTION KEYWORDS: Adeptus Astartes

LAND SPEEDER

105 PTS

M	T	Sv	W	LD	OC
14"	8	3+	9	6+	3

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

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" horizontally from all enemy units, even if that is within your opponent’s deployment zone.

KEYWORDS: Vehicle, Fly, Imperium, Land Speeder, Speeder, Frame
FACTION KEYWORDS: Adeptus Astartes

LAND SPEEDER STORM [LEGENDS]

M	T	Sv	W	LD	OC
14"	7	4+	7	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cerberus Launcher BLAST	18"	D6+3	3+	4	0	1
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

Storm Assault
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Transport
This model has a transport capacity of 6 models. It can only transport Scout Squad, Scout Sniper Squad and Sergeant Telion models.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Land Speeder Storm [Legends]

Equipped with: Cerberus Launcher, Heavy Bolter, Close combat weapon

KEYWORDS: Vehicle, Fly, Dedicated Transport, Transport, Imperium, Land Speeder Storm
FACTION KEYWORDS: Adeptus Astartes

LAND SPEEDER STORM [LEGENDS]

M	T	Sv	W	LD	OC
14"	7	4+	7	6+	1

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 6

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Vehicle, Fly, Dedicated Transport, Transport, Imperium, Land Speeder Storm
FACTION KEYWORDS: Adeptus Astartes

LAND SPEEDER TEMPEST [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
14"	8	3+	7	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
➤ Tempest Salvo Launcher - Frag BLAST	36"	2D6	3+	4	0	1
➤ Tempest Salvo Launcher - Krak	36"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	4	0	1

ABILITIES

Isolate and Destroy
Each time this model makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Land Speeder Tempest [Legends]

Equipped with: Assault Cannon, ➤ Tempest Salvo Launcher - Frag, ➤ Tempest Salvo Launcher - Krak, Armoured Hull

KEYWORDS: Vehicle, Fly, Imperium, Land Speeder Tempest
FACTION KEYWORDS: Adeptus Astartes

LAND SPEEDER TEMPEST [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
14"	8	3+	7	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Fly, Imperium, Land Speeder Tempest
FACTION KEYWORDS: Adeptus Astartes

LAND SPEEDER TORNADO [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
14"	7	3+	6	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

Strafing Enfilade
Each time this model ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move, then roll six D6: for each 4+, that enemy unit suffers 1 mortal wound

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Land Speeder Tornado [Legends]

Equipped with: Assault Cannon, Heavy Bolter, Heavy Flamer, Multi-melta, Close combat weapon

Wargear Options:
- This model can replace its Multi-melta with Heavy Bolter.
- This model can replace its Assault Cannon with Heavy Flamer.

KEYWORDS: Vehicle, Fly, Imperium, Land Speeder Tornado
FACTION KEYWORDS: Adeptus Astartes

LAND SPEEDER TORNADO [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
14"	7	3+	6	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Fly, Imperium, Land Speeder Tornado
FACTION KEYWORDS: Adeptus Astartes

LAND SPEEDER TYPHOON [LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
14"	7	3+	6	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
➤ Typhoon missile launcher - frag BLAST	48"	2D6	3+	4	0	1
➤ Typhoon missile launcher - krak	48"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

Fire and Redeploy
In your Shooting phase, each time this model has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this model is not eligible to declare a charge.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Land Speeder Typhoon [Legends]

Equipped with: Heavy Bolter, Multi-melta, ➤ Typhoon missile launcher - frag, ➤ Typhoon missile launcher - krak, Close combat weapon

Wargear Options:
- This model can replace its Heavy Bolter with Multi-melta.

KEYWORDS: Vehicle, Fly, Imperium, Land Speeder Typhoon
FACTION KEYWORDS: Adeptus Astartes

LAND SPEEDER TYPHOON [LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
14"	7	3+	6	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Fly, Imperium, Land Speeder Typhoon
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN

75 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
➤ Smite - Focused Witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D3+3	3+	6	-2	2
➤ Smite - Witchfire PSYCHIC	24"	D6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon [Psychic] PSYCHIC	Melee	4	3+	6	-2	2

ABILITIES

CORE - Leader

Librarian (Psyker Level 1)
This model has the **psychic** abilities listed in the **Psychic** Abilities section (see left).

Psychic Hood
This unit has Feel No Pain 4+ against **psychic** attacks.

[Psychic Abilities] - Force Dome (Psychic Level 1)
In your Movement phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- This unit has 4+ InSv until the start of your next turn.

[Psychic Abilities] - Veil of Time (Psychic Level 1)
When this unit is selected to make an advance move, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- This unit can change that advance roll to a 6.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, VANGUARD VETERAN SQUAD

AUFSTELLUNG

1x Librarian (40mm)

Equipped with: Bolt pistol, ➤ Smite - Focused Witchfire, ➤ Smite - Witchfire, Force weapon [Psychic]

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Imperium, Psyker, Tacticus, Librarian, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN

75 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Librarius
Adeptus Astartes Psyker units with this ability have a psyker level of 1 of higher, specified in that unit's abilities. Each **Psychic** ability has a **psychic** level of 1 or higher, specified in that ability's name.

In a battle round, a friendly ADEPTUS ASTARTES PSYKER unit can use a number of **psychic** abilities whose total **psychic** level does not exceed that PSYKER unit's psyker level

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Psyker, Tacticus, Librarian, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN IN PHOBOS ARMOUR

75 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
➤ Smite - Focused Witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D3+3	3+	6	-2	2
➤ Smite - Witchfire PSYCHIC	24"	D6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon [Psychic] PSYCHIC	Melee	4	3+	6	-2	2

ABILITIES

CORE - Leader

Librarian (Psyker Level 1)
This model has the **psychic** abilities listed in the **Psychic** Abilities section (see left).

Psychic Hood
This unit has Feel No Pain 4+ against **psychic** attacks.

[Psychic Abilities] - Shrouding (Psychic Level 1)
When an enemy unit targets this unit, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- Attacks that target this unit have -1 to hit rolls until the end of the phase.

[Psychic Abilities] - Soul Sight (Psychic Level 1)
In your Shooting phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- Select one visible enemy unit. Ranged attacks that target that enemy unit have [IGNORES COVER].

Leader
This model can be attached to the following units:

ELIMINATOR SQUAD, INCURSOR SQUAD, INFILTRATOR SQUAD, REIVER SQUAD, SCOUT SQUAD, SPECTRUS KILL TEAM, WOLF SCOUTS

AUFSTELLUNG

1x Librarian in Phobos Armour (40mm)

Equipped with: Bolt pistol, ➤ Smite - Focused Witchfire, ➤ Smite - Witchfire, Force weapon [Psychic]

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Imperium, Psyker, Phobos, Librarian, Infantry, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN IN PHOBOS ARMOUR

75 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	6+	1

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Librarius
Adeptus Astartes Psyker units with this ability have a psyker level of 1 of higher, specified in that unit's abilities. Each **Psychic** ability has a **psychic** level of 1 or higher, specified in that ability's name.

In a battle round, a friendly ADEPTUS ASTARTES PSYKER unit can use a number of **psychic** abilities whose total **psychic** level does not exceed that PSYKER unit's psyker level

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Character, Imperium, Psyker, Phobos, Librarian, Infantry, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN IN PHOBOS ARMOUR

75 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	6+	1

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 deployment zone and all enemy units.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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).

KEYWORDS: Character, Imperium, Psyker, Phobos, Librarian, Infantry, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN IN TERMINATOR ARMOUR

80 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Smite - Focused Witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D3+3	3+	6	-2	2
➤ Smite - Witchfire PSYCHIC	24"	D6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon [Psychic] PSYCHIC	Melee	4	3+	6	-2	2

ABILITIES

CORE - Leader

Librarian (Psyker Level 1)
This model has the **psychic** abilities listed in the **Psychic** Abilities section (see left).

Psychic Hood
This unit has Feel No Pain 4+ against **psychic** attacks.

[Psychic Abilities] - Might of Heroes (Psychic Level 1)
In the Fight phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- This unit's melee attacks have +2 S.

[Psychic Abilities] - Thunderous Force (Psychic Level 1)
In your Shooting phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- This unit's ranged attacks have +6" R.

Leader
This model can be attached to the following units:

DEATHWATCH TERMINATOR SQUAD, DEATHWING KNIGHTS, DEATHWING TERMINATOR SQUAD, RELIC TERMINATOR SQUAD, TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD, WOLF GUARD TERMINATORS

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Librarian in Terminator Armour (40mm)

Equipped with: Storm bolter, ➤ Smite - Focused Witchfire, ➤ Smite - Witchfire, Force weapon [Psychic]

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Imperium, Psyker, Terminator, Librarian, Leader
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN IN TERMINATOR ARMOUR

80 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	6+	1

INVULNERABLE SAVE 4+

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 roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Psyker, Terminator, Librarian, Leader
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN ON BIKE [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2
➤ Smite - Focused Witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D3+3	3+	6	-2	2
➤ Smite - Witchfire PSYCHIC	24"	D6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon [Psychic] PSYCHIC	Melee	4	3+	6	-2	2

ABILITIES

CORE - Leader

Mental Fortress
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Psychic Hood
This unit has Feel No Pain 4+ against **psychic** attacks.

Leader
This model can be attached to the following units: BIKE SQUAD, COMPANY VETERANS ON BIKES, OUTRIDER SQUAD

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Librarian on Bike [Legends]

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Storm bolter, Twin boltgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Smite - Focused Witchfire, ➤ Smite - Witchfire, Force weapon [Psychic]

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Bolt pistol with Combi-weapon, Boltgun, Storm bolter, Grav-pistol or Plasma pistol.

KEYWORDS: Character, Mounted, Grenades, Psyker, Imperium, Librarian
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN ON BIKE [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Character, Mounted, Grenades, Psyker, Imperium, Librarian
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN ON BIKE [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Mounted, Grenades, Psyker, Imperium, Librarian
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN WITH JUMP PACK [LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
12"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2
➤ Smite - Focused Witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D3+3	3+	6	-2	2
➤ Smite - Witchfire PSYCHIC	24"	D6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon [Psychic] PSYCHIC	Melee	4	3+	6	-2	2

ABILITIES

CORE - Leader

Might of Heroes [Pyschic]
While this model is leading a unit, improve the Strength and Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

Psychic Hood
This unit has Feel No Pain 4+ against **psychic** attacks.

Leader
This model can be attached to the following units:

- Assault Squad with Jump Packs
- Vanguard Veteran Squad with Jump Packs

WEAPON ABILITIES

AUFSTELLUNG

1x Librarian with Jump Pack [Legends]

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Hand flamer, Inferno Pistol, Storm bolter, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, ➤ Smite - Focused Witchfire, ➤ Smite - Witchfire, Force weapon [Psychic]

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Bolt pistol with Combi-weapon, Boltgun, Storm bolter, Grav-pistol, Hand flamer, Inferno Pistol or Plasma pistol.

KEYWORDS: Character, Infantry, Grenades, Imperium, Librarian, Psyker, Fly, Jump Pack
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN WITH JUMP PACK [LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
12"	4	3+	4	6+	1

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

KEYWORDS: Character, Infantry, Grenades, Imperium, Librarian, Psyker, Fly, Jump Pack
FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN WITH JUMP PACK [LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
12"	4	3+	4	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Grenades, Imperium, Librarian, Psyker, Fly, Jump Pack
FACTION KEYWORDS: Adeptus Astartes

LIBRARIUS ADEPT [CRUCIBLE]

70 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2
Angelus boltgun PISTOL	12"	2	3+	4	0	1
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Boltstorm gauntlet PISTOL	12"	3	2+	4	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Forge bolter	24"	3	2+	5	-1	2
Grav pistol ANTI-VEHICLE 2+ PISTOL	12"	1	2+	4	-1	1
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1
Helfrost pistol - dispersed PISTOL TORRENT	12"	D6	N/A	4	-1	1
Helfrost pistol - focused PISTOL	12"	1	2+	6	-3	3
Inferno pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
Master-crafted bolt carbine PRECISION	24"	1	2+	4	-2	2
Master-crafted bolter ASSAULT RAPID FIRE 1	24"	2	2+	5	-1	2
Master-crafted heavy bolt rifle	30"	2	2+	5	-1	3
Neo-volkite pistol DEVASTATING WOUNDS PISTOL	12"	1	2+	5	0	2
Pyre pistol IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1
Pyreblaster IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
Stormfrag auto-launcher ASSAULT BLAST	12"	D3	3+	4	0	1

KEYWORDS: Character, Infantry, Grenades, Imperium, Psyker, Librarius Adept, Crucible, Tacticus
FACTION KEYWORDS: Adeptus Astartes

LIBRARIUS ADEPT [CRUCIBLE]

70 PTS

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

Twin bolt rifle ASSAULT RAPID FIRE 2 TWIN-LINKED	24"	2	2+	5	-1	1
➤ Astartes grenade launcher - frag BLAST	24"	D3	2+	4	0	1
➤ Astartes grenade launcher - krak	24"	1	2+	9	-2	D3
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	2+	8	-3	2
➤ Plasma talon - Standard RAPID FIRE 1	18"	2	2+	7	-2	1
➤ Plasma talon - Supercharged HAZARDOUS RAPID FIRE 1	18"	2	2+	8	-3	2
➤ Smite - Focused Witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D3+3	3+	6	-2	2
➤ Smite - Witchfire PSYCHIC	24"	D6	3+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Black Sword - strike ANTI-CHARACTER 5+ PRECISION	Melee	6	2+	8	-3	2
Black Sword - sweep	Melee	10	2+	6	-2	1
Close combat weapon	Melee	6	2+	4	0	1
Crozius arcanum CLEAVE 1	Melee	5	2+	6	-1	2
Encarmine blade	Melee	5	2+	6	-3	2
Encarmine spear LANCE	Melee	4	2+	6	-2	2
Eviscerator SUSTAINED HITS 1	Melee	5	2+	7	-2	2
Force weapon [Psychic] PSYCHIC	Melee	4	3+	6	-2	2
Great weapon of the Unforgiven DEVASTATING WOUNDS SUSTAINED HITS 1	Melee	6	2+	6	-2	2
Master-crafted chainsword SUSTAINED HITS 1	Melee	7	2+	4	-1	2
Master-crafted power weapon	Melee	6	2+	5	-2	2
Omnissian power axe	Melee	4	3+	6	-2	2
Power fist	Melee	5	2+	8	-2	2
Relic weapon LETHAL HITS	Melee	6	2+	7	-2	2

KEYWORDS: Character, Infantry, Grenades, Imperium, Psyker, Librarius Adept, Crucible, Tacticus
FACTION KEYWORDS: Adeptus Astartes

LIBRARIUS ADEPT [CRUCIBLE]

70 PTS

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

Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3
Teeth and claws EXTRA ATTACKS	Melee	3	4+	5	-1	1
Thunder hammer DEVASTATING WOUNDS	Melee	5	2+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1
➤ Calibanite greatsword - strike LETHAL HITS	Melee	5	2+	6	-1	2
➤ Calibanite greatsword - sweep SUSTAINED HITS 2	Melee	5	2+	6	-1	1

ABILITIES

CORE - Leader

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.

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

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.

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.

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.

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.

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 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: 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.

KEYWORDS: Character, Infantry, Grenades, Imperium, Psyker, Librarius Adept, Crucible, Tacticus
FACTION KEYWORDS: Adeptus Astartes

LIBRARIUS ADEPT [CRUCIBLE]

70 PTS

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

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.

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.

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

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.

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

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).

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.

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

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.

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.

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 chare in a turn in which it Advanced.

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.

Storm Shield
This model has a 4+ Invulnerable save.

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

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.

KEYWORDS: Character, Infantry, Grenades, Imperium, Psyker, Librarius Adept, Crucible, Tacticus
FACTION KEYWORDS: Adeptus Astartes

LIBRARIUS ADEPT [CRUCIBLE]

70 PTS

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

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.

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.

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.

Veil of Time (Psychic)
Weapons equipped by models in this unit have the [**Sustained Hits** 1] ability

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.

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.

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.

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.

Leader
This model can be attached to the following units:

- Tacticus (Excluding Character and Fly)
- Tactical Squad

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

KEYWORDS: Character, Infantry, Grenades, Imperium, Psyker, Librarius Adept, Crucible, Tacticus
FACTION KEYWORDS: Adeptus Astartes

LIBRARIUS ADEPT [CRUCIBLE]

70 PTS

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

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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 roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

KEYWORDS: Character, Infantry, Grenades, Imperium, Psyker, Librarius Adept, Crucible, Tacticus
FACTION KEYWORDS: Adeptus Astartes

LIBRARIUS ADEPT [CRUCIBLE]

70 PTS

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

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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 deployment zone and all enemy units.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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).

KEYWORDS: Character, Infantry, Grenades, Imperium, Psyker, Librarius Adept, Crucible, Tacticus
FACTION KEYWORDS: Adeptus Astartes

LIEUTENANT

50 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1
Master-crafted bolter	24"	2	2+	5	-1	2
Neo-volkite Pistol DEVASTATING WOUNDS PISTOL	12"	1	2+	5	0	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	5	2+	5	0	1
Master-crafted Power Weapon	Melee	5	2+	6	-2	2
Master-crafted power weapon	Melee	6	2+	6	-2	2
Master-crafted power weapon	Melee	5	2+	5	-2	2
Power fist	Melee	4	2+	8	-2	2

ABILITIES

CORE - Support

Demi-company Commander
(Once per turn, per unit): When a friendly CAPTAIN unit uses its Strategic Acumen ability, you can use this ability. If you do, the selected combat doctrine is active for this unit until the start of your next Command phase.

Storm Shield
The bearer has a 4+ invulnerable save

Tactical Precision
This unit's attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD, VANGUARD VETERAN SQUAD

AUFSTELLUNG

1x Lieutenant (40mm)

Equipped with: Bolt pistol, Heavy Bolt Pistol, Master-crafted bolter, Neo-volkite Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Ceramite Fists, Master-crafted Power Weapon, Master-crafted power weapon, Power fist

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Pistol, Master-crafted Bolter & Melee Weapon with Neo-volkite pistol & Master-crafted Power Weapon.
- This model can replace its Master-crafted power weapon [illegible] Power fist or Ceramite [illegible] can replace [illegible]

KEYWORDS: Character, Infantry, Imperium, Tacticus, Lieutenant, Support, Explosives
FACTION KEYWORDS: Adeptus Astartes

LIEUTENANT

50 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Support

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Lieutenant, Support, Explosives
FACTION KEYWORDS: Adeptus Astartes

LIEUTENANT IN PHOBOS ARMOUR

40 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolt Carbine **ASSAULT** **RAPID FIRE 1**	24"	2	2+	5	-1	2
Special-issue Bolt Pistol CLOSE-QUARTERS **PRECISION**	12"	1	2+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monomolecular Combat Blades **PRECISION** **SUSTAINED HITS 1**	Melee	6	2+	5	-1	1

ABILITIES

CORE - Support

Demi-company Commander

(Once per turn, per unit): When a friendly CAPTAIN unit uses its Strategic Acumen ability, you can use this ability. If you do, the selected combat doctrine is active for this unit until the start of your next Command phase.

Tactical Precision

This unit's attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

Leader

This model can be attached to the following units:

ELIMINATOR SQUAD, INCURSOR SQUAD, INFILTRATOR SQUAD, REIVER SQUAD, SPECTRUS KILL TEAM, WOLF SCOUTS

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Lieutenant in Phobos Armour (40mm)

Equipped with: Master-crafted Bolt Carbine, Special-issue Bolt Pistol, Monomolecular Combat Blades

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Special-issue Bolt Pistol with Master-crafted Bolt Carbine.

KEYWORDS: Character, Infantry, Imperium, Phobos, Lieutenant, Support, Explosives, Smoke
FACTION KEYWORDS: Adeptus Astartes

LIEUTENANT IN PHOBOS ARMOUR

40 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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 deployment zone and all enemy units.

Support

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Phobos, Lieutenant, Support, Explosives, Smoke
FACTION KEYWORDS: Adeptus Astartes

LIEUTENANT IN REIVER ARMOUR

45 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Special Issue Bolt Pistol PISTOL PRECISION	12"	1	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife PRECISION	Melee	6	2+	4	-1	1

ABILITIES

CORE - Deadly Terror, Support

Deadly Terror
While this model is leading a unit, increase the range of that unit's Terror Troops ability by 3".

Tactical Precision
This unit's attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

Leader
This model can be attached to the following unit:

- REIVER SQUAD

WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

1x Lieutenant in Reiver Armour (40mm)

Equipped with: Master-crafted Special Issue Bolt Pistol, Combat Knife

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Grenades, Smoke, Imperium, Phobos, Lieutenant, Lieutenant in Reiver Armour, Support
FACTION KEYWORDS: Adeptus Astartes

LIEUTENANT IN REIVER ARMOUR

45 PTS

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

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Support

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Grenades, Smoke, Imperium, Phobos, Lieutenant, Lieutenant in Reiver Armour, Support
FACTION KEYWORDS: Adeptus Astartes

LIEUTENANT WITH COMBI-WEAPON

85 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Combi-weapon - Bolter ASSAULT RAPID FIRE 1	24"	2	2+	5	-1	2
➤ Combi-weapon - Flamer ASSAULT BLAST 1 TORRENT	12"	3	-	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Paired Combat Blades SUSTAINED HITS 1	Melee	6	2+	5	-1	1

ABILITIES

Evade and Survive
(Once per phase, per unit): In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can make a normal move of up to D3+3".

Priority Target Identified
(Once per battle, per unit): In your Command phase, you can use this ability. If you do, select one visible terrain feature. That terrain feature is identified until the end of the turn.

- While an enemy unit is within an identified terrain feature, that enemy unit has +3" detection range.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Lieutenant with Combi-weapon (40mm)

Equipped with: ➤ Combi-weapon - Bolter, ➤ Combi-weapon - Flamer, Paired Combat Blades

KEYWORDS: Character, Infantry, Imperium, Lieutenant with Combi-weapon, Phobos, Lieutenant, Explosives
FACTION KEYWORDS: Adeptus Astartes

LIEUTENANT WITH COMBI-WEAPON

85 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

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 deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

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).

KEYWORDS: Character, Infantry, Imperium, Lieutenant with Combi-weapon, Phobos, Lieutenant, Explosives
FACTION KEYWORDS: Adeptus Astartes

MORTIS DREADNOUGHT [LEGENDS]

130 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Dreadnought Inferno Cannon IGNORES COVER TORRENT	12"	2D6	N/A	6	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Heavy Plasma Cannon BLAST HAZARDOUS	36"	D3	3+	8	-3	3
➤ Heavy Plasma Cannon - Standard BLAST	36"	D3	3+	7	-2	2
➤ Missile Launcher - Frag BLAST	48"	D6	3+	4	0	1
➤ Missile Launcher - Krak	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1

ABILITIES

Mortis Strike
Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

AUFSTELLUNG

1x Mortis Dreadnought [Legends]

Equipped with: Assault Cannon, Dreadnought Inferno Cannon, Multi-melta, Twin autocannon, Twin heavy bolter, Twin lascannon, ➤ Heavy Plasma Cannon, ➤ Heavy Plasma Cannon - Standard, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, Armoured feet

Wargear Options:
- This model can replace its 2 Assault Cannons with 2 Dreadnought Inferno Cannons, 2 Heavy Plasma Cannons, 2 Missile Launchers, 2 Multi-Meltas, 2 Twin Autocannons, 2 Twin Lascannons or 2 Twin Heavy Bolters.

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Mortis Dreadnought
FACTION KEYWORDS: Adeptus Astartes

MORTIS DREADNOUGHT [LEGENDS]

130 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Mortis Dreadnought
FACTION KEYWORDS: Adeptus Astartes

MORTIS DREADNOUGHT [LEGENDS]

130 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Mortis Dreadnought
FACTION KEYWORDS: Adeptus Astartes

OUTRIDER SQUAD

80–160 PTS

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Twin bolt rifle **ASSAULT** **RAPID FIRE 2** **TWIN-LINKED**	24"	2	2+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge **HAZARDOUS** CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer **DEVASTATING WOUNDS**	Melee	3	4+	8	-2	3

ABILITIES

Full-throttle Assault

If this unit made a charge move this turn, this unit's:

- Thunder Hammer weapons have +1 to hit rolls and [SUSTAINED HITS 1].
- Other melee weapons have +1 D and [SUSTAINED HITS 1].

WEAPON ABILITIES

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

3-6x Outrider oder Outrider Sergeant oder Outrider w/ Plasma Pistol (90x52.5mm Oval Base)

Equipped with: Heavy Bolt Pistol, Twin bolt rifle, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Power weapon, Thunder Hammer

Wargear Options:

- This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol.
- Each Outrider Sergeant can replace its Chainsword with Power weapon or Thunder Hammer.
- Each Outrider Sergeant can replace its Heavy Bolt Pistol wit[illegible]a pistol.

KEYWORDS: Mounted, Imperium, Outrider Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

OUTRIDER SQUAD

80–160 PTS

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Mounted, Imperium, Outrider Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

PREDATOR ANNIHILATOR [LEGENDS]

135 PTS

M	T	Sv	W	LD	OC
10	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
2x Lascannon	48"	1	3+	12	-3	D6+1
Predator Twin Lascannon TWIN-LINKED	48"	1	3+	14	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Annihilator
Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, you can re-roll the Damage roll

WEAPON ABILITIES

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Predator Annihilator [Legends]

Equipped with: Heavy Bolter, Hunter-killer missile, 2x Lascannon, Predator Twin Lascannon, Storm bolter, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.
- This model can be equipped with one of: 2 Lascannons, 2 Heavy Bolters.

KEYWORDS: Vehicle, Smoke, Imperium, Predator Annihilator
FACTION KEYWORDS: Adeptus Astartes

PREDATOR ANNIHILATOR [LEGENDS]

135 PTS

M	T	Sv	W	LD	OC
10	10	3+	11	6+	3

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Predator Annihilator
FACTION KEYWORDS: Adeptus Astartes

PREDATOR DESTRUCTOR [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
10	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Predator Autocannon RAPID FIRE 2	48"	4	3+	9	-1	3
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Destructor
Each time this model makes a ranged attack that targets an Infantry unit, improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Predator Destructor [Legends]

Equipped with: Heavy Bolter, Hunter-killer missile, Predator Autocannon, Storm bolter, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.
- This model can be equipped with one of: 2 Lascannons, 2 Heavy Bolters.

KEYWORDS: Vehicle, Smoke, Imperium, Predator Destructor
FACTION KEYWORDS: Adeptus Astartes

PREDATOR DESTRUCTOR [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
10	10	3+	11	6+	3

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Predator Destructor
FACTION KEYWORDS: Adeptus Astartes

PRIMARIS COMPANY CHAMPION [LEGENDS]

55 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon PRECISION	Melee	5	2+	5	-2	2

ABILITIES

CORE - Leader

Honour or Death
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and you can target that unit with the Heroic Intervention stratagem for 0CP, even if you have already used that Stratagem on a different unit this phase.

Martial Superiority
Each time this model makes a melee attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll

Leader
This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, ASSAULT SQUAD, BLADEGUARD VETERAN SQUAD, INFERNUS SQUAD, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, VANGUARD VETERAN SQUAD

WEAPON ABILITIES

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Primaris Company Champion [Legends]

Equipped with: Bolt pistol, Master-crafted Power Weapon

Wargear Options:
- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Imperium, Grenades, Tacticus, Primaris Company Champion
FACTION KEYWORDS: Adeptus Astartes

PRIMARIS COMPANY CHAMPION [LEGENDS]

55 PTS

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

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Grenades, Tacticus, Primaris Company Champion
FACTION KEYWORDS: Adeptus Astartes

RAZORBACK [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Fire Support
In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

Transport
This model has a transport capacity of 6 Adeptus Astartes Infantry models. It cannot transport JUMP PACK, WULFEN, PHOBOS, GRAVIS, CENTURION, TERMINATOR or TACTICUS models (excluding TACTICUS CHARACTER models that began the battle attached to a non-TACTICUS unit)

WEAPON ABILITIES

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Razorback [Legends]

Equipped with: Hunter-killer missile, Storm bolter, Twin heavy bolter, Twin lascannon, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.
- This model can replace its Twin heavy bolter with Twin lascannon.

KEYWORDS: Vehicle, Smoke, Imperium, Dedicated Transport, Transport, Razorback, Frame
FACTION KEYWORDS: Adeptus Astartes

RAZORBACK [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Dedicated Transport, Transport, Razorback, Frame
FACTION KEYWORDS: Adeptus Astartes

REDEMPTOR DREADNOUGHT

170 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm Grenade Launchers BLAST 2	18"	6	3+	4	-1	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE SUSTAINED HITS 2: NON-MONSTER/VEHICLES	24"	12	3+	6	-1	1
Icarus Rocket Pod ANTI-FLY 2+	24"	3	3+	6	-1	2
Onslaught gatling cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE	24"	8	3+	5	-1	1
Storm Bolters RAPID FIRE 4	24"	4	3+	5	-1	1
➤ Macro Plasma Incinerator - Standard BLAST 1	36"	D3+3	3+	9	-3	2
➤ Macro Plasma Incinerator - Supercharge BLAST 1 HAZARDOUS	36"	D3+3	3+	10	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Redemptor Fist	Melee	5	3+	12	-3	D3+3

ABILITIES

Duty Eternal
Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Redemptor Dreadnought (90mm)

Equipped with: Fragstorm Grenade Launchers, Heavy Flamer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Onslaught gatling cannon, Storm Bolters, ➤ Macro Plasma Incinerator - Standard, ➤ Macro Plasma Incinerator - Supercharge, Redemptor Fist

Wargear Options:
- This model can be equipped with 1x Icarus Rocket Pod.
- This model can replace its Heavy Onslaught Gatling Cannon with Macro Plasma Incinerator.
- This model can replace its Heav… …er with Onslaught gatli…

KEYWORDS: Vehicle, Walker, Imperium, Redemptor Dreadnought, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

REDEMPTOR DREADNOUGHT

170 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Imperium, Redemptor Dreadnought, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

REIVER SQUAD

85–165 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Carbine ASSAULT PRECISION	18"	3	3+	5	-1	1
Special-issue Bolt Pistol CLOSE-QUARTERS PRECISION	12"	1	3+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monomolecular Combat Knife PRECISION	Melee	4	3+	5	-1	1

ABILITIES

Fearsome Assault
At the start of the Fight phase, each enemy unit engaged with a unit with this ability makes a battle-shock roll, with -1 to that battle-shock roll.

Grapnel Launchers
When this unit makes a move, this unit can:

- Move through all types of model.
- Ignore all vertical distance for the purposes of how far this unit has moved.

Grav-chute
This unit has Deep Strike.

Terror Troops (Aura)
While an enemy model is within 3" of this unit, that enemy model has -1 OC.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

4-9x Reivers oder Reiver Sergeant (32mm)

Equipped with: Bolt Carbine, Special-issue Bolt Pistol, Monomolecular Combat Knife

KEYWORDS: Infantry, Imperium, Smoke, Phobos, Reiver Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

REIVER SQUAD

85–165 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent’s deployment zone.

KEYWORDS: Infantry, Imperium, Smoke, Phobos, Reiver Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

RELIC RAZORBACK [LEGENDS]

105 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Fire Support
In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

Transport
This model has a transport capacity of 6 Adeptus Astartes Infantry models. It cannot transport Jump Pack, Wulfen, Tacticus, Phobos, Gravis, Centurion or Terminator models.

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

AUFSTELLUNG

1x Relic Razorback [Legends]

Equipped with: Hunter-killer missile, Multi-melta, Storm bolter, Twin assault cannon, Twin heavy bolter, Twin lascannon, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.
- This model can replace its Twin assault cannon with Twin heavy bolter, Twin lascannon or Multi-melta.

KEYWORDS: Vehicle, Smoke, Transport, Dedicated Transport, Imperium, Relic Razorback
FACTION KEYWORDS: Adeptus Astartes

RELIC RAZORBACK [LEGENDS]

105 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Transport, Dedicated Transport, Imperium, Relic Razorback
FACTION KEYWORDS: Adeptus Astartes

RELIC TERMINATOR SQUAD [LEGENDS]

200–400 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	4	0	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Reaper Autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	3+	7	-1	1
Volkite Charger DEVASTATING WOUNDS	18"	2	3+	5	0	2
➤ Plasma Blaster - Standard	18"	2	3+	7	-2	1
➤ Plasma Blaster - Supercharge HAZARDOUS	18"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1

ABILITIES

Fury of the First
Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristic and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected for the Oath of Moment ability this turn, add 1 to the Hit roll

Grenade Harness
The bearer has the Grenades keyword

Invulnerable Save
4+

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

5-10x Relic Terminator Sergeant oder Relic Terminator w/ Power Fist oder Relic Terminator w/ Twin Lightning Claws oder Relic Terminator w/ Power Weapon oder Relic Terminator w/ Chain Fist oder Relic Terminator w/ Heavy Weapon

Equipped with: Combi-bolter, Heavy Flamer, Reaper Autocannon, Volkite Charger, ➤ Plasma Blaster - Standard, ➤ Plasma Blaster - Supercharge, Chainfist, Power fist, Power weapon, Twin lightning claws

Wargear Options:
■ This model's Power fist and Combi-bolter can be replaced with 1x Twin lightning claws.
■ This model's Power fist can be replaced with 1x Power weapon.

KEYWORDS: Infantry, Imperium, Terminator, Relic Terminator Squad
FACTION KEYWORDS: Adeptus Astartes

RELIC TERMINATOR SQUAD [LEGENDS]

200–400 PTS

M	T	Sv	W	LD	OC
5"	5	2+	3	6+	1

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Imperium, Terminator, Relic Terminator Squad
FACTION KEYWORDS: Adeptus Astartes

REPULSOR

190 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array	24"	18	3+	5	-1	1
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE SUSTAINED HITS 2: NON-MONSTER/VEHICLES	24"	12	3+	6	-1	1
Hunter-slayer missile INDIRECT FIRE ONE SHOT	48"	1	2+	14	-3	D3+3
Las-talon	36"	2	3+	10	-3	D3+3
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	8	0	1

ABILITIES

Combat Embarkation

In your opponent's Charge phase, when an enemy unit has selected charge targets, you can select one friendly unengaged Adeptus Astartes unit that was one of those charge targets and is eligible to embark within this Transport. If every model in that unit is within 3" of this Transport, that unit can embark within this Transport. That enemy unit can then select new charge targets for that charge move.

Transport

This model has a transport capacity of 14 Adeptus Astartes Infantry models. It cannot transport Jump Pack models. Each Gravis/Terminator model takes up the space of 2 models.

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Indirect Fire

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

AUFSTELLUNG

1x Repulsor (100mm)

Equipped with: Defensive Array, Heavy Onslaught Gatling Cannon, Hunter-slayer missile, Las-talon, Twin heavy bolter, Twin lascannon, Armoured Hull

Wargear Options:

- This model can replace its Twin heavy bolter with Twin lascannon.
- This model can replace its Heavy Onslaught Gatling Cannon with Las-talon.

KEYWORDS: Vehicle, Imperium, Smoke, Repulsor, Transport, Frame
FACTION KEYWORDS: Adeptus Astartes

REPULSOR

190 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	6+	5

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Imperium, Smoke, Repulsor, Transport, Frame
FACTION KEYWORDS: Adeptus Astartes

REPULSOR EXECUTIONER 260 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array	24"	18	3+	5	-1	1
Heavy Laser Destroyer DEVASTATING WOUNDS HEAVY	72"	2	3+	16	-4	D6+4
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE SUSTAINED HITS 2: NON-MONSTER/VEHICLES	24"	12	3+	6	-1	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
➤ Macro Plasma Incinerator - Standard BLAST 1	36"	D3+3	3+	9	-3	2
➤ Macro Plasma Incinerator - Supercharge BLAST 1 HAZARDOUS	36"	D3+3	3+	10	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	8	0	1

ABILITIES

Executioner
This unit's ranged attacks that target a unit not below half-strength have +1 to hit rolls.

Transport
This model has a transport capacity of 7 Adeptus Astartes Infantry models. It cannot transport Jump Pack models. Each Gravis/Terminator model takes up the space of 2 models.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Repulsor Executioner (100mm)

Equipped with: Defensive Array, Heavy Laser Destroyer, Heavy Onslaught Gatling Cannon, Twin heavy bolter, ➤ Macro Plasma Incinerator - Standard, ➤ Macro Plasma Incinerator - Supercharge, Armoured Hull

Wargear Options:
- This model can replace its Macro Plasma Incinerator with Heavy Laser Destroyer.

KEYWORDS: Vehicle, Smoke, Imperium, Transport, Repulsor Executioner, Frame
FACTION KEYWORDS: Adeptus Astartes

REPULSOR EXECUTIONER 260 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	6+	5

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Transport, Repulsor Executioner, Frame
FACTION KEYWORDS: Adeptus Astartes

RHINO

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Transport
This model has a transport capacity of 12 ADEPTUS ASTARTES INFANTRY models. It cannot transport JUMP PACK/GRAVIS/TERMINATOR models

Veiling Smoke
(Once per phase, per unit) You can target this unit with the Smokescreen stratagem, regardless of any other uses of that stratagem this phase. If you do: That use is -1 CP. That use does not prevent any uses of that stratagem on other units this phase.

WEAPON ABILITIES

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Rhino (Hull)

Equipped with: Hunter-killer missile, Storm bolter, Armoured Tracks

Wargear Options:
■ This model can be equipped with 1x Hunter-killer missile.

KEYWORDS: Imperium, Smoke, Dedicated Transport, Transport, Vehicle, Rhino, Frame
FACTION KEYWORDS: Adeptus Astartes

RHINO

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [**ONE SHOT**] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Imperium, Smoke, Dedicated Transport, Transport, Vehicle, Rhino, Frame
FACTION KEYWORDS: Adeptus Astartes

RHINO PRIMARIS [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
➤ Twin Plasma Gun - Overcharge HAZARDOUS RAPID FIRE 1 TWIN-LINKED	24"	1	3+	8	-3	2
➤ Twin Plasma Gun - Standard RAPID FIRE 1 TWIN-LINKED	24"	1	3+	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Orbital Comms Array [Aura]
While a friendly Adeptus Astartes unit is within 6" of the bearer, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP

Self Repair
At the end of your Command phase, this model regains 1 lost wound.

Transport
This model has a transport capacity of 6 Adeptus Astartes Infantry models. It cannot transport Jump Pack, Wulfen, Phobos, Gravis, Centurion, Terminator or Tacticus models (except for Tacticus Character models that begin the battle attached to a non-Tacticus unit).

WEAPON ABILITIES

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Rhino Primaris [Legends]

Equipped with: Hunter-killer missile, ➤ Twin Plasma Gun - Overcharge, ➤ Twin Plasma Gun - Standard, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Rhino Primaris
FACTION KEYWORDS: Adeptus Astartes

RHINO PRIMARIS [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	3

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Rhino Primaris
FACTION KEYWORDS: Adeptus Astartes

SCOUT BIKE SQUAD [LEGENDS]

75–150 PTS

M	T	Sv	W	LD	OC
12"	5	4+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Astartes Shotgun ASSAULT	18"	2	3+	4	0	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
➤ Astartes grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Astartes grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	3	3+	4	-1	1
Combat Knife	Melee	3	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	3

ABILITIES

Outflank
When this unit arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).

AUFSTELLUNG

3-6x Scout Biker w/ Astartes Grenade Launcher oder Scout Biker w/ Twin Boltgun oder Scout Biker Sergeant

Equipped with: Astartes Shotgun, Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Hand flamer, Inferno Pistol, Storm bolter, Twin boltgun, ➤ Astartes grenade launcher - frag, ➤ Astartes grenade launcher - krak, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Astartes Chainsword, Combat Knife, Power fist, Power weapon, Thunder Hammer

Wargear Options:
■ This model's Twin boltgun can be replaced with 1x Astartes grena her.
t Biker Ser

KEYWORDS: Mounted, Grenades, Imperium, Smoke, Scout Bike Squad
FACTION KEYWORDS: Adeptus Astartes

SCOUT BIKE SQUAD [LEGENDS]

75–150 PTS

M	T	Sv	W	LD	OC
12"	5	4+	3	6+	2

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

KEYWORDS: Mounted, Grenades, Imperium, Smoke, Scout Bike Squad
FACTION KEYWORDS: Adeptus Astartes

SCOUT BIKE SQUAD [LEGENDS]

75–150 PTS

M	T	Sv	W	LD	OC
12"	5	4+	3	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Mounted, Grenades, Imperium, Smoke, Scout Bike Squad
FACTION KEYWORDS: Adeptus Astartes

SCOUT SNIPER SQUAD [LEGENDS]

75–150 PTS

M	T	Sv	W	LD	OC
6"	4	4+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Scout Sniper Rifle HEAVY PRECISION	36"	1	3+	4	-2	2
➤ Missile Launcher - Frag BLAST 1 HEAVY	48"	4	4+	4	-1	1
➤ Missile Launcher - Krak	48"	1	4+	10	-2	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

Concealed Positions
This unit can only be selected as the target of a ranged attack if the attacking model is within 12".

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

5-10x Scout Sniper Sergeant oder Scout Snipers oder Scout Sniper w/ Missile Launcher

Equipped with: Bolt pistol, Scout Sniper Rifle, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, Close combat weapon

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Scout Sniper Squad
FACTION KEYWORDS: Adeptus Astartes

SCOUT SNIPER SQUAD [LEGENDS]

75–150 PTS

M	T	Sv	W	LD	OC
6"	4	4+	2	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 deployment zone and all enemy units.

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).

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Scout Sniper Squad
FACTION KEYWORDS: Adeptus Astartes

SCOUT SQUAD

65–120 PTS

M	T	Sv	W	LD	OC
6"	4	4+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun RAPID FIRE 1	24"	1	3+	5	-1	1
Heavy Bolter HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	4+	5	-1	2
Shotgun ASSAULT BLAST 1	18"	2	3+	4	-1	1
Sniper Rifle HEAVY PRECISION	36"	1	3+	5	-2	2
➤ Missile Launcher - Frag BLAST 1 HEAVY	48"	4	4+	4	-1	1
➤ Missile Launcher - Krak	48"	1	4+	10	-2	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	4	-1	1
Combat Knife	Melee	3	3+	4	-1	1

ABILITIES

Flexible Asset
When this unit is selected to make an advance/fall-back move, that advance/fall-back move does not prevent this unit from being eligible to start an action.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

5-10x Scouts w/ Boltgun oder Scout Sergeant oder Scouts w/ Shotgun oder Scout w/ Heavy Weapon oder Scout w/ Sniper Rifle (28.5mm)

Equipped with: Bolt pistol, Boltgun, Heavy Bolter, Shotgun, Sniper Rifle, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, Chainsword, Combat Knife

Wargear Options:
- This model's Boltgun can be replaced with 1x Shotgun.
- Each Scout Sergeant can replace its Boltgun with Shotgun.
- Each Scout Sergeant can replace its Combat Knife with Chainsword.
- Scout w/ Heavy Wea… its Heavy…

KEYWORDS: Infantry, Imperium, Smoke, Scout Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

SCOUT SQUAD

65–120 PTS

M	T	Sv	W	LD	OC
6"	4	4+	2	6+	1

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 deployment zone and all enemy units.

KEYWORDS: Infantry, Imperium, Smoke, Scout Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

SPECTRUS KILL TEAM

185 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Bolt sniper rifle HEAVY PRECISION	36"	1	3+	6	-2	3
Deathwatch Bolt carbine LETHAL HITS PRECISION	24"	2	3+	5	-1	1
Deathwatch marksman bolt carbine HEAVY LETHAL HITS	24"	2	3+	5	-1	1
Deathwatch occulus bolt carbine ASSAULT IGNORES COVER LETHAL HITS	24"	2	3+	5	-1	1
Instigator bolt carbine LETHAL HITS: NON-MONSTER/VEHICLE PRECISION RAPID FIRE 2	24"	1	3+	5	-2	2
Las fusil HEAVY	36"	1	3+	10	-3	D3+3
Special-issue bolt pistol CLOSE-QUARTERS PRECISION	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1
Combat knife PRECISION	Melee	4	3+	5	-1	1
Paired combat blades SUSTAINED HITS 1	Melee	3	3+	5	-1	1

ABILITIES

Helix Gauntlet
In your Command phase, this unit heals D3 wounds.

Spectrus Doctrines
At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

AUFSTELLUNG

4x Kill Team Infiltrator w/ Marksman Bolt Carbine oder Kill Team Infiltrator w/ occulus bolt carbine oder Kill Team Infiltrator w/ helix gauntlet (32mm)

Equipped with: Bolt pistol, Bolt sniper rifle, Deathwatch Bolt carbine, Deathwatch marksman bolt carbine, Deathwatch occulus bolt carbine, Instigator bolt carbine, Las fusil, Special-issue bolt pistol, Ceramite Fists, Combat knife, Paired combat blades

Wargear Options:
- This model can be equipped with 1x Las fusil.

KEYWORDS: Infantry, Imperium, Smoke, Kill Team, Phobos, Explosives, Spectrus Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

SPECTRUS KILL TEAM

185 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

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 model or unit the benefit of cover (e.g. Stealth).

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Infantry, Imperium, Smoke, Kill Team, Phobos, Explosives, Spectrus Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

SPECTRUS KILL TEAM

185 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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 deployment zone and all enemy units.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Imperium, Smoke, Kill Team, Phobos, Explosives, Spectrus Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

STALKER [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
9"	11	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
2x Icarus Stormcannon ANTI-FLY 2+	48"	6	3+	7	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Skyfire Protocols
Each time you target this model with the Overwatch Stratagem just after an enemy unit that can Fly starts or ends a Normal, Advance or Fall Back move, when resolving that Stratagem, in addition to shooting that enemy unit, you can select up to three additional enemy units within 24" of this model that can Fly; this model can also shoot at each of those units with its Icarus stormcannons (provided each one is an eligible target), but when doing so, an unmodified Hit roll of 6 is required to score a hit.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

AUFSTELLUNG

1x Stalker [Legends]

Equipped with: Hunter-killer missile, 2x Icarus Stormcannon, Storm bolter, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.

KEYWORDS: Imperium, Vehicle, Smoke, Stalker
FACTION KEYWORDS: Adeptus Astartes

STALKER [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
9"	11	3+	11	6+	3

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Imperium, Vehicle, Smoke, Stalker
FACTION KEYWORDS: Adeptus Astartes

STERNGUARD VETERAN SQUAD

105–210 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Heavy Bolter HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	3+	5	-1	2
Pyrecannon BLAST 2 TORRENT	12"	4	-	6	-1	1
➤ Artificer Firearm - Damnatus ASSAULT MELTA 2	12"	1	3+	9	-3	D3+2
➤ Artificer Firearm - Infernus ASSAULT RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Artificer Firearm - Purgatus ASSAULT RAPID FIRE 1	24"	1	3+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	6	3+	4	-1	1
Ceramite Fists	Melee	4	3+	5	0	1
Power fist	Melee	4	3+	8	-2	2
Power weapon	Melee	5	3+	5	-2	1

ABILITIES

Sternguard Focus
This unit's ranged attacks can re-roll hit rolls of 1

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

AUFSTELLUNG

5-10x Sternguard Veteran w/ Artificer Firearm oder Sternguard Veteran Sergeant oder Sternguard Veteran w/ Special Weapon (32mm)

Equipped with: Bolt pistol, Heavy Bolter, Pyrecannon, ➤ Artificer Firearm - Damnatus, ➤ Artificer Firearm - Infernus, ➤ Artificer Firearm - Purgatus, Astartes Chainsword, Ceramite Fists, Power fist, Power weapon

Wargear Options:
- Each Sternguard Veteran Sergeant can be equipped with one of: Power weapon, Power fist, Astartes Chainsword.
- Each Sternguard Veteran w/ [illegible] Weapon can repla[illegible]lter with Py[illegible]

KEYWORDS: Infantry, Imperium, Tacticus, Sternguard Veteran Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

STERNGUARD VETERAN SQUAD

105–210 PTS

M	T	Sv	W	LD	OC
6"	5	3+	2	6+	1

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Imperium, Tacticus, Sternguard Veteran Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

STORM SPEEDER HAILSTRIKE

110 PTS

M	T	Sv	W	LD	OC
14"	9	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm Grenade Launchers BLAST 2	18"	6	3+	4	-1	1
Ironhail Heavy Stubber Array IGNORES COVER RAPID FIRE 6	36"	6	3+	4	-1	1
Onslaught gatling cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE	24"	8	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

Hailstrike
In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. Friendly Adeptus Astartes units' ranged attacks that target that enemy unit have [**Ignores Cover**].

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 model or unit the benefit of cover (e.g. Stealth).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

AUFSTELLUNG

1x Storm Speeder Hailstrike (90mm)

Equipped with: Fragstorm Grenade Launchers, Ironhail Heavy Stubber Array, Onslaught gatling cannon, Armoured Impact

KEYWORDS: Vehicle, Fly, Imperium, Storm Speeder Hailstrike, Frame, Speeder
FACTION KEYWORDS: Adeptus Astartes

STORM SPEEDER HAILSTRIKE

110 PTS

M	T	Sv	W	LD	OC
14"	9	3+	11	6+	3

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Fly, Imperium, Storm Speeder Hailstrike, Frame, Speeder
FACTION KEYWORDS: Adeptus Astartes

STORM SPEEDER HAMMERSTRIKE

140 PTS

M	T	Sv	W	LD	OC
14"	9	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hammerstrike Missile Launcher	36"	2	3+	10	-3	D3+2
Krakstorm Grenade Launchers	18"	2	3+	9	-1	2
Melta Destroyer MELTA 3	18"	3	3+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

Hammerstrike
This unit's ranged attacks that target an enemy unit within a terrain area have [SUSTAINED HITS 1]

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

1x Storm Speeder Hammerstrike (90mm)

Equipped with: Hammerstrike Missile Launcher, Krakstorm Grenade Launchers, Melta Destroyer, Armoured Impact

KEYWORDS: Imperium, Fly, Vehicle, Storm Speeder Hammerstrike, Frame, Speeder
FACTION KEYWORDS: Adeptus Astartes

STORM SPEEDER THUNDERSTRIKE

140 PTS

M	T	Sv	W	LD	OC
14"	9	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stormfury Missile Launcher	48"	2	3+	10	-3	D3+3
Thunderstrike Icarus Rocket Pod ANTI-FLY 2+	24"	6	3+	6	-1	2
Thunderstrike Las-talon	36"	2	3+	10	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

Shattered Defences
In your Shooting phase, when this unit has shot, select one enemy Monster/Vehicle unit hit by those attacks. Friendly Adeptus Astartes units' ranged attacks that target that enemy unit have +1 AP.

Thunderstrike
This unit's ranged attacks that target a Monster/Vehicle unit have +1 to wound rolls.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Storm Speeder Thunderstrike (90mm)

Equipped with: Stormfury Missile Launcher, Thunderstrike Icarus Rocket Pod, Thunderstrike Las-talon, Armoured Impact

KEYWORDS: Vehicle, Fly, Imperium, Storm Speeder Thunderstrike, Frame, Speeder
FACTION KEYWORDS: Adeptus Astartes

STORM SPEEDER THUNDERSTRIKE

140 PTS

M	T	Sv	W	LD	OC
14"	9	3+	11	6+	3

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Fly, Imperium, Storm Speeder Thunderstrike, Frame, Speeder
FACTION KEYWORDS: Adeptus Astartes

STORMHAWK INTERCEPTOR [LEGENDS] 155 PTS

M	T	Sv	W	LD	OC
-	9	3+	10	6+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Icarus Stormcannon ANTI-FLY 2+	48"	6	3+	7	-1	2
Las-talon	36"	2	3+	10	-3	D3+3
Skyhammer Missile Launcher ANTI-FLY 2+	48"	3	3+	8	-1	D3
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
➤ Typhoon missile launcher - frag BLAST	48"	2D6	3+	4	0	1
➤ Typhoon missile launcher - krak	48"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Interceptor
Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

AUFSTELLUNG

1x Stormhawk Interceptor [Legends]

Equipped with: Icarus Stormcannon, Las-talon, Skyhammer Missile Launcher, Twin assault cannon, Twin heavy bolter, ➤ Typhoon missile launcher - frag, ➤ Typhoon missile launcher - krak, Armoured Hull

Wargear Options:
- This model can replace its Las-talon with Icarus Stormcannon.
- This model can replace its Skyhammer Missile Launcher with Twin heavy bolter or Typhoon missile launcher.

KEYWORDS: Aircraft, Vehicle, Imperium, Fly, Smoke, Stormhawk Interceptor
FACTION KEYWORDS: Adeptus Astartes

STORMHAWK INTERCEPTOR [LEGENDS] 155 PTS

M	T	Sv	W	LD	OC
-	9	3+	10	6+	-

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Aircraft, Vehicle, Imperium, Fly, Smoke, Stormhawk Interceptor
FACTION KEYWORDS: Adeptus Astartes

STORMRAVEN GUNSHIP [LEGENDS]

280 PTS

M	T	Sv	W	LD	OC
14"	10	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hurricane Bolter RAPID FIRE 6 TWIN-LINKED	24"	6	3+	4	0	1
2x Stormstrike Missile Launcher	48"	1	3+	10	-2	3
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Twin multi-melta MELTA 2 TWIN-LINKED	18"	2	3+	9	-4	D6
➤ Twin Heavy Plasma Cannon - Standard BLAST TWIN-LINKED	36"	D3	3+	7	-2	2
➤ Twin Heavy Plasma Cannon - Supercharge BLAST HAZARDOUS TWIN-LINKED	36"	D3	3+	8	-3	3
➤ Typhoon missile launcher - frag BLAST	48"	2D6	3+	4	0	1
➤ Typhoon missile launcher - krak	48"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	8	0	1

ABILITIES

Armoured Resilience
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Transport
This model has a transport capacity of 12 Adeptus Astartes Infantry models and 1 Dreadnought model. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

WEAPON ABILITIES

AUFSTELLUNG

1x Stormraven Gunship [Legends]

Equipped with: Hurricane Bolter, 2x Stormstrike Missile Launcher, Twin assault cannon, Twin heavy bolter, Twin lascannon, Twin multi-melta, ➤ Twin Heavy Plasma Cannon - Standard, ➤ Twin Heavy Plasma Cannon - Supercharge, ➤ Typhoon missile launcher - frag, ➤ Typhoon missile launcher - krak, Armoured Hull

Wargear Options:
- This model can replace its Twin assault cannon with Twin Heavy Plasma Cannon or Twin lascannon.
- This model can replace its Typhoon missile launcher with [illegible] heavy bolter or Twin [illegible]

KEYWORDS: Vehicle, Imperium, Fly, Transport, Stormraven Gunship
FACTION KEYWORDS: Adeptus Astartes

STORMRAVEN GUNSHIP [LEGENDS]

280 PTS

M	T	Sv	W	LD	OC
14"	10	3+	14	6+	0

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Vehicle, Imperium, Fly, Transport, Stormraven Gunship
FACTION KEYWORDS: Adeptus Astartes

STORMRAVEN GUNSHIP [LEGENDS]

280 PTS

M	T	Sv	W	LD	OC
14"	10	3+	14	6+	0

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

KEYWORDS: Vehicle, Imperium, Fly, Transport, Stormraven Gunship
FACTION KEYWORDS: Adeptus Astartes

STORMTALON GUNSHIP [LEGENDS]

165 PTS

M	T	Sv	W	LD	OC
-	8	3+	10	6+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skyhammer Missile Launcher ANTI-FLY 2+ TWIN-LINKED	48"	3	3+	8	-1	D3
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Typhoon missile launcher - frag BLAST	48"	2D6	3+	4	0	1
➤ Typhoon missile launcher - krak	48"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Strafing Run
Each time this model makes a ranged attack that targets a unit that cannot Fly, add 1 to the Hit roll.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Stormtalon Gunship [Legends]

Equipped with: Skyhammer Missile Launcher, Twin assault cannon, Twin heavy bolter, Twin lascannon, ➤ Typhoon missile launcher - frag, ➤ Typhoon missile launcher - krak, Armoured Hull

Wargear Options:
- This model can replace its Skyhammer Missile Launcher with Typhoon missile launcher, Twin heavy bolter or Twin lascannon.

KEYWORDS: Aircraft, Vehicle, Imperium, Fly, Stormtalon Gunship
FACTION KEYWORDS: Adeptus Astartes

STORMTALON GUNSHIP [LEGENDS]

165 PTS

M	T	Sv	W	LD	OC
-	8	3+	10	6+	-

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Aircraft, Vehicle, Imperium, Fly, Stormtalon Gunship
FACTION KEYWORDS: Adeptus Astartes

SUPPRESSOR SQUAD

85 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator Autocannon HEAVY	48"	3	4+	8	-1	2
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

Suppression Fire
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with an accelerator autocannon. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Suppressor Sergeant oder Suppressor (40mm)

Equipped with: Accelerator Autocannon, Bolt pistol, Close combat weapon

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Fly, Jump Pack, Suppressor Squad
FACTION KEYWORDS: Adeptus Astartes

SUPPRESSOR SQUAD

85 PTS

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Fly, Jump Pack, Suppressor Squad
FACTION KEYWORDS: Adeptus Astartes

TACTICAL SQUAD

140 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-cannon ANTI-VEHICLE 2+ HEAVY	24"	3	4+	6	-1	3
Grav-gun ANTI-VEHICLE 2+	18"	2	3+	5	-1	2
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Heavy Bolter HEAVY RAPID FIRE 2 SUSTAINED HITS 1	36"	3	4+	5	-1	2
Lascannon HEAVY	48"	1	4+	12	-3	D6+1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Missile Launcher - Frag BLAST 1 HEAVY	48"	4	4+	4	-1	1
➤ Missile Launcher - Krak	48"	1	4+	10	-2	D3+3
➤ Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge BLAST HEAVY HAZARDOUS	36"	D3	4+	8	-3	2
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

AUFSTELLUNG

10x Tactical Marine oder Tactical Marine Sergeant oder Tactical Marine w/Special Weapon oder Tactical Marine w/Heavy or Special Weapon (32mm)

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-cannon, Grav-gun, Grav-pistol, Heavy Bolter, Lascannon, Meltagun, Multi-melta, Storm bolter, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Close [illegible] weapon, Power fist, [illegible] Thunder Hammer

KEYWORDS: Infantry, Battleline, Grenades, Imperium, Tactical Squad
FACTION KEYWORDS: Adeptus Astartes

TACTICAL SQUAD

140 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	3
Twin lightning claws TWIN-LINKED	Melee	4	3+	4	-2	1

ABILITIES

Combat Squads
At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

KEYWORDS: Infantry, Battleline, Grenades, Imperium, Tactical Squad
FACTION KEYWORDS: Adeptus Astartes

TACTICAL SQUAD

140 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Infantry, Battleline, Grenades, Imperium, Tactical Squad
FACTION KEYWORDS: Adeptus Astartes

TALONSTRIKE KILL TEAM

280 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault bolters **ASSAULT** CLOSE-QUARTERS **SUSTAINED HITS 2** **TWIN-LINKED**	18"	3	3+	5	-1	2
Hand flamer CLOSE-QUARTERS **TORRENT**	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
➤ Plasma exterminators - standard **ASSAULT** CLOSE-QUARTERS **TWIN-LINKED**	18"	2	3+	7	-2	2
➤ Plasma exterminators - supercharge **ASSAULT** CLOSE-QUARTERS **HAZARDOUS** **TWIN-LINKED**	18"	2	3+	8	-3	3
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge **HAZARDOUS** CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1
Chainsword	Melee	4	3+	5	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1

ABILITIES

Talonstrike Doctrines
In a turn this unit was set up on the battlefield:

- This unit's attacks have +1 AP.
- This unit's melee attacks have [LANCE].

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Kill Team Sergeant w/ Jump Pack

Basegrößen: Kill Team Intercessor with Jump Pack 32mm, Kill Team Sergeant with Jump Pack 32mm, Kill Team Heavy Intercessor with Jump Pack 40mm

Equipped with: Assault bolters, Hand flamer, Heavy Bolt Pistol, ➤ Plasma exterminators - standard, ➤ Plasma exterminators - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Ceramite Fists, Chainsword, Power fist, Power weapon

ear Options:
ill Team Sergeant
place its

KEYWORDS: Infantry, Fly, Jump Pack, Grenades, Imperium, Kill Team, Talonstrike Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

TALONSTRIKE KILL TEAM

280 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

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.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Fly, Jump Pack, Grenades, Imperium, Kill Team, Talonstrike Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

TARANTULA AIR DEFENSE BATTERY [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
-	5	3+	4	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tarantula Air Defence Missiles **ANTI-FLY 2+** **BLAST**	48"	D6	4+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	1	4+	4	0	1

ABILITIES

Sentry Programming

You can target this model with the Fire Overwatch Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this turn. This model can only be targeted with that Stratagem once

per turn.

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Tarantula Air Defense Battery [Legends]

Equipped with: Tarantula Air Defence Missiles, Armoured Hull

KEYWORDS: Vehicle, Imperium, Tarantula Air Defence Battery
FACTION KEYWORDS: Adeptus Astartes

TECHMARINE

55 PTS

M	T	Sv	W	LD	OC
6"	5	2+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Forge Bolter **SUSTAINED HITS 1**	24"	3	2+	5	-1	2
Grav-pistol **ANTI-VEHICLE 2+** CLOSE-QUARTERS	12"	2	2+	2	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Omnissian Power Axe and Servo-arm	Melee	5	3+	6	-2	2

ABILITIES

CORE - Leader

Blessing of the Omnissiah

In your Movement phase, at the start or end of this unit's move, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model:

- That VEHICLE model heals D3 wounds.
- That VEHICLE model's attacks can ignore modifiers to hit rolls and wound rolls until the start of your next Movement phase.

Techmarine

While this model is within 3" of a friendly ADEPTUS ASTARTES VEHICLE unit, this model has Lone Operative.

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, CRUSADER SQUAD, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, INTERCESSOR SQUAD, SWORD BRETHREN SQUAD

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Techmarine (40mm)

Equipped with: Forge Bolter, Grav-pistol, Omnissian Power Axe and Servo-arm

Wargear Options:

- This model can be equipped with 1x Warlord.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Techmarine, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

TECHMARINE

55 PTS

M	T	Sv	W	LD	OC
6"	5	2+	4	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Imperium, Tacticus, Techmarine, Leader, Explosives
FACTION KEYWORDS: Adeptus Astartes

TECHMARINE ON BIKE [LEGENDS]

110 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Boltgun	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Conversion Beamer CONVERSION SUSTAINED HITS D3	24"	1	3+	8	-1	2
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav Pistol ANTI-VEHICLE 2+ PISTOL	12"	1	2+	4	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	5	3+	5	-1	1
Omnissian power axe	Melee	4	3+	6	-2	2
Plasma Cutter EXTRA ATTACKS	Melee	2	3+	8	-2	2
Power fist	Melee	4	3+	8	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

ABILITIES

CORE - Leader

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.

Techmarine
While this model is within 3" of one or more friendly Adeptus Astartes Vehicle units, this model has the Lone Operative ability

AUFSTELLUNG

1x Techmarine on Bike [Legends]

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Conversion Beamer, Flamer, Grav Pistol, Storm bolter, Twin boltgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Omnissian power axe, Plasma Cutter, Power fist, Servo-arm, Thunder Hammer

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Omnissian power axe with Chainsword, Thunder Hammer or Power fist.
- This model can replace its Bolt[illegible] with Boltgun, Grav Pi[illegible]istol, Combi-[illegible]

KEYWORDS: Character, Mounted, Grenades, Imperium, Techmarine
FACTION KEYWORDS: Adeptus Astartes

TECHMARINE ON BIKE [LEGENDS]

110 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

Vengeance of the Omnissiah

If a friendly Adeptus Astartes Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an

Attacks characteristic of 7.

Leader

This model can be attached to the following units: BIKE SQUAD, COMPANY VETERANS ON BIKES, OUTRIDER SQUAD

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

KEYWORDS: Character, Mounted, Grenades, Imperium, Techmarine
FACTION KEYWORDS: Adeptus Astartes

TECHMARINE ON BIKE [LEGENDS]

110 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	6+	2

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Conversion

Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Mounted, Grenades, Imperium, Techmarine
FACTION KEYWORDS: Adeptus Astartes

TERMINATOR ASSAULT SQUAD

170–340 PTS

M	T	Sv	W	LD	OC
5"	6	2+	4	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

5-10x Assault Terminator w/ Thunder Hammer & Storm Shield oder Assault Terminator w/ Twin Lightning Claws oder Assault Terminator Sergeant (40mm)

Equipped with: Thunder Hammer, Twin Lightning Claws

Wargear Options:

- Each Assault Terminator Sergeant can replace its Twin Lightning Claws with Thunder Hammer & Storm Shield.

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Thunder Hammer DEVASTATING WOUNDS	Melee	3	3+	8	-2	3
Twin Lightning Claws TWIN-LINKED	Melee	6	3+	5	-2	1

ABILITIES

Storm Shield
The bearer has a Wounds characteristic of 4.

Teleport Homer
(Once per battle, per unit) At the start of the battle, you can set up one Teleport Homer token for this unit on the battlefield. If you do: When you target this unit with the Rapid Ingress stratagem, you can use that Teleport Homer token. If you do, that use is -1 CP, but when resolving that stratagem, this unit must be set up within 3" of that Teleport Homer token and not within 8" of an enemy unit. That Teleport Homer token is then removed from the battlefield. If an enemy unit ends a move within 1" of that Teleport Homer token, that Teleport Homer token is removed from the battlefield.

Terminatus Assault
If this unit made a charge move this turn, this unit's:

- Lightning Claws weapons have [SUSTAINED HITS 1: NON-MONSTER/VEHICLE]
- Thunder Hammer weapons have [SUSTAINED HITS 1: MONSTER/VEHICLE].

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Infantry, Imperium, Terminator Assault Squad, Terminator
FACTION KEYWORDS: Adeptus Astartes

TERMINATOR ASSAULT SQUAD

170–340 PTS

M	T	Sv	W	LD	OC
5"	6	2+	4	6+	1

INVULNERABLE SAVE 4+

CORE RULES

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Imperium, Terminator Assault Squad, Terminator
FACTION KEYWORDS: Adeptus Astartes

TERMINATOR SQUAD

190–380 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
➤ Cyclone missile launcher - frag BLAST 2	36"	8	3+	4	-1	1
➤ Cyclone missile launcher - krak	36"	2	3+	10	-2	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	5	3+	5	-2	1
➤ Chainfist - Hunter: Monster/Vehicle	Melee	3	3+	12	-2	3
➤ Chainfist - Standard	Melee	2	4+	8	-2	2

ABILITIES

Fury of the First
This unit's attacks that target a unit within 9" of this unit have +1 AP.

Teleport Homer
(Once per battle, per unit) At the start of the battle, you can set up one Teleport Homer token for this unit on the battlefield. If you do: When you target this unit with the Rapid Ingress stratagem, you can use that Teleport Homer token. If you do, that use is -1 CP, but when resolving that stratagem, this unit must be set up within 3" of that Teleport Homer token and not within 8" of an enemy unit. That Teleport Homer token is then removed from the battlefield. If an enemy unit ends a move within 1" of that Teleport Homer token, that Teleport Homer token is removed from the battlefield.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

5-10x Terminator Sergeant oder Terminator w/ Power Fist oder Terminator w/ Chain Fist oder Terminator w/ Heavy Weapon (40mm)

Equipped with: Assault Cannon, Heavy Flamer, Storm bolter, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, Power fist, Power weapon, ➤ Chainfist - Hunter: Monster/Vehicle, ➤ Chainfist - Standard

Wargear Options:
- This model's Power fist can be replaced with 1x Chainfist.
- Each Terminator Sergeant can replace its Power fist with Power
eapon or Chainfist.
Terminator w/ Heavy
an replace i

KEYWORDS: Infantry, Imperium, Terminator, Terminator Squad
FACTION KEYWORDS: Adeptus Astartes

TERMINATOR SQUAD

190–380 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

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" horizontally from all enemy units, even if that is within your opponent’s deployment zone.

KEYWORDS: Infantry, Imperium, Terminator, Terminator Squad
FACTION KEYWORDS: Adeptus Astartes

TERMINUS ULTRA [LEGENDS]

285 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
3x ➤ Terminus Lascannon - Overload HAZARDOUS TWIN-LINKED	48"	1	3+	14	-3	D6+3
3x ➤ Terminus Lascannon - Standard TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Terminus Ultra [Legends]

Equipped with: Hunter-killer missile, Lascannon, Multi-melta, Storm bolter, 3x ➤ Terminus Lascannon - Overload, 3x ➤ Terminus Lascannon - Standard, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Multi-melta.
- This model can be equipped with 1x Storm bolter.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Terminus Ultra
FACTION KEYWORDS: Adeptus Astartes

TERMINUS ULTRA [LEGENDS]

285 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Terminus Ultra
FACTION KEYWORDS: Adeptus Astartes

THUNDERFIRE CANNON [LEGENDS]

90 PTS

TECHMARINE GUNNER

M	T	Sv	W	LD	OC
3"	6	2+	6	6+	2

THUNDERFIRE CANNON

M	T	Sv	W	LD	OC
3"	6	2+	6	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Thunderfire Cannon BLAST INDIRECT FIRE	48"	D6+4	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Gunner's Servo Arms EXTRA ATTACKS	Melee	2	3	8	-2	3
Plasma Cutter EXTRA ATTACKS	Melee	2	3+	8	-2	1

ABILITIES

Crewed Artillery
If one model in this unit is destroyed, the remaining model in this unit is also destroyed

Tremor Shells
In your Shooting phase, after this unit has shot, if an enemy Infantry unit was hit by one or more attacks made by this unit's thunderfire cannon this phase, until the end of your opponent's next turn, that enemy unit is shaken. While a unit is shaken, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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 model or unit the benefit of cover (e.g. Stealth).

AUFSTELLUNG

1x Techmarine Gunner - Equipped with: Bolt pistol, Close combat weapon, Flamer, Gunner's Servo Arms, Plasma Cutter

1x Thunderfire Cannon - Equipped with: Close combat weapon, Thunderfire Cannon

KEYWORDS: Vehicle, Imperium, Thunderfire Cannon, Artillery
FACTION KEYWORDS: Adeptus Astartes

THUNDERFIRE CANNON [LEGENDS]

90 PTS

TECHMARINE GUNNER

M	T	Sv	W	LD	OC
3"	6	2+	6	6+	2

THUNDERFIRE CANNON

M	T	Sv	W	LD	OC
3"	6	2+	6	6+	2

Indirect Fire
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

KEYWORDS: Vehicle, Imperium, Thunderfire Cannon, Artillery
FACTION KEYWORDS: Adeptus Astartes

THUNDERHAWK GUNSHIP

850 PTS

M	T	Sv	W	LD	OC
20+"	12	2+	30	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery ANTI-FLY 4+	72"	4	3+	8	-2	3
Lascannon	48"	1	3+	12	-3	D6+1
Thunderhawk heavy cannon BLAST	48"	D6+6	3+	10	-2	3
Turbo-laser destructor BLAST	96"	D3+1	3+	20	-4	D6+6
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

Aerial Assault
Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-10 wounds remaining
While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Thunderhawk Cluster Bombs
Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

TRANSPORT

Thunderhawk Gunship
This model has a transport capacity of 30 ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES MOUNTED models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models. Each CENTURION model takes up the space of 3 models. Each MOUNTED model takes up the space of 4 models.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Thunderhawk Gunship (Unique)

Equipped with: Hellstrike missile battery, Lascannon, Thunderhawk heavy cannon, Turbo-laser destructor, Twin heavy bolter, Armoured hull

Wargear Options:
- This model can replace its Thunderhawk cluster bombs with Hellstrike missile battery.
- This model can replace its Thunderhawk heavy cannon with Turbo-laser destructor.

KEYWORDS: Vehicle, Titanic, Fly, Transport, Imperium, Thunderhawk Gunship
FACTION KEYWORDS: Adeptus Astartes

THUNDERHAWK GUNSHIP 850 PTS

M	T	Sv	W	LD	OC
20+"	12	2+	30	6+	0

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

KEYWORDS: Vehicle, Titanic, Fly, Transport, Imperium, Thunderhawk Gunship
FACTION KEYWORDS: Adeptus Astartes

THUNDERHAWK TRANSPORTER [LEGENDS] 495 PTS

M	T	Sv	W	LD	OC
20+"	12	2+	30	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery ANTI-FLY 4+	72"	4	3+	8	-2	3
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	8	4+	8	0	1

ABILITIES

Aerial Deployment
If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

Damaged: 1-10 wounds remaining
While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Transport
This model has a transport capacity of 15 Adeptus Astartes Infantry or Adeptus Astartes Mounted models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models. Each Centurion model takes up the space of 3 models. Each Mounted model takes up the space of 4 models. This model can also transport up to 2 Adeptus Astartes Vehicle models (excluding Aircraft and Titanic models). Models embarked within Transport Vehicles that are themselves being transported by this model do not count towards the transport capacity of this model.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Thunderhawk Transporter [Legends]

Equipped with: Hellstrike missile battery, Twin heavy bolter, Armoured hull

KEYWORDS: Vehicle, Titanic, Fly, Aircraft, Transport, Imperium, Thunderhawk Transporter
FACTION KEYWORDS: Adeptus Astartes

THUNDERHAWK TRANSPORTER [LEGENDS] 495 PTS

M	T	Sv	W	LD	OC
20+"	12	2+	30	6+	0

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

KEYWORDS: Vehicle, Titanic, Fly, Aircraft, Transport, Imperium, Thunderhawk Transporter
FACTION KEYWORDS: Adeptus Astartes

VANGUARD VETERAN SQUAD [LEGENDS]

120–240 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Hand flamer CLOSE-QUARTERS TORRENT	9"	3	-	4	0	1
Inferno Pistol CLOSE-QUARTERS MELTA 1	9"	1	3+	8	-3	D3+2
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heirloom Weapon	Melee	4	3+	5	-1	1
Vanguard Veteran Weapon	Melee	4	3+	5	-1	1

ABILITIES

Storm Shield
The bearer has a 4+ invulnerable save

Vanguard Assault
Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

Vanguard Assault
Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

AUFSTELLUNG

5-10x Vanguard Veterans oder Vanguard Veteran Sergeant

Equipped with: Bolt pistol, Grav-pistol, Hand flamer, Inferno Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Heirloom Weapon, Vanguard Veteran Weapon

Wargear Options:
- Each Vanguard Veterans can replace its Bolt pistol with Storm Shield, Plasma pistol, Inferno Pistol, Hand flamer or Grav-pistol.
- Each Vanguard Veteran Sergeant can replace its Bolt pistol with Storm Shield, Plasma pistol, Inferno Pistol, Hand flamer or Grav-pistol.

KEYWORDS: Infantry, Grenades, Imperium, Vanguard Veteran Squad
FACTION KEYWORDS: Adeptus Astartes

VANGUARD VETERAN SQUAD [LEGENDS]

120–240 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	1

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Grenades, Imperium, Vanguard Veteran Squad
FACTION KEYWORDS: Adeptus Astartes

VANGUARD VETERAN SQUAD WITH JUMP PACKS

110–220 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	3	3+	5	-2	2
Power fist	Melee	3	3+	8	-2	2
Relic Blade CLEAVE 1 LETHAL HITS: NON-MONSTER/VEHICLE	Melee	3	3+	6	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

ABILITIES

Combat Shield
This model has a 5+ InvSv

Vanguard Assault
If this unit made a charge move this turn, this unit's melee attacks have +1A

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

5-10x Vanguard Veteran with Jump Packs oder Vanguard Veteran Sergeant with Jump Pack oder Vanguard Veteran with Jump Pack w/ Plasma Pistol oder Vanguard Veteran wtih Jump Packs w/ Shield (32mm)

Equipped with: Heavy Bolt Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted Power Weapon, Power fist, Relic Blade, Thunder Hammer

Wargear Options:
- This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol or 1x Combat Shield.
- Each Vanguard Veteran Serge… Jump Pack can repla… Pistol with…

KEYWORDS: Infantry, Imperium, Vanguard Veteran Squad with Jump Packs, Jump Pack, Fly, Explosives, Tacticus
FACTION KEYWORDS: Adeptus Astartes

VANGUARD VETERAN SQUAD WITH JUMP PACKS

110–220 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Imperium, Vanguard Veteran Squad with Jump Packs, Jump Pack, Fly, Explosives, Tacticus
FACTION KEYWORDS: Adeptus Astartes

VENERABLE BATTLE-BROTHER [CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ballistus Lascannon	48"	2	2+	12	-3	D6+1
Brutalis Bolt Rifles TWIN-LINKED	24"	4	2+	4	-1	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS	24"	12	2+	6	0	1
Icarus rocket pod ANTI-FLY 2+	24"	D3	2+	8	-1	2
Onslaught gatling cannon DEVASTATING WOUNDS	24"	8	2+	5	0	1
Twin Fragstorm Grenade Launcher BLAST TWIN-LINKED	18"	D6	2+	4	0	1
Twin Icarus ironhail heavy stubber ANTI-FLY 4+ RAPID FIRE 3 TWIN-LINKED	36"	3	2+	4	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	2+	5	-1	2
Twin multi-melta MELTA 2 TWIN-LINKED	18"	2	2+	9	-4	D6
Twin storm bolter RAPID FIRE 2 TWIN-LINKED	24"	2	2+	4	0	1
➤ Ballistus Missile Launcher - Frag BLAST	48"	2D6	2+	5	0	1
➤ Ballistus Missile Launcher - Krak	48"	2	2+	10	-2	D6
➤ Macro Plasma Incinerator - Standard BLAST	36"	D6+1	2+	8	-3	2
➤ Macro Plasma Incinerator - Supercharge BLAST HAZARDOUS	36"	D6+1	2+	9	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Feet	Melee	5	2+	7	0	1
Brutalis Fists TWIN-LINKED	Melee	6	2+	12	-2	3
Redemptor Fist	Melee	5	2+	12	-2	3
➤ Brutalis Talons - Strike TWIN-LINKED	Melee	6	2+	12	-2	3
➤ Brutalis Talons - Sweep TWIN-LINKED	Melee	10	2+	7	-2	1

AUFSTELLUNG

1x Venerable Battle-Brother [Crucible]

Equipped with: Ballistus Lascannon, Brutalis Bolt Rifles, Heavy Flamer, Heavy Onslaught Gatling Cannon, Icarus rocket pod, Onslaught gatling cannon, Twin Fragstorm Grenade Launcher, Twin Icarus ironhail heavy stubber, Twin heavy bolter, Twin multi-melta, Twin storm bolter, ➤ Ballistus Missile Launcher - Frag, ➤ Ballistus Missile Launcher - Krak, ➤ Macro Plasma Incinerator - Standard, ➤ Macro Plasma Incinerator - Supercharge, Armoured Feet, Brutalis Fists, Redemptor Fist, ➤ Brutalis Talons - Strike, ➤ Brutalis Talons - Sweep

...ar Options:
...al can be equi...

KEYWORDS: Character, Vehicle, Dreadnought, Venerable Battle-Brother, Imperium, Walker, Crucible
FACTION KEYWORDS: Adeptus Astartes

VENERABLE BATTLE-BROTHER [CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

ABILITIES

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.

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

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.

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.

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.

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.

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 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: 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.

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.

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

KEYWORDS: Character, Vehicle, Dreadnought, Venerable Battle-Brother, Imperium, Walker, Crucible
FACTION KEYWORDS: Adeptus Astartes

VENERABLE BATTLE-BROTHER [CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

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.

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

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).

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.

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

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.

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.

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 chare in a turn in which it Advanced.

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.

Storm Shield
This model has a 4+ Invulnerable save.

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

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.

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.

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.

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.

KEYWORDS: Character, Vehicle, Dreadnought, Venerable Battle-Brother, Imperium, Walker, Crucible
FACTION KEYWORDS: Adeptus Astartes

VENERABLE BATTLE-BROTHER [CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

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.

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.

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.

Wisdom of the Ancients [Aura]
When a friendly Adeptus Astartes Infantry unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1

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.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

KEYWORDS: Character, Vehicle, Dreadnought, Venerable Battle-Brother, Imperium, Walker, Crucible
FACTION KEYWORDS: Adeptus Astartes

VENERABLE BATTLE-BROTHER [CRUCIBLE]

160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Crucible
A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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 deployment zone and all enemy units.

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).

KEYWORDS: Character, Vehicle, Dreadnought, Venerable Battle-Brother, Imperium, Walker, Crucible
FACTION KEYWORDS: Adeptus Astartes

VENERABLE DREADNOUGHT [LEGENDS] 165 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Dreadnought Inferno Cannon IGNORES COVER TORRENT	12"	2D6	N/A	6	-1	1
Heavy Flamer BLAST 2 TORRENT	12"	3	-	5	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Heavy Plasma Cannon BLAST HAZARDOUS	36"	D3	3+	8	-3	3
➤ Heavy Plasma Cannon - Standard BLAST	36"	D3	3+	7	-2	2
➤ Missile Launcher - Frag BLAST	48"	D6	3+	4	0	1
➤ Missile Launcher - Krak	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Feet	Melee	5	3+	6	0	1
Close combat weapon	Melee	5	3+	6	0	1
Dreadnought Combat Weapon	Melee	5	3+	12	-2	3

ABILITIES

Wisdom of the Ancients [Aura]
While a friendly Adeptus Astartes Infantry unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

WEAPON ABILITIES

AUFSTELLUNG

1x Venerable Dreadnought [Legends]

Equipped with: Assault Cannon, Dreadnought Inferno Cannon, Heavy Flamer, Multi-melta, Storm bolter, Twin autocannon, Twin heavy bolter, Twin heavy flamer, Twin lascannon, ➤ Heavy Plasma Cannon, ➤ Heavy Plasma Cannon - Standard, ➤ Missile Launcher - Frag, ➤ Missile Launcher - Krak, Armoured Feet, Close combat weapon, Dreadnought Combat Weapon

Wargear Options:
■ This model can replace its Dreadnought Combat Weapon w/ Storm Bolter with Dreadnought [illegible]bat Weapon w/ Heavy [illegible]lose Combat [illegible]

KEYWORDS: Vehicle, Venerable, Walker, Smoke, Imperium, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

VENERABLE DREADNOUGHT [LEGENDS] 165 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.

KEYWORDS: Vehicle, Venerable, Walker, Smoke, Imperium, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

VENERABLE DREADNOUGHT [LEGENDS] 165 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Venerable, Walker, Smoke, Imperium, Dreadnought
FACTION KEYWORDS: Adeptus Astartes

VINDICATOR [LEGENDS]

185 PTS

M	T	Sv	W	LD	OC
9"	11	2+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolisher Cannon BLAST	24"	D6+3	3+	14	-3	D6
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Siege Shield
When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

AUFSTELLUNG

1x Vindicator [Legends]

Equipped with: Demolisher Cannon, Hunter-killer missile, Storm bolter, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.

KEYWORDS: Vehicle, Smoke, Imperium, Vindicator
FACTION KEYWORDS: Adeptus Astartes

VINDICATOR [LEGENDS]

185 PTS

M	T	Sv	W	LD	OC
9"	11	2+	11	6+	3

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Vindicator
FACTION KEYWORDS: Adeptus Astartes

WATCH CAPTAIN ARTEMIS

75 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellfire Extremis ANTI-INFANTRY 4+ DEVASTATING WOUNDS IGNORES COVER TORRENT	12"	3	-	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

Tactical Instinct
This unit's attacks have [Sustained Hits 1].

Unstoppable Champion
(Once per battle, per army)

At the end of a phase in which this model is destroyed, roll one D6:

- On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged with 3 wounds remaining.

Leader
This model can be attached to the following units:

DEATHWATCH VETERANS, DECIMUS KILL TEAM, FORTIS KILL TEAM

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Watch Captain Artemis (32mm)

Equipped with: Hellfire Extremis, Master-crafted power weapon

KEYWORDS: Epic Hero, Character, Infantry, Imperium, Watch Captain Artemis, Captain, Explosives, Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

WATCH CAPTAIN ARTEMIS

75 PTS

M	T	Sv	W	LD	OC
6"	5	3+	4	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Epic Hero, Character, Infantry, Imperium, Watch Captain Artemis, Captain, Explosives, Kill Team

FACTION KEYWORDS: Adeptus Astartes, Deathwatch

WATCH MASTER

105 PTS

M	T	Sv	W	LD	OC
6"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Vigil spear	24"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vigil spear LANCE	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

Purgatus Quarry
At the start of the first battle round, select up to one enemy unit to be this unit's hunted:

- This unit's attacks that target this unit's hunted unit can re-roll wound rolls of 1.

- Each time this unit's hunted is destroyed, select up to one enemy unit to be this unit's hunted.

Strategic Knowledge
- This unit's ranged attacks have [ASSAULT].

- When this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to declare a charge.

- When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Watch Master
This model's attacks that target a Character unit can:

- Re-roll hit rolls of 1.

- Re-roll wound rolls of 1.

Leader
This model can be attached to the following units:

DEATHWATCH VETERANS, DECIMUS KILL TEAM, FORTIS KILL TEAM

WEAPON ABILITIES

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.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Watch Master (32mm)

Equipped with: Vigil spear

KEYWORDS: Character, Infantry, Captain, Imperium, Watch Master, Explosives, Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

WATCH MASTER

105 PTS

M	T	Sv	W	LD	OC
6"	5	2+	5	6+	1

INVULNERABLE SAVE 4+

CORE RULES

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Captain, Imperium, Watch Master, Explosives, Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

WHIRLWIND [LEGENDS]

175 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D3+3
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Whirlwind Vengeance Launcher BLAST INDIRECT FIRE	72"	D6+3	3+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

Pinning Bombardment
In your Shooting phase, after this model has shot, if one or more of those attacks made with its Whirlwind vengeance launcher scored a hit against an enemy Infantry unit, that unit must take a Battle-shock test.

WEAPON ABILITIES

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 (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Indirect Fire
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

AUFSTELLUNG

1x Whirlwind [Legends]

Equipped with: Hunter-killer missile, Storm bolter, Whirlwind Vengeance Launcher, Armoured Tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.

KEYWORDS: Imperium, Vehicle, Smoke, Whirlwind
FACTION KEYWORDS: Adeptus Astartes

WHIRLWIND [LEGENDS]

175 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Imperium, Vehicle, Smoke, Whirlwind
FACTION KEYWORDS: Adeptus Astartes

PUNKTELISTE

EINHEIT	PUNKTE
Aggressor Squad	90 pts (bis 3 Modelle) · 180 pts (ab 4 Modellen)
Ancient	40 pts
Ancient in Terminator Armour	75 pts
Ancient on Bike [Legends]	90 pts
Apothecary	45 pts
Apothecary Biologis	60 pts
Apothecary on Bike [Legends]	65 pts
Assault Intercessor Squad	85 pts (bis 5 Modelle) · 170 pts (ab 6 Modellen)
Assault Intercessors with Jump Packs	95 pts (bis 5 Modelle) · 190 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Assault Squad [Legends]	95 pts (bis 5 Modelle) · 190 pts (ab 6 Modellen)
Assault Squad with Jump Packs [Legends]	115 pts (bis 5 Modelle) · 230 pts (ab 6 Modellen)
Astartes Servitors [Legends]	55 pts
Astraeus	550 pts · ab der 2. gleichnamigen Einheit im Heer: +75 pts
Ballistus Dreadnought	150 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Bike Squad [Legends]	80 pts (bis 3 Modelle) · 160 pts (ab 4 Modellen)
Bladeguard Ancient	70 pts
Bladeguard Veteran Squad	90 pts (bis 3 Modelle) · 180 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Brutalis Dreadnought	160 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Caestus Assault Ram [Legends]	215 pts
Captain	90 pts
Captain in Gravis Armour	90 pts
Captain in Phobos Armour	75 pts
Captain in Terminator Armour	90 pts
Captain on Bike	110 pts
Captain on Bike [Legends]	95 pts
Captain with Jump Pack	90 pts
Carab Culln the Risen [Legends]	250 pts
Centurion Assault Squad [Legends]	150 pts (bis 3 Modelle) · 300 pts (ab 4 Modellen)
Centurion Devastator Squad [Legends]	175 pts (bis 3 Modelle) · 350 pts (ab 4 Modellen)
Champion of the Chapter [Crucible]	70 pts · +5 pts (Sonderbedingung)
Chaplain	60 pts
Chaplain Kastiel [Legends]	70 pts
Chaplain Venerable Dreadnought [Legends]	150 pts
Chaplain in Terminator Armour	75 pts
Chaplain on Bike	75 pts
Chaplain with Jump Pack	75 pts

EINHEIT	PUNKTE
Command Squad [Legends]	165 pts
Company Champion on Bike [Legends]	60 pts
Company Heroes	125 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Company Veterans on Bikes [Legends]	110 pts (bis 2 Modelle) · 275 pts (ab 3 Modellen)
Corvus Blackstar	180 pts
Deathwatch Terminator Squad	190 pts (bis 5 Modelle) · 380 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Deathwatch Veterans	115 pts (bis 5 Modelle) · 220 pts (ab 6 Modellen)
Decimus Kill Team	110 pts (bis 0 Modelle) · 210 pts (ab 1 Modell)
Deimos Predator [Legends]	115 pts
Desolation Squad	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Devastator Squad	120 pts (bis 5 Modelle) · 200 pts (ab 6 Modellen)
Dreadnought [Legends]	135 pts
Drop Pod	60 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Eliminator Squad	85 pts
Eradicator Squad with Heavy Bolters	100 pts (bis 3 Modelle) · 215 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Eradicator Squad with Melta Rifles	100 pts (bis 3 Modelle) · 200 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Ferren Areios [Legends]	80 pts
Fortis Kill Team	210 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Gladiator Lancer	160 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Gladiator Reaper	165 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Gladiator Valiant	165 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Hammerfall Bunker [Legends]	175 pts
Heavy Intercessor Squad	115 pts (bis 5 Modelle) · 230 pts (ab 6 Modellen)
Hellblaster Squad	115 pts (bis 5 Modelle) · 230 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Hunter [Legends]	100 pts
Imperial Space Marine [Legends]	40 pts
Impulsor	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Inceptor Squad	130 pts (bis 3 Modelle) · 260 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Incursor Squad	90 pts (bis 5 Modelle) · 170 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Indomitor Kill Team	280 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Infernus Squad	95 pts (bis 5 Modelle) · 190 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Infiltrator Squad	85 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen)
Intercessor Squad	85 pts (bis 5 Modelle) · 170 pts (ab 6 Modellen)
Invictor Tactical Warsuit	135 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Ironclad Dreadnought [Legends]	150 pts
Judiciar	50 pts

EINHEIT	PUNKTE
Judiciar Xacharus [Legends]	75 pts
Land Raider	245 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Land Raider Crusader	230 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Land Raider Excelsior [Legends]	250 pts
Land Raider Helios [Legends]	265 pts
Land Raider Prometheus [Legends]	250 pts
Land Raider Redeemer	245 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Land Speeder	105 pts
Land Speeder Tempest [Legends]	95 pts
Land Speeder Tornado [Legends]	95 pts
Land Speeder Typhoon [Legends]	100 pts
Librarian	75 pts
Librarian in Phobos Armour	75 pts
Librarian in Terminator Armour	80 pts
Librarian on Bike [Legends]	80 pts
Librarian with Jump Pack [Legends]	75 pts
Librarius Adept [Crucible]	70 pts · +5 pts (Sonderbedingung)
Lieutenant	50 pts
Lieutenant in Phobos Armour	40 pts
Lieutenant in Reiver Armour	45 pts
Lieutenant with Combi-weapon	85 pts
Mortis Dreadnought [Legends]	130 pts
Outrider Squad	80 pts (bis 3 Modelle) · 160 pts (ab 4 Modellen)
Predator Annihilator [Legends]	135 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Predator Destructor [Legends]	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Primaris Company Champion [Legends]	55 pts
Razorback [Legends]	95 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Redemptor Dreadnought	170 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Reiver Squad	85 pts (bis 5 Modelle) · 165 pts (ab 6 Modellen)
Relic Razorback [Legends]	105 pts
Relic Terminator Squad [Legends]	200 pts (bis 5 Modelle) · 400 pts (ab 6 Modellen)
Repulsor	190 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Repulsor Executioner	260 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Rhino	70 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Rhino Primaris [Legends]	95 pts
Scout Bike Squad [Legends]	75 pts (bis 3 Modelle) · 150 pts (ab 4 Modellen)
Scout Sniper Squad [Legends]	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen)
Scout Squad	65 pts (bis 5 Modelle) · 120 pts (ab 6 Modellen)
Spectrus Kill Team	185 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Stalker [Legends]	140 pts

EINHEIT	PUNKTE
Sternguard Veteran Squad	105 pts (bis 5 Modelle) · 210 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Storm Speeder Hailstrike	110 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Storm Speeder Hammerstrike	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Storm Speeder Thunderstrike	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Stormhawk Interceptor [Legends]	155 pts
Stormraven Gunship [Legends]	280 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Stormtalon Gunship [Legends]	165 pts
Suppressor Squad	85 pts
Tactical Squad	140 pts
Talonstrike Kill Team	280 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Tarantula Air Defense Battery [Legends]	70 pts
Techmarine	55 pts
Techmarine on Bike [Legends]	110 pts
Terminator Assault Squad	170 pts (bis 5 Modelle) · 340 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Terminator Squad	190 pts (bis 5 Modelle) · 380 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Terminus Ultra [Legends]	285 pts
Thunderfire Cannon [Legends]	90 pts
Thunderhawk Gunship	850 pts · ab der 3. gleichnamigen Einheit im Heer: +100 pts
Thunderhawk Transporter [Legends]	495 pts
Vanguard Veteran Squad [Legends]	120 pts (bis 5 Modelle) · 240 pts (ab 6 Modellen)
Vanguard Veteran Squad with Jump Packs	110 pts (bis 5 Modelle) · 220 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Venerable Battle-Brother [Crucible]	160 pts · +5 pts (Sonderbedingung)
Venerable Dreadnought [Legends]	165 pts
Vindicator [Legends]	185 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Watch Captain Artemis	75 pts
Watch Master	105 pts
Whirlwind [Legends]	175 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts

ENHANCEMENTS — ANGELIC INHERITORS

ENHANCEMENT	PUNKTE
Prescient Flash	20 pts
Unto Death	15 pts
Blazing Icon	20 pts
Ordained Sacrifice	25 pts

ENHANCEMENTS — ASSAULT BRETHREN

ENHANCEMENT	PUNKTE
Imperium's Sword	20 pts

ENHANCEMENT	PUNKTE
Furious Assault (Upgrade)	10 pts

ENHANCEMENTS — BLACK SPEAR TASK FORCE

ENHANCEMENT	PUNKTE
Thief of Secrets	10 pts
Osseus Key	20 pts
The Tome of Ectoclades	15 pts
Beacon Angelis	25 pts

ENHANCEMENTS — BLADE OF ULTRAMAR

ENHANCEMENT	PUNKTE
Armour of Antoninus	15 pts
Oath of Macragge	20 pts
Student of the Codex	20 pts
Veteran of Behemoth	20 pts

ENHANCEMENTS — CERAMITE SENTINELS

ENHANCEMENT	PUNKTE
Honour Indefatigable	10 pts
Castellum Omnivox	10 pts
Spy-skull Datalink	10 pts
Defensive Mastery	10 pts

ENHANCEMENTS — CHAMPIONS OF FENRIS

ENHANCEMENT	PUNKTE
A Giant Amongst Giants	15 pts
Preyslayer	15 pts

ENHANCEMENTS — DARKFLIGHT PURSUIT

ENHANCEMENT	PUNKTE
Thundercowl Turbines (Upgrade)	15 pts
Nightforged Battery (Upgrade)	10 pts

ENHANCEMENTS — DEATHWATCH SUPPORT

ENHANCEMENT	PUNKTE
Beacon Angelis	25 pts

ENHANCEMENTS — DEVASTATOR BRETHREN

ENHANCEMENT	PUNKTE
Honour of Vigilance	20 pts

ENHANCEMENT	PUNKTE
Master-Forged Firearms	15 pts

ENHANCEMENTS — ENCARMINE SPEARTIP

ENHANCEMENT	PUNKTE
Angelic Executioner	20 pts
Shadow of Abomination	15 pts

ENHANCEMENTS — FIST OF THE GOD-EMPEROR

ENHANCEMENT	PUNKTE
Oathbound Exemplar	10 pts
Righteous Fervour (Upgrade)	15 pts

ENHANCEMENTS — FORGEFATHER'S SEEKERS

ENHANCEMENT	PUNKTE
Adamantine Mantle	20 pts
War-tempered Artifice	25 pts
Forged in Battle	25 pts
Immolator	20 pts

ENHANCEMENTS — GAUNTLET TASK FORCE

ENHANCEMENT	PUNKTE
Linebreaker Onslaught	20 pts
Damocles-Class Uplink	15 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	15 pts
Laurels of Triumph	20 pts
Adept of the Codex	20 pts
Standard of the Emperor Ascendant	25 pts

ENHANCEMENTS — GRAVIS LINEBREAKER FORCE

ENHANCEMENT	PUNKTE
Indefatigable Fortitude	20 pts
Relentless Advance	20 pts

ENHANCEMENTS — GRAVIS SIEGE FORCE

ENHANCEMENT	PUNKTE
Immovable Conquerors (Upgrade)	15 pts
Narthecis Gauntlet	20 pts

ENHANCEMENTS — INNER CIRCLE TASK FORCE

ENHANCEMENT	PUNKTE
Champion of the Deathwing	20 pts
Singular Will	20 pts

ENHANCEMENTS — IRONCLAD CHAMPIONS

ENHANCEMENT	PUNKTE
Artificer Sarcophagus (Upgrade)	40 pts
Venerable Champion (Aura) (Upgrade)	30 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Gunnery Honours (Upgrade)	15 pts
Redoubtable Machine Spirit (Upgrade)	25 pts

ENHANCEMENTS — MARSHAL'S HOUSEHOLD

ENHANCEMENT	PUNKTE
Fervent Exemplars (Upgrade)	10 pts
Inheritors of Sigismund (Upgrade)	15 pts

ENHANCEMENTS — MEDUSA'S WRATH

ENHANCEMENT	PUNKTE
Adept of the Omnissiah	25 pts
Master of the Machine War	25 pts
Target Augury Web	30 pts
The Flesh is Weak	15 pts

ENHANCEMENTS — PHOBOS SHADOW FORCE

ENHANCEMENT	PUNKTE
Execute and Redeploy	25 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — PHOBOS SHOCK FORCE

ENHANCEMENT	PUNKTE
Seal of Shrouding	15 pts
Venator Omni-auspex	15 pts

ENHANCEMENTS — SAGA OF THE BEASTSLAYER

ENHANCEMENT	PUNKTE
Wolf-Touched	15 pts
Hunter's Guile	20 pts

ENHANCEMENTS — SAGA OF THE GREAT WOLF

ENHANCEMENT	PUNKTE
Grimnar's Mark	15 pts
Howlmaw	15 pts
Chariots of the Storm	25 pts
Skjald's Foretelling	20 pts

ENHANCEMENTS — SHADOWMARK TALON

ENHANCEMENT	PUNKTE
Blackwing Shroud	25 pts
Coronal Susurrant	30 pts
Umbral Raptor	15 pts
Hunter's Instincts	25 pts

ENHANCEMENTS — SPEARPOINT TASK FORCE

ENHANCEMENT	PUNKTE
Spearpoint Paragon	25 pts
Stormseer's Wisdom	15 pts
Hunter's Eye	25 pts
Chogorian Huntmaster (Upgrade)	20 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Supercharged Engines (Upgrade)	10 pts
Auspex Triangulation Shrines (Upgrade)	10 pts

ENHANCEMENTS — TACTICAL BRETHREN

ENHANCEMENT	PUNKTE
Laurels of Vigilance	10 pts
Tactical Insight	15 pts

ENHANCEMENTS — TACTICUS ATTACK FORCE

ENHANCEMENT	PUNKTE
Martial Paragon	10 pts
Spearpoint War Leader	15 pts

ENHANCEMENTS — TACTICUS FIRESTORM FORCE

ENHANCEMENT	PUNKTE
Cyber Familiar	15 pts
Tempered in Battle (Aura)	10 pts

ENHANCEMENTS — TERMINATOR STORM FORCE

ENHANCEMENT	PUNKTE
Champion of the First Company	20 pts
Corporeum Reliquary	25 pts

ENHANCEMENTS — VOW-SWORN CRUSADERS

ENHANCEMENT	PUNKTE
Incendiary Animus	25 pts
Consecrating Aura	20 pts
Zealous Vanguard	25 pts
Augury Servo-host	20 pts

ENHANCEMENTS — WRATH OF THE DOOMED

ENHANCEMENT	PUNKTE
Instinctive Interception	10 pts
On the Archtraitor's Bridge	20 pts

ENHANCEMENTS — WRATH OF THE ROCK

ENHANCEMENT	PUNKTE
Deathwing Assault	15 pts
Tempered in Battle (Aura)	10 pts
Lord of the Ravenwing	15 pts
Ancient Weapons	20 pts