

C O D E X

IMPERIUM - SPACE MARINES

newvision

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DETACHMENT OVERVIEW

46 Detachments

1st Company Task Force

6 Stratagems · 4 Enhancements

Angelic Inheritors

6 Stratagems · 4 Enhancements

Anvil Siege Force

6 Stratagems · 4 Enhancements

Bastion Task Force

6 Stratagems · 4 Enhancements

Black Spear Task Force

6 Stratagems · 4 Enhancements

Blade of Ultramar

6 Stratagems · 4 Enhancements

Ceramite Sentinels

6 Stratagems · 4 Enhancements

Champions of Fenris

6 Stratagems · 2 Enhancements

Companions of Vehemence

6 Stratagems · 4 Enhancements

Company of Hunters

6 Stratagems · 4 Enhancements

Emperor's Shield

6 Stratagems · 4 Enhancements

Encarmine Speartip

0 Stratagems · 2 Enhancements

Firestorm Assault Force

6 Stratagems · 4 Enhancements

Forgefather's Seekers

0 Stratagems · 4 Enhancements

Fulguris Task Force

3 Stratagems · 2 Enhancements

Gladius Task Force

6 Stratagems · 4 Enhancements

Godhammer Assault Force

6 Stratagems · 4 Enhancements

Hammer of Avernii

6 Stratagems · 4 Enhancements

Headhunter Task Force

6 Stratagems · 4 Enhancements

Inner Circle Task Force

6 Stratagems · 4 Enhancements

Interrogation Conclave

0 Stratagems · 2 Enhancements

Ironstorm Spearhead

6 Stratagems · 4 Enhancements

Legacy of Grace

0 Stratagems · 2 Enhancements

Liberator Assault Group

6 Stratagems · 4 Enhancements

Librarius Conclave

6 Stratagems · 5 Enhancements

Lion's Blade Task Force

0 Stratagems · 4 Enhancements

Orbital Assault Force

6 Stratagems · 4 Enhancements

Rage-Cursed Onslaught

0 Stratagems · 4 Enhancements

Reclamation Force

6 Stratagems · 4 Enhancements

Saga of the Beastlayer

6 Stratagems · 4 Enhancements

Saga of the Bold

6 Stratagems · 4 Enhancements

Saga of the Great Wolf

6 Stratagems · 4 Enhancements

Saga of the Hunter

6 Stratagems · 4 Enhancements

Shadowmark Talon

6 Stratagems · 4 Enhancements

Spearpoint Task Force

6 Stratagems · 4 Enhancements

Stormlance Task Force

6 Stratagems · 4 Enhancements

The Angelic Host

6 Stratagems · 4 Enhancements

The Lost Brethren

6 Stratagems · 4 Enhancements

Unforgiven Task Force

6 Stratagems · 4 Enhancements

Vanguard Spearhead

6 Stratagems · 4 Enhancements

Vengeful Hosts

0 Stratagems · 2 Enhancements

Vindication Task Force

6 Stratagems · 4 Enhancements

Wrath of the Doomed

0 Stratagems · 2 Enhancements

Wrath of the Rock

6 Stratagems · 4 Enhancements

Wrathful Procession

6 Stratagems · 2 Enhancements

Armoured Speartip

6 Stratagems · 4 Enhancements

1ST COMPANY TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Fear Made Manifest [Aura]

30 pts

Adeptus Astartes model only. While an enemy unit (excluding Monsters and Vehicles) is within 6" of the bearer, each time that unit fails a Battle-Shock test, one model in that unit is destroyed (chosen by it's controlling player.) Once per battle, when such an enemy unit fails a Battle-Shock test, you can choose for D3 models in that unit to be destroyed in this way instead.

Rites of War

10 pts

Adeptus Astartes Terminator model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of all other models in the bearer's unit as well.

Iron Resolve

15 pts

Adeptus Astartes Terminator model only. The bearer has the Feel No Pain 5+ ability. Once per battle, after the bearer's unit is selected as the target of one or more attacks, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 5+ ability.

The Imperium's Sword

25 pts

Adeptus Astartes model only. Add 1 to the Attacks characteristic of the bearer's melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by all other models in the bearer's unit.

DETACHMENT RULE

Once per battle, in your Command phase, you can use this ability. If you do, until the start of your next Command phase, each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll as well.

STRATAGEMS (6/6)

1 CP1ST COMPANY TASK FORCE – STRATEGIC PLOY
STRATAGEM**MOVEMENT**

DUTY AND HONOUR

When: Your Movement phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within range of an objective marker you control.**Effect:** That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.**1 CP**1ST COMPANY TASK FORCE – BATTLE TACTIC
STRATAGEM**SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.**Target:** One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.**Effect:** Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.**1 CP**1ST COMPANY TASK FORCE – BATTLE TACTIC
STRATAGEM**SHOOTING**

HEROES OF THE CHAPTER

When: Your Shooting phase or the Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that has not been selected to shoot or fight this phase.**Effect:** Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. If your unit is Below Half-strength, add 1 to the Wound roll as well.**1 CP**1ST COMPANY TASK FORCE – BATTLE TACTIC
STRATAGEM**CHARGE**

LEGENDARY FORTITUDE

When: Your opponent's Charge phase, just after an enemy unit ends a Charge move.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army within Engagement Range of that enemy unit.**Effect:** Until the end of the turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.**1 CP**1ST COMPANY TASK FORCE – STRATEGIC PLOY
STRATAGEM**FIGHT**

ORBITAL TELEPORTARIUM

When: End of your opponent's Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR unit from your army.**Effect:** Remove your unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability.**Restriction:** You cannot select a unit that is within Engagement Range of one or more enemy units.**1 CP**1ST COMPANY TASK FORCE – STRATEGIC PLOY
STRATAGEM**FIGHT**

TERRIFYING PROFICIENCY

When: Your Fight phase.**Target:** One ADEPTUS ASTARTES TERMINATOR, BLADEGUARD VETERAN SQUAD, STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD unit from your army that made a Charge move this turn and destroyed one or more enemy units this phase.**Effect:** In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

ANGELIC INHERITORS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Prescient Flash

20 pts

Adeptus Astartes model only. Models in the bearer's unit have the Scouts 6" ability

Blazing Icon

20 pts

Adeptus Astartes Infantry model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

Troubling Visions

15 pts

Adeptus Astartes model only. Once per battle, in your Command phase, the bearer can use this

Enhancement. When it does, until the start of your next Command phase, all Angelic Legacy abilities

(see left) are active for the bearer's unit, instead of only two of them.

Ordained Sacrifice

25 pts

Adeptus Astartes model only. The first time the bearer is destroyed, roll one D6 at the end of the phase: on a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with 3 wounds remaining

DETACHMENT RULE

At the start of the first battle round, select two of the Angelic Legacy abilities listed below. Until the end of the battle, those Angelic Legacy abilities are active and their effects apply to all Adeptus Astartes Character units from your army.

Sanguinary Grace: This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Carmine Wrath: Each time a model in this unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Their Appointed Hour: You can re-roll Advance and Charge rolls made for this unit.

STRATAGEMS (6/6)

1 CP ANGELIC INHERITORS – EPIC DEED STRATAGEM **COMMAND**

INSTANT OF GRACE

When: Your Command phase.

Target: One Adeptus Astartes Infantry unit from your army.

Effect: Select one non-CHARACTER model in your unit. Until the start of your next Command phase, your model has the Character keyword.

1 CP ANGELIC INHERITORS – BATTLE TACTIC STRATAGEM **SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ANGELIC INHERITORS – BATTLE TACTIC STRATAGEM **SHOOTING**

IN THE SHADOW OF GREAT WINGS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Character unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP ANGELIC INHERITORS – STRATEGIC PLOY STRATAGEM

SHOOTING

STRIKE NOW FOR GLORY

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability.

1 CP ANGELIC INHERITORS – BATTLE TACTIC STRATAGEM **FIGHT**

FOCUSED FURY

When: Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LETHAL HITS] ability. If your unit is a Character unit, until the end of the phase, those weapons have the [LANCE] ability as well.

1 CP ANGELIC INHERITORS – STRATEGIC PLOY STRATAGEM **FIGHT**

UNTO THE BURNING SKIES

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Jump Pack unit from your army. You cannot target a unit that is within Engagement Range of one or more enemy units, unless it is The Sanguinor.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

ANVIL SIEGE FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Architect of War

25 pts

Adeptus Astartes model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

Indomitable Fury

20 pts

Gravis Model only. The first time the bearer is destroyed, roll on D6 at the end of the phase. On a 2+ set the bearer back on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Fleet Commander

15 pts

Captain model only. Once per battle, at the start of your Shooting phase, you can select one point on the battlefield and place a marker on that point. At the start of your next Shooting phase, place another marker on the battlefield within 12" of the center of the first marker, then draw a straight line between the center of each of these markers. Roll one D6 for each unit that line passes over or through: on a 3+ that unit suffers D3 mortal wounds. Both markers are then removed.

Stoic Defender

15 pts

Adeptus Astartes model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability while they are within range of an objective marker you control and, while that unit is Battle-shocked, halve the Objective Control characteristic of models in that unit instead of changing it to 0

DETACHMENT RULE

Ranged weapons equipped by Adeptus Astartes models from your army have the [HEAVY] ability. If such a weapon already has this ability, each time an attack is made with that weapon, if the attacking model's unit Remained Stationary this turn, add 1 to the Wound roll.

STRATAGEMS (6/6)

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

COMMAND

NOT ONE BACKWARDS STEP

When: Your Command phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army within range of an objective marker.

Effect: Until the end of the turn, double the Objective Control characteristic of models in your unit, but it must Remain Stationary this turn.

1 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

BATTLE DRILL RECALL

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If your unit Remained Stationary this turn, then until the end of the phase, each time a model in your unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

2 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

SHOOTING

HAIL OF VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

Target: One ADEPTUS ASTARTES unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

2 CP ANVIL SIEGE FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

NO THREAT TOO GREAT

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll.

1 CP ANVIL SIEGE FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

RIGID DISCIPLINE

When: End of the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.

Effect: Your unit can immediately make a Fall Back move of up to 6".

Restriction: When making that move, your unit must end that move either wholly within your deployment zone or within range of an objective marker.

BASTION TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Eye of the Primarch

10 pts

Adeptus Astartes model only. Ranged weapons equipped by the bearer and Battleline models in the

bearer's unit have the [PRECISION] ability

Hero of the Chapter

20 pts

Adeptus Astartes model only. While the bearer is leading a unit, the bearer has the Battleline keyword.

Blades of Valour

15 pts

Adeptus Astartes model only. Improve the Armour Penetration characteristic of melee weapons equipped by the bearer and Battleline models in the bearer's unit by 1.

Bombast Omnivox

15 pts

Adeptus Astartes model only. Each time you select the bearer's unit as the target of a Stratagem, roll one D6, adding 1 if the bearer's unit has the Battleline keyword: on a 4+, you gain 1CP.

DETACHMENT RULE

Adeptus Astartes Battleline units from your army:

- Are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.
- Are eligible to start to perform an Action in a turn in which they Advanced or Fell Back.

Each time an Adeptus Astartes Battleline unit from your army is selected to attack, after resolving those attacks, select one enemy unit hit by one or more of those attacks. Until the end of the turn, that enemy unit is auspex scanned. Each time an Adeptus Astartes model from your army makes an attack that targets an auspex scanned unit, re-roll a Hit roll of 1.

STRATAGEMS (6/6)

1 CP

BASTION TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

All too aware of their vital role in holding the foe at

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes Battleline unit

Effect: Until the end of the phase, each time an

1 CP

BASTION TASK FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

An auspex-guided hail of shock charges blinds the

When: Your Shooting phase or the Fight phase, just

Target: That Adeptus Astartes Battleline unit.

Effect: When an enemy unit is auspex scanned

1 CP

BASTION TASK FORCE– STRATEGIC PLOY
STRATAGEM

SHOOTING

Employing auspex data to reveal weak points in the

When: Your Shooting phase or the Fight phase, just

Target: That Adeptus Astartes Battleline unit.

Effect: When an enemy unit is auspex scanned as

1 CP

BASTION TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

Holding to the teachings of the Codex Astartes, these

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes unit from your

Effect: Until the end of the phase, each time a

1 CP

BASTION TASK FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

Tactical scans and cogitator analysis have revealed

When: Your Shooting phase or your Charge phase.

Target: One Adeptus Astartes unit (excluding

Effect: Until the end of the phase, your unit is

1 CP

BASTION TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

With their frailties exposed by the harsh glare of

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes unit from your

Effect: Select the [LETHAL HITS] or

BLACK SPEAR TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Thief of Secrets

25 pts

Adeptus Astartes model only. Improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 1. At the end of the Fight phase, if one or more enemy models were destroyed as a result of a melee attack made by the bearer this phase, until the end of the battle, improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

Beacon Angelis

25 pts

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Deep Strike ability. In addition, you can target the bearer's unit with the Rapid Ingress Stratagem for OCP.

Osseus Key

15 pts

WATCH MASTER or TECHMARINE model only. At the start of your opponent's Shooting phase, select one enemy VEHICLE unit (excluding TITANIC units) within 12" of and visible to the bearer. That model must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

The Tome of Ectoclades

30 pts

WATCH MASTER or CAPTAIN model only. Once per battle, after you have selected your Oath of Moment target, the bearer can use this Enhancement. If it does, select a second enemy unit to be an Oath of Moment target.

Designer's Note: *This means that each time a model with the Oath of Moment ability makes an attack that targets either of your Oath of Moment targets, you can re-roll the Hit roll.*

DETACHMENT RULE

Each time an attack targets a KILL TEAM unit from your army that contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what result is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest Toughness characteristic.

For the purposes of determining which models can embark within a TRANSPORT model, KILL TEAM models follow the normal restrictions listed on the TRANSPORT model.

STRATAGEMS (6/6)

1 CPBLACK SPEAR TASK FORCE – STRATEGIC PLOY
STRATAGEM**COMMAND**

ADAPTIVE TACTICS

When: Your Command phase.**Target:** Up to two Kill Team units from your army, or one other ADEPTUS ASTARTES unit from your army.**Effect:** For each unit targeted, select Furor Tactics, Malleus Tactics or Purgatus Tactics. Until the start of your next Command phase, that Mission Tactic is active for that unit instead of any Mission Tactic that is active for your army.**1 CP**BLACK SPEAR TASK FORCE – BATTLE TACTIC
STRATAGEM**SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.**Target:** One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.**Effect:** Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.**1 CP**BLACK SPEAR TASK FORCE – WARGEAR
STRATAGEM**SHOOTING**

DRAGONFIRE ROUNDS

When: Your Shooting phase.**Target:** One Kill Team unit from your army that has not been selected to shoot this phase.**Effect:** Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] and [IGNORES COVER] abilities.**Restriction:** You cannot select any units that have already been targeted with either the Kraken Rounds or Hellfire Rounds Stratagems this phase.**1 CP**BLACK SPEAR TASK FORCE – WARGEAR
STRATAGEM**SHOOTING**

HELLFIRE ROUNDS

When: Your Shooting phase.**Target:** One Kill Team unit from your army that has not been selected to shoot this phase.**Effect:** Until the end of the phase, ranged weapons (excluding Devastating Wounds weapons) equipped by models in your unit have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 5+] abilities.**Restriction:** You cannot select any units that have already been targeted with either the Kraken Rounds or Dragonfire Rounds Stratagems this phase.**1 CP**BLACK SPEAR TASK FORCE – WARGEAR
STRATAGEM**SHOOTING**

KRAKEN ROUNDS

When: Your Shooting phase.**Target:** One Kill Team unit from your army that has not been selected to shoot this phase.**Effect:** Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1 and improve the Range characteristic of those weapons by 6".**Restriction:** You cannot select any units that have already been targeted with either the Dragonfire Rounds or Hellfire Rounds Stratagems this phase.**1 CP**BLACK SPEAR TASK FORCE – STRATEGIC PLOY
STRATAGEM**FIGHT**

SITE-TO-SITE TELEPORTATION

When: End of your opponent's Fight phase.**Target:** Up to two Kill Team units from your army, or one other Adeptus Astartes Infantry unit from your army, if those units are not within Engagement Range of one or more enemy units.**Effect:** Remove those units from the battlefield and place them into Strategic Reserves. Until the end of your next Movement phase, models in those units that do not have the Deep Strike ability have the Deep Strike ability.

BLADE OF ULTRAMAR

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Armour of Antoninus

20 pts

Adeptus Astartes model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

Student of the Codex

20 pts

Adeptus Astartes model only. At the start of your Command phase, if the bearer is on the battlefield, it

can use this Enhancement. If it does, until the start of your next Command phase, the Tactical doctrine is active for this unit (instead of any other Combat Doctrine you select to be active for your army, and even if there is no Combat Doctrine active for your army).

Oath of Macragge

15 pts

Adeptus Astartes model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is under the effects of the Assault Doctrine, add 2 to the Attacks and Strength characteristics of the bearer's melee weapons instead.

Veteran of Behemoth

25 pts

Adeptus Astartes model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, , you can reroll Advance rolls made for that unit.

DETACHMENT RULE

At the start of up to three of your Command phases, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all Adeptus Astartes units from your army. You cannot select a Combat Doctrine you have already selected this battle, unless a friendly Marneus Calgar model is on the battlefield.

DEVASTATOR DOCTRINE

This unit is eligible to shoot in a turn in which it Advanced.

TACTICAL DOCTRINE

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

ASSAULT DOCTRINE

This unit is eligible to declare a charge in a turn in which it Advanced.

STRATAGEMS (6/6)

1 CP BLADE OF ULTRAMAR – STRATEGIC PLOY STRATAGEM

COMMAND

No Chapter's warriors know better the breadth –

When: Your Command phase.

Target: One Adeptus Astartes unit from your army.

Effect: Select the Devastator Doctrine, Tactical

1 CP BLADE OF ULTRAMAR – STRATEGIC PLOY STRATAGEM

MOVEMENT

After rapidly making a theoretical assessment of the

When: Your opponent's Movement phase, just after an

Target: One Adeptus Astartes Infantry or Adeptus

Effect: Your unit can make a Normal move of up to

1 CP BLADE OF ULTRAMAR – BATTLE TACTIC STRATAGEM

SHOOTING

Long have the Ultramarines guarded both Ultramar

When: Your Shooting phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, ranged

1 CP BLADE OF ULTRAMAR – BATTLE TACTIC STRATAGEM

SHOOTING

The belligerence of the Adeptus Astartes combined

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the attacking unit has finished making its

1 CP BLADE OF ULTRAMAR – EPIC DEED STRATAGEM

SHOOTING

With the enemy's countermeasures and responses

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, each time an

1 CP BLADE OF ULTRAMAR – BATTLE TACTIC STRATAGEM

FIGHT

Roaring their famed battle cry, the Ultramarines

When: Fight phase.

Target: One Adeptus Astartes unit from your army.

Effect: Until the end of the phase, melee weapons

CERAMITE SENTINELS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Honour Indefatigable

25 pts

The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

Spy-skull Datalink

15 pts

Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Castellum Omnivox

20 pts

Each time the bearer's unit makes a Fall Back move, select one of the following to apply to that unit until the end of the turn:

- That unit is eligible to perform an Action in a turn in which it Fell Back.
- That unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Defensive Mastery

25 pts

After both players have deployed their armies, select up to three Adeptus Astartes units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

DETACHMENT RULE

Each time an Adeptus Astartes model from your army makes an attack, if that model's unit is within a terrain feature, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Adeptus Astartes units from your army gain the Entrenched keyword while all of the following are true:

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

STRATAGEMS (6/6)

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

COMMAND

Knowing that this strategically vital site must be

When: Command phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the start of your next Command phase,

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

Auto-sense targeting subroutines specially adapted

When: Your Shooting phase.

Target: One Adeptus Astartes unit from your army

Effect: Select either the [SUSTAINED HITS 1] or

1 CP CERAMITE SENTINELS – STRATEGIC PLOY STRATAGEM

SHOOTING

Codex doctrine when conducting an aggressive

When: Your opponent's Shooting phase, just after an

Target: One Adeptus Astartes Infantry or

Effect: Your unit can make a Normal move of up to

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

Eliminating key enemy assets is crucial to stalling

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes Infantry or

Effect: Until the end of the phase, each time a

1 CP CERAMITE SENTINELS – BATTLE TACTIC STRATAGEM

SHOOTING

The belligerence of the Adeptus Astartes combined

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the attacking unit has finished making

1 CP CERAMITE SENTINELS – EPIC DEED STRATAGEM

FIGHT

Aware of how vital it is that the defence line holds,

When: Fight phase, just after an enemy unit has

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, each time a

CHAMPIONS OF FENRIS

6 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

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 advance rolls and countercharge rolls.

DETACHMENT RULE

Friendly ADEPTUS ASTARTES INFANTRY CHARACTER units have the following ability:

Countercharge: (Once per battle round, per unit) You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

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

Restrictions: Your army can include SPACE WOLVES units, but it

cannot include any ADEPTUS ASTARTES units drawn from any

other Chapter.

STRATAGEMS (6/6)

1 CP CHAMPIONS OF FENRIS – STRATEGIC PLOY
STRATAGEM

COMMAND

CHILLING HOWL

When: Your opponent's Command phase.

Target: One Adeptus Astartes Terminator unit from your army.

Effect: Each enemy unit within 6" of your unit must take a Battle-shock test, subtracting 1 from that test if that unit is Below Half-strength.

1 CP CHAMPIONS OF FENRIS – STRATEGIC PLOY
STRATAGEM

COMMAND

RUNES OF CLAIMING

When: End of your Command phase.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Walker unit from your army.

Effect: Select one objective marker you control that your unit is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

1 CP CHAMPIONS OF FENRIS – STRATEGIC PLOY
STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP CHAMPIONS OF FENRIS – STRATEGIC PLOY
STRATAGEM

SHOOTING

PREYTAKER'S EYE

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that has not been selected to shoot or fight this phase.

Effect: Select either the [LETHAL HITS] or [SUSTAINED HITS 1] abilities. Until the end of the phase, weapons equipped by models in your unit have that ability.

1 CP CHAMPIONS OF FENRIS – STRATEGIC PLOY
STRATAGEM

SHOOTING

STALKING WOLVES

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have the Stealth ability.

1 CP CHAMPIONS OF FENRIS – STRATEGIC PLOY STRATAGEM

FIGHT

ONRUSHING STORM

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Terminator unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

COMPANIONS OF VEHEMENCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Incendiary Animus

25 pts

CHAPLAIN or JUDICIAR model only. Improve the Armour Penetration characteristic of melee weapons equipped by models in the bearer's unit by 1

Merciless Denunciation

25 pts

CHAPLAIN or JUDICIAR model only. Each time a model in the bearer's unit makes a melee attack, you can re-roll the hit roll.

Oathbound Exemplar

15 pts

ADEPTUS ASTARTES INFANTRY model only. Add 1 to the Advance rolls made for the bearer's unit. If the mission pack you are playing features Actions, the bearer's unit is eligible to start to perform an Action in a turn in which it Advanced.

Zealous Vanguard

20 pts

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Scouts 6" ability.

DETACHMENT RULE

You can re-roll Advance and Charge rolls made for Adeptus Astartes unit from your army.

STRATAGEMS (6/6)

1 CPCOMPANIONS OF VEHEMENCE – STRATEGIC
PLOY STRATAGEM**MOVEMENT**

HERESY BEGETS RETRIBUTION

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Chaplain or Judiciar unit from your army that is within 9" of that enemy unit and is not within Engagement Range of one or more enemy units.

Effect: Your unit can make a Retribution move. To do so, roll one D6: models in your unit move a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, those models can be moved within Engagement Range of that enemy unit.

1 CPCOMPANIONS OF VEHEMENCE – STRATEGIC PLOY
STRATAGEM**CHARGE**

DREAD CRUSADERS

When: Your opponent's Charge phase, just after an enemy unit declares a charge.

Target: One Adeptus Astartes Infantry unit from your army that was selected as one of the targets of that charge.

Effect: That enemy unit must take a Battle-shock test, subtracting 1 from the result.

1 CPCOMPANIONS OF VEHEMENCE – BATTLE TACTIC
STRATAGEM**FIGHT**

DEVOUT PUSH

When: Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

Restriction: A unit cannot be targeted with this and the Hearts Hardened to Duty Stratagem in the same phase unless it has the Chaplain or Judiciar keywords.

1 CPCOMPANIONS OF VEHEMENCE – BATTLE TACTIC
STRATAGEM**FIGHT**

FOR THE EMPEROR'S HONOUR!

When: Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

1 CPCOMPANIONS OF VEHEMENCE – STRATEGIC PLOY
STRATAGEM**FIGHT**

HEARTS HARDENED TO DUTY

When: Fight phase, just before an Adeptus Astartes Infantry unit from your army Consolidates.

Target: That ADEPTUS ASTARTES INFANTRY unit.

Effect: Until the end of the phase, each time a model in your unit makes a Consolidation move, it does not need to end that move closer to the closest enemy model (or the closest enemy unit if the Suffer Not the Unclean to Live Vow is active for it).

1 CPCOMPANIONS OF VEHEMENCE – BATTLE TACTIC
STRATAGEM**FIGHT**

PIOUS ENMITY

When: Fight phase.

Target: One Chaplain or Judiciar unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a melee attack that targets an enemy unit, re-roll a Hit roll of 1. If that target is a MONSTER or VEHICLE unit, re-roll a Wound roll of 1 as well.

COMPANY OF HUNTERS

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Master-crafted Weapon

10 pts

RAVENWING model only. Melee weapons equipped by the bearer have the Precision ability.

Mounted Strategist

30 pts

RAVENWING model only. You can re-roll Advance and Charge rolls made for the bearer's unit.

Master of Manoeuvre

15 pts

RAVENWING model only. If the bearer's unit starts the battle in Strategic Reserves, its points value does not count towards the combined points limit for units from your army that are in Strategic Reserve, and for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

Recon Hunter

20 pts

RAVENWING model only. Models in the bearer's unit have the Scouts 9" ability.

DETACHMENT RULE

Friendly ADEPTUS ASTARTES have:

- This unit's ranged attacks have [ASSAULT].
- 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.

Friendly ADEPTUS ASTARTES MOUNTED have:

- 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.

OUTRIDER SQUAD units from your army gain the BATTLELINE keyword.

1 CP COMPANY OF HUNTERS – STRATEGIC PLOY STRATAGEM

COMMAND

HUNTERS' TRAIL

When: Command phase.

Target: One Ravenwing Mounted unit from your army that is within range of an objective marker you control.

Effect: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

1 CP COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

SHOOTING

DEATH ON THE WIND

When: Your Shooting phase.

Target: One Ravenwing unit from your army that has just shot.

Effect: Select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test. When doing so, if one or more RAVENWING units from your army are within 6" of that enemy unit, subtract 1 from the test.

1 CP COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

SHOOTING

HIGH-SPEED FOCUS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Ravenwing unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP COMPANY OF HUNTERS – STRATEGIC PLOY STRATAGEM

SHOOTING

TALON STRIKE

When: Your Shooting phase or the Fight phase.

Target: One Ravenwing Mounted unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an INFANTRY CHARACTER or MOUNTED CHARACTER unit, add 1 to the Wound roll.

1 CP COMPANY OF HUNTERS – BATTLE TACTIC STRATAGEM

FIGHT

RAPID REAPPRAISAL

When: End of your opponent's Fight phase.

Target: One Ravenwing unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

EMPEROR'S SHIELD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Champion of the Feast

25 pts

Adeptus Astartes model only. Add 1 to the Attacks characteristic of the bearer's melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by all other models in the bearer's unit.

Indomitable Champion

20 pts

Adeptus Astartes Terminator model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining.

Disciple of Rhetoricus

10 pts

Adeptus Astartes Terminator model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of all other models in the bearer's unit as well.

Malodraxian Standard

20 pts

Adeptus Astartes Ancient model only. Each time an attack targets the bearer's unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of the bearer's unit, subtract 1 from the Wound roll.

DETACHMENT RULE

Each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll a Wound roll of 1.

Each time a model in a Darnath Lysander unit from your army makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll.

STRATAGEMS (6/6)

1 CP EMPEROR'S SHIELD – STRATEGIC PLOY
STRATAGEM

MOVEMENT

The battle-brothers of the Imperial Fists 1st Company

When: Your Movement phase.

Target: One Adeptus Astartes Terminator,

Effect: That objective marker remains under your

1 CP EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

SHOOTING

Losses only serve to stoke the fiery wrath of the

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes Terminator,

Effect: Until the end of the phase, each time a model

1 CP EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

SHOOTING

Masters of bolter drill, the Imperial Fists utilise precise

When: Your Shooting phase.

Target: One Adeptus Astartes Terminator,

Effect: Until the end of the phase, ranged

1 CP EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

SHOOTING

The belligerence of the Adeptus Astartes combined

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the attacking unit has finished making its

1 CP EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

FIGHT

Even when established wisdom favours retreat, the

When: Fight phase, just after an enemy unit has

Target: One Adeptus Astartes Terminator,

Effect: Until the end of the phase, each time a model

1 CP EMPEROR'S SHIELD – BATTLE TACTIC STRATAGEM

FIGHT

Making use of a lull in fighting, Terminator squads pull

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Terminator unit

Effect: Remove your unit from the battlefield and

ENCARMINÉ SPEARTIP

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Angelic Executioner

25 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

25 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 RULE

When a friendly SANGUINARY GUARD unit is selected to make a fall-back move, that move does not prevent that unit from being eligible to shoot/eligible to declare a charge.

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

FIRESTORM ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Adamantine Mantle

20 pts

Adeptus Astartes model only. Each time an attack is allocated the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a [MELTA] or [TORRENT] weapon, change the Damage characteristic of that attack to 1 instead.

Champion of Humanity

10 pts

Tacticus model only. While the bearer is leading a unit, models in that unit can ignore any or all modifiers to their characteristics and/or to any roll or test made for them (excluding modifiers to saving throws).

Forged in Battle

15 pts

Adeptus Astartes model only. While the bearer is leading a unit, once per turn after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to an unmodified 6.

War-tempered Artifice

25 pts

Adeptus Astartes Infantry model only. Add 3 to the Strength characteristic of the bearer's melee weapons.

DETACHMENT RULE

Ranged weapons equipped by Adeptus Astartes models from your army have the [ASSAULT] ability, and each time an attack made such a weapon targets a unit within 12", add 1 to the Strength characteristic of that attack.

STRATAGEMS (6/6)

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

BURNING VENGEANCE

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: One unit embarked within that TRANSPORT can disembark as if it were your Movement phase, and can then shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

CRUCIBLE OF BATTLE

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target within 6", add 1 to the Wound roll.

2 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

IMMOLATION PROTOCOLS

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, Torrent weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

1 CP FIRESTORM ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ONSLAUGHT OF FIRE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that disembarked from a TRANSPORT this turn and has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets the closest eligible target within 12", add 1 to the Hit roll. If one or more enemy models are destroyed as the result of any of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP FIRESTORM ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

RAPID EMBARKATION

When: End of the Fight phase.

Target: One ADEPTUS ASTARTES TRANSPORT unit from your army that has no models embarked within it, and one ADEPTUS ASTARTES INFANTRY unit from your army wholly within 6" of that TRANSPORT.

Effect: Your INFANTRY unit can embark within that TRANSPORT.

Restriction: You cannot target an INFANTRY unit that is within Engagement Range of one or more enemy units, that cannot normally embark within that TRANSPORT, or that disembarked from a TRANSPORT this turn.

FORGEFATHER'S SEEKERS

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Adamantine Mantle

20 pts

Adeptus Astartes model only. Each time an attack is allocated the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a [MELTA] or [TORRENT] weapon, change the Damage characteristic of that attack to 1 instead.

War-tempered Artifice

25 pts

Adeptus Astartes Infantry model only. Add 3 to the Strength characteristic of the bearer's melee weapons.

Forged in Battle

15 pts

Adeptus Astartes model only. While the bearer is leading a unit, once per turn after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to an unmodified 6.

Immolator

10 pts

Adeptus Astartes model only. Add 1 to the attacks characteristics of Torrent weapons equipped by models in the bearer's unit.

DETACHMENT RULE

Ranged weapons equipped by Adeptus Astartes models from your army have the [ASSAULT] ability, and each time an attack made such a weapon targets a unit within 12", add 1 to the Strength characteristic of that attack.

Seeker's Companions

If your army includes Vulkan He'stan, during your turn, each Infernus Squad unit from your army is eligible to do one of the following

- Start to perform an Action in a turn in which it Advanced
- Shoot in a turn in which it started to perform an Action

FULGURIS TASK FORCE

3 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Bellicose Weapon Spirits

15 pts

SPEEDER unit only. This unit can re-roll:

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

Raptorial Cogitator Core

15 pts

SPEEDER unit only. This unit's ranged attacks have [IGNORES COVER]

DETACHMENT RULE

- Friendly LAND SPEEDER/STORM SPEEDER HAILSTRIKE/STORM SPEEDER HAMMERSTRIKE/STORM SPEEDER THUNDERSTRIKE units have SPEEDER.
- In your first Movement phase, friendly SPEEDER units can make an ingress move.

STRATAGEMS (3/3)

1 CP

FULGURIS TASK FORCE STRATAGEM

MOVEMENT

Triggering sudden flows of power to engines and manoeuvring

When: Your opponent's Movement phase, when an enemy unit ends

Target: That SPEEDER unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP

FULGURIS TASK FORCE STRATAGEM

SHOOTING

Speeder crews are trained to exploit their craft's

When: Your Shooting phase, when a friendly SPEEDER unit is

Target: That SPEEDER unit.

Effect: Select one enemy unit within 24" of your unit. That enemy

1 CP FULGURIS TASK FORCE STRATAGEM **FIGHT**

The anti-grav plates of this combat skimmer thrum with extra

When: End of your opponent's Fight phase.

Target: One friendly unengaged SPEEDER unit.

Effect: Place your unit in strategic reserves.

GLADIUS TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Artificer Armour

20 pts

Adeptus Astartes model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

The Honour Vehement

15 pts

Adeptus Astartes model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is under the effects of the Assault Doctrine, add 2 to the Attacks and Strength characteristics of the bearer's melee weapons instead.

Adept of the Codex

20 pts

Captain model only. At the start of your Command phase, if the bearer is on the battlefield, instead of selecting a Combat Doctrine to be active for your army, you can select the Tactical Doctrine. If you do, until the start of your next Command phase, that doctrine is active for the bearer's unit only, even if you have already selected that doctrine to be active for your army this battle.

Fire Discipline

25 pts

Adeptus Astartes model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, , you can reroll Advance rolls made for that unit.

DETACHMENT RULE

At the start of your Command phase, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all Adeptus Astartes units from your army. You can only select each Combat Doctrine once per battle.

DEVASTATOR DOCTRINE

This unit is eligible to shoot in a turn in which it Advanced.

TACTICAL DOCTRINE

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

ASSAULT DOCTRINE

This unit is eligible to declare a charge in a turn in which it Advanced.

STRATAGEMS (6/6)

1 CP GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM

COMMAND

ADAPTIVE STRATEGY

When: Your Command phase.

Target: One ADEPTUS ASTARTES unit from your army.

Effect: Select the Devastator Doctrine, Tactical Doctrine or Assault Doctrine.

Until the start of your next Command phase, that Combat Doctrine is active for that unit instead of any other Combat Doctrine that is active for your army, even if you have already selected that doctrine this battle.

1 CP GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

SQUAD TACTICS

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of the enemy unit that just ended that move.

Effect: Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is under the effects of the Tactical Doctrine.

Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

STORM OF FIRE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability. If your unit is under the effects of the Devastator Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

1 CP GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

FIGHT

HONOUR THE CHAPTER

When: Fight phase.

Target: One ADEPTUS ASTARTES unit from your army.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit is under the effects of the Assault Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

2 CP GLADIUS TASK FORCE – EPIC DEED STRATAGEM

FIGHT

ONLY IN DEATH DOES DUTY END

When: Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

GODHAMMER ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Paragon of Fury

25 pts

Adeptus Astartes model only. Add 2 the Strength characteristic of melee weapons equipped by the bearer. Each time a melee attack made by the bearer is allocated to an enemy model, if the bearer disembarked from a Transport this turn, add 1 to the Damage characteristic of that attack.

Battle-Psalm Precentor

10 pts

ADEPTUS ASTARTES model only. Each time the bearer's unit declares a charge, if an enemy unit takes a Battle-shock test as a result of the Shock and Awe detachment rule, subtract 1 from that Battle-shock test.

Augury Servo-Host

15 pts

ADEPTUS ASTARTES model only. At the start of your shooting phase, select one enemy unit within 12" of and visible to the bearer. Until the end of the phase, models in that unit cannot have the Benefit of Cover.

Herald of the Sacred Slaughter

15 pts

ADEPTUS ASTARTES model only. In the Declare Battle Formations step, if the bearer starts the battle embarked within a DEDICATED TRANSPORT, that DEDICATED TRANSPORT has the Scouts 9" ability.

DETACHMENT RULE

- Each time an Adeptus Astartes unit from your army declares a charge, if it disembarked from a Transport this turn, after selecting the targets of that charge, select one of those targets; that enemy unit must take a Battle-shock test.
- Each time an Adeptus Astartes unit from your army makes a melee attack, if it disembarked from a Transport this turn, add 1 to the Hit roll.

STRATAGEMS (6/6)

1 CP GODHAMMER ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

GAUNTLET OF THE GOD-EMPEROR

When: Your Movement phase.

Target: One Adeptus Astartes Vehicle model from your army that has not been selected to move this phase.

Effect: Until the end of the phase, each time your model makes a Normal or Advance move, it can move horizontally through terrain features.

1 CP GODHAMMER ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

UNCOMPROMISING EGRESS

When: Your Movement phase.

Target: One Land Raider model from your army that has not been selected to move this phase.

Effect: One ADEPTUS ASTARTES unit embarked within your LAND RAIDER can disembark. When doing so, models in that unit can be set up anywhere on the battlefield wholly within 6" of your LAND RAIDER and can be set up within Engagement Range of one or more enemy units.

2 CP GODHAMMER ASSAULT FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

BLESSED HULL

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Vehicle unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP GODHAMMER ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

CHARGE

FOCUSED HATRED

When: Your Charge phase, just after you make a Charge roll for an ADEPTUS ASTARTES unit from your army that disembarked from a Transport this turn.

Target: That ADEPTUS ASTARTES unit.

Effect: Until the end of the phase, each time your unit makes a Charge move, models in your unit can move through models (when doing so, its models can move within Engagement Range of enemy models, but they can only end that move within Engagement Range of enemy models if those enemy models belong to a unit that your unit declared a charge against this turn).

1 CP GODHAMMER ASSAULT FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

A CEASELESS CAUSE

When: End of the Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that was eligible to fight this phase.

Effect: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". It cannot embark within a Transport at the end of this move if it disembarked from a TRANSPORT this turn.

1 CP GODHAMMER ASSAULT FORCE – BATTLE TACTIC STRATAGEM

FIGHT

CONDEMNATORY INFO-SCREED

When: Your Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, if it disembarked from a Transport this turn, re-roll a Wound roll of 1. If that TRANSPORT has the Land Raider keyword, you can re-roll the Wound roll instead.

HAMMER OF AVERNII

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Spiritus Ferrum

25 pts

Adeptus Astartes model only. Add 1 to the Attacks characteristic of the bearer's melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by all other models in the bearer's unit as well.

Medusan Roar [Aura]

30 pts

Adeptus Astartes model only. While an enemy unit (excluding Monsters and Vehicles) is within 6" of

the bearer, each time that unit fails a Battle-shock test, one model in that unit is destroyed (chosen by

its controlling player). Once per battle, when such an enemy unit fails a Battle-shock test, you can choose for D3 models in that unit to be destroyed in this way instead.

Iron Laurel

10 pts

Adeptus Astartes model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of all other models in the bearer's unit as well.

Steel Font

15 pts

Adeptus Astartes Terminator model only. While the bearer is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.

DETACHMENT RULE

Each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll a Wound roll of 1.

RECALCULATING

Once per battle round, after your Oath of Moment target is destroyed, if a Caanok Var model from your army is on the battlefield, select one enemy unit visible to that model. That enemy unit becomes your Oath of Moment target until you select a new one.

STRATAGEMS (6/6)

1 CP

HAMMER OF AVERNII – STRATEGIC PLOY STRATAGEM

MOVEMENT

These custom-built servo-skulls detach from augmetic

When: Your Movement phase.

Target: One Adeptus Astartes Dreadnought,

Effect: That objective marker remains under your

1 CP

HAMMER OF AVERNII – BATTLE TACTIC STRATAGEM

SHOOTING

The belligerence of the Adeptus Astartes combined

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the attacking unit has finished making its

1 CP

HAMMER OF AVERNII – BATTLE TACTIC STRATAGEM

SHOOTING

The Iron Hands elite kill with machine-like

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes Dreadnought,

Effect: Until the end of the phase, each time a model

1 CP

HAMMER OF AVERNII – BATTLE TACTIC STRATAGEM

CHARGE

Gene-wrought flesh reinforced by hardened augmetics

When: Your opponent's Charge phase, just after an

Target: One Adeptus Astartes Terminator,

Effect: Until the end of the turn, each time an attack

1 CP

HAMMER OF AVERNII – STRATEGIC PLOY STRATAGEM

FIGHT

Running endless up-to-the-second cogitations of their

When: Your Fight phase.

Target: One Adeptus Astartes Dreadnought,

Effect: Select either the [SUSTAINED HITS 1] or

1 CP

HAMMER OF AVERNII – STRATEGIC PLOY STRATAGEM

FIGHT

Terminators withdraw from the fight during a lull, board

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Terminator unit

Effect: Remove your unit from the battlefield and

HEADHUNTER TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Redoubtable Machine Spirit

25 pts

Adeptus Astartes Vehicle model only. The bearer has a 5+ invulnerable save and, at the end of your

Command phase, the bearer regains 1 lost wound.

Firestorm Coordinators

20 pts

Adeptus Astartes Vehicle model only. Ranged weapons equipped by the bearer have the

[SUSTAINED HITS 1] ability.

Gunnery Honours

20 pts

Adeptus Astartes Vehicle model only. Once per phase, you can re-roll one Hit roll, one Wound roll

and one Damage roll for the bearer.

Astartes Tank Ace (Aura)

40 pts

Adeptus Astartes Vehicle model only. In your Shooting phase, while a friendly Adeptus Astartes

Vehicle unit is within 6" of the bearer, ranged weapons equipped by models in that unit have the

[ASSAULT] ability

DETACHMENT RULE

Each time a Tank Ace unit from your army (see below) 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 that unit. Each time a Tank Ace unit from your

army shoots in your Shooting phase, if that unit did not Advance this turn, you can re-roll the Damage roll.

Adeptus Astartes Vehicle units from your army (excluding Fortifications, Drop Pods, Walkers and units that can Fly)

have the Tank Ace keyword. In the Muster Armies step, you can select up to three Tank Ace units from your

army to gain the Character keyword.

Designer's Note: This means that the selected units can be given enhancements, and one of them can be selected as your Warlord.

STRATAGEMS (6/6)

1 CP

HEADHUNTER TASK FORCE – STRATEGIC PLOY
STRATAGEM

MOVEMENT

Reacting swiftly to enemy movements, this tank's

When: Your opponent's Movement phase, just

Target: One Tank Ace unit from your army

Effect: Your unit can make a Normal move of up

1 CP

HEADHUNTER TASK FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

Advanced targeting systems and the skill of

When: Your Shooting phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, your unit is

1 CP

HEADHUNTER TASK FORCE – EPIC DEED
STRATAGEM

SHOOTING

Bellicose in the extreme, this vehicle's machine

When: Your opponent's Shooting phase, just after an

Target: One Tank Ace unit from your army

Effect: Your unit can shoot as if it were your

1 CP

HEADHUNTER TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

Space Marines are ruthless in culling weakened foes.

When: Your Shooting phase.

Target: One Tank Ace unit from your army that has

Effect: Until the end of the phase, each time a

1 CP

HEADHUNTER TASK FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

Targeting vulnerable joints or seams between

When: Your Shooting phase.

Target: One Tank Ace unit from your army that has

Effect: Until the end of the phase, each time a

1 CP

HEADHUNTER TASK FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

The belligerence of the Adeptus Astartes, combined

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the attacking unit has finished making

INNER CIRCLE TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Eye of the Unseen

10 pts

Deathwing model only. Each time you target the bearer's unit with a Stratagem, roll one D6, adding 1 if the bearer is within range of your Vowed objective marker: on a 5+ you gain 1CP.

Champion of the Deathwing

15 pts

Deathwing model only. Melee weapons equipped by the bearer have the [LETHAL HITS] ability, and each time the bearer makes a melee attack, if it is within range of your Vowed objective marker, a Critical Hit is scored on an unmodified Hit roll of 5+.

Singular Will

20 pts

Deathwing model only. Each time the bearer's unit Pile In or Consolidates, models in that unit can move an additional 3".

Deathwing Assault

30 pts

Deathwing model with the Deep Strike ability only. The bearer's unit can set up using the Deep Strike ability in the Reinforcement step of your first, second or third Movement phase, regardless of any mission rules.

DETACHMENT RULE

At the start of your Movement phase, select one of the following:

- Defensive Footing: Select one objective marker you control. Until the start of your next Movement phase, that objective marker is your Vowed objective marker.
- Aggressive Push: Select one or more objective markers you do not control. Until the start of your next Movement phase, each of those objective markers is one of your Vowed objective markers. If a rule refers to a unit or model being within range of your Vowed objective marker, that rule takes effect if that unit or model is within range of one or more of your Vowed objective markers.

Each time a Deathwing Infantry unit from your army makes an attack that targets a unit within range of one or more of your Vowed objective markers, add 1 to the Wound roll.

STRATAGEMS (6/6)

1 CP INNER CIRCLE TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

RELIC TELEPORTARIUM

When: Your Movement phase.

Target: One Deathwing unit from your army that is arriving using the Deep Strike ability this phase.

Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy models.

Restriction: Until the end of the turn, your unit is not eligible to declare a charge.

1 CP INNER CIRCLE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP INNER CIRCLE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

UNMATCHED FORTITUDE

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Deathwing Infantry unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than your unit's Toughness characteristic, subtract 1 from the Wound roll.

1 CP INNER CIRCLE TASK FORCE – EPIC DEED STRATAGEM

CHARGE

WRATH OF THE LION

When: Your Charge phase.

Target: One Deathwing INFANTRY unit from your army that just ended a Charge move.

Effect: Select one enemy unit within Engagement Range of your unit and roll one D6 for each model in your unit, adding 1 to the result if that enemy unit is within range of your Vowed objective marker: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 3 mortal wounds).

1 CP INNER CIRCLE TASK FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

DUTY UNTO DEATH

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Deathwing unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 if your unit is within range of your Vowed objective marker. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP INNER CIRCLE TASK FORCE – EPIC DEED STRATAGEM

FIGHT

MARTIAL MASTERY

When: Fight phase.

Target: One Deathwing Infantry unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If your unit is within range of your Vowed objective marker, you can re-roll the Wound roll instead.

INTERROGATION CONCLAVE

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Limitless Zeal

10 pts

CHAPLAIN model only. This unit has +1 to charge rolls

Inescapable Interrogation

20 pts

CHAPLAIN model only. This unit's ranged attacks have [IGNORES COVER].

DETACHMENT RULE

- In the Fight phase, when a friendly CHAPLAIN unit destroys an enemy unit, enemy units within 6" of that CHAPLAIN unit make a battle-shock roll.
- Friendly CHAPLAIN units have the following ability:

Sower of Dread (Aura): While an enemy unit is within 6" of this unit, that enemy unit has -1 Ld.

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

IRONSTORM SPEARHEAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Adept of the Omnisiah

35 pts

Techmarine model only. Once per battle round, when a saving throw is failed for a friendly Adeptus Astartes Vehicle model within 6" of the bearer, you can change the Damage characteristic of that attack to 0.

Target Augury Web

30 pts

TECHMARINE model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE model within 6" of the bearer. Until the start of your next Command phase, weapons equipped by that VEHICLE have the [Lethal Hits] ability.

Master of the Machine War

20 pts

ADEPTUS ASTARTES model only. In your Command phase, select one ADEPTUS ASTARTES VEHICLE within 6" of the bearer. Until the start of your next Command phase, that VEHICLE is eligible to shoot even if it Fell Back or Advanced this turn.

The Flesh is Weak

20 pts

Adeptus Astartes model only. The bearer has the Feel No Pain 4+ ability.

DETACHMENT RULE

Once per phase for each Adeptus Astartes unit in your army, you can re-roll one Hit roll, one Wound roll, or one Damage roll made for a model in that unit.

STRATAGEMS (6/6)

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM **COMMAND**

ANCIENT FURY

When: Your Command phase.

Target: One ADEPTUS ASTARTES WALKER model from your army.

Effect: Until the start of your next Command phase, improve your model's Move, Toughness, Leadership and Objective Control characteristics by 1 and each time your model makes an attack, add 1 to the Hit roll.

1 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM **COMMAND**

UNBOWED CONVICTION

When: Command phase.

Target: One ADEPTUS ASTARTES unit from your army that is below its Starting Strength.

Effect: Until the end of the turn, your unit can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

1 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM **SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

2 CP IRONSTORM SPEARHEAD – BATTLE TACTIC STRATAGEM **SHOOTING**

MERCY IS WEAKNESS

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, that attack has the [SUSTAINED HITS 1] ability, and when making such an attack, if the attacking model is a VEHICLE, a successful unmodified Hit roll of 5+ scores a Critical Hit.

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM **SHOOTING**

POWER OF THE MACHINE SPIRIT

When: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

Target: One ADEPTUS ASTARTES VEHICLE unit from your army that was reduced to Below Half-strength as a result of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP IRONSTORM SPEARHEAD – EPIC DEED STRATAGEM **ANY**

VENGEFUL ANIMUS

When: Any phase, just after an ADEPTUS ASTARTES VEHICLE model from your army with the Deadly Demise ability is destroyed.

Target: That ADEPTUS ASTARTES VEHICLE model. You can use this Stratagem on that model even though it was just destroyed.

Effect: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

LEGACY OF GRACE

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Blood Boil

10 pts

ADEPTUS ASTARTES PSYKER model only. This model's [PSYCHIC] attacks:

- Have [ANTI: non-MONSTER/VEHICLE 5+].
- Can re-roll damage rolls.

Aureole of the Angel

20 pts

ADEPTUS ASTARTES model only. This unit has -3" detection range

DETACHMENT RULE

Friendly BLOOD ANGELS INFANTRY CHARACTER units (excluding COMMANDER DANTE units) have +1 to advance rolls and charge rolls. This detachment has the GRACE tag and cannot be taken with another GRACE detachment.

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

LIBERATOR ASSAULT GROUP

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Icon of the Angel

20 pts

Adeptus Astartes model only. Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of the bearer's unit is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.

Speed of the Primarch

25 pts

Adeptus Astartes model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights First ability

Rage-Fuelled Warrior

35 pts

Adeptus Astartes model only. Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer's melee weapons have the [SUSTAINED HITS 3] ability.

Gift of Foresight

15 pts

Adeptus Astartes model only. Once per battle round, just after making a Hit roll, a Wound roll or a saving throw for the bearer, you can treat the result as a unmodified 6 instead.

DETACHMENT RULE

Each time an Adeptus Astartes unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 2 to the Strength characteristic and add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

STRATAGEMS (6/6)

1 CP

LIBERATOR ASSAULT GROUP – STRATEGIC PLOY
STRATAGEM

MOVEMENT

AGGRESSIVE ONSLAUGHT**When:** Your Movement phase, just after an Adeptus Astartes unit from your army has Advanced.**Target:** That ADEPTUS ASTARTES unit.**Effect:** Until the end of the turn, your unit is eligible to either shoot or declare a charge, even though it Advanced. You can instead choose for your unit to give in to the Red Thirst; if it does, it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the turn, your unit is eligible to both shoot and declare a charge, even though it Advanced.

1 CP

LIBERATOR ASSAULT GROUP – STRATEGIC PLOY
STRATAGEM

MOVEMENT

RELENTLESS ASSAULT**When:** Your Movement phase, just after an ADEPTUS ASTARTES unit from your army Falls Back.**Target:** That ADEPTUS ASTARTES unit.**Effect:** Until the end of the turn, your unit is eligible to either shoot or declare a charge even though it Fell Back. You can instead choose for your unit to give in to the Red Thirst; if it does, it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the turn, your unit is eligible to both shoot and declare a charge, even though it Fell Back.

1 CP

LIBERATOR ASSAULT GROUP – BATTLE TACTIC
STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT**When:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.**Target:** One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.**Effect:** Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

LIBERATOR ASSAULT GROUP – BATTLE TACTIC
STRATAGEM

CHARGE

SAVAGE ECHOES**When:** Your opponent's Charge phase.**Target:** One ADEPTUS ASTARTES unit from your army that was just charged by an enemy unit.**Effect:** Select either the Strength or Attacks characteristic of melee weapons equipped by models in your unit. Until the end of the turn, add 1 to the selected characteristic. You can instead choose for your unit to give in to the Red Thirst; if it does, it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the turn, add 1 to the Strength and Attacks characteristics of melee weapons equipped by models in your unit.

1 CP

LIBERATOR ASSAULT GROUP – BATTLE TACTIC
STRATAGEM

FIGHT

RED RAMPAGE**When:** Fight phase.**Target:** One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.**Effect:** Select either the [LANCE] or [LETHAL HITS] abilities. Until the end of the phase, melee weapons equipped by models in your unit have the selected ability. You can instead choose for your unit to give in to the Red Thirst; if it does, then it becomes Battle-shocked (but the effects of this Stratagem still apply to it) and until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] and [LETHAL HITS] abilities.

1 CP

LIBERATOR ASSAULT GROUP – STRATEGIC PLOY
STRATAGEM

ANY

ANGELIC GRACE**When:** Any phase, just after an ADEPTUS ASTARTES unit from your army has a mortal wound allocated to it.**Target:** That ADEPTUS ASTARTES unit.**Effect:** Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds.

LIBRARIUS CONCLAVE

6 Stratagems · 5 Enhancements

ENHANCEMENTS (5)

Prescience

20 pts

ADEPTUS ASTARTES PSYKER model only (excluding TERMINATOR models). (Once per turn 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 D6".
- Or: If this unit has the Divination Discipline ability, up to 6".

Obfuscation

25 pts

ADEPTUS ASTARTES PSYKER model only.

- Enemy units cannot target this unit with snap shooting attacks.
- If this unit has the Telepathy Discipline ability, this unit has -3" detection range.

Celerity

35 pts

ADEPTUS ASTARTES PSYKER model only.

- When this unit is selected to make an advance move, that move does not prevent this unit from being eligible to declare a charge.
- When this unit is selected to make a fall-back move, if this unit has the Biomancy Discipline ability, that move does not prevent this unit from being eligible to declare a charge.

Fusillade

25 pts

ADEPTUS ASTARTES PSYKER model only. This unit's ranged attacks have:

- [LETHAL HITS].
- If this unit has the Pyromancy Discipline ability, [SUSTAINED HITS 1].

Temporal Corridor

25 pts

ADEPTUS ASTARTES PSYKER model only.

- If this unit has the Telekinesis Discipline ability, this unit has Deep Strike.
- At the end of your opponent's Fight phase, if this unit is unengaged, you can use this ability. If you do:
 - Place this unit in strategic reserves.
 - This unit can make an ingress move in your next Movement phase (including in your first turn)

DETACHMENT RULE

At the start of the battle round, select one of the following Psychic Disciplines abilities. Friendly Adeptus Astartes Psyker units have that ability until the end of the battle round.

- Biomancy Discipline: This unit has +2" M.
- Divination Discipline: This unit's attacks can:
 - Re-roll hit rolls of 1.
 - Re-roll wound rolls of 1.
- Pyromancy Discipline: This unit's ranged attacks that target an enemy unit within 12" of this unit have +1 AP.
- Telekinesis Discipline: Ranged attacks that target this unit have -1 S.
- Telepathy Discipline: This unit's attacks can ignore modifiers to BS, WS and hit rolls.

STRATAGEMS (6/6)

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY
STRATAGEM

COMMAND

SENSORY ASSAULT

When: Command phase.

Target: One Adeptus Astartes Psyker unit from your army.

Effect: Select one enemy unit that is within 18" of and visible to one PSYKER model in your unit. Until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it. In addition, if the Telepathy Discipline is active for your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result.

1 CP

LIBRARIUS CONCLAVE – STRATEGIC PLOY
STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

SHOOTING

ASSAIL

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that is eligible to shoot.

Effect: Select one enemy unit within 18" of and visible to one or more PSYKER models in your unit (excluding units with the Lone Operative ability), and roll six D6, adding 1 to each result if the Telekinesis Discipline is active for your army: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

SHOOTING

PRESCIENT PRECISION

When: Your Shooting phase.

Target: One Adeptus Astartes Psyker unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, that attack has the [LETHAL HITS] ability, and the [IGNORES COVER] ability as well if the Divination Discipline is active for your army.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

FIGHT

FIERY SHIELD

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 18" of one or more friendly Adeptus Astartes Psyker models, and that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll, and if the Pyromancy Discipline is active for your army, weapons that target your unit have the [HAZARDOUS] ability.

1 CP LIBRARIUS CONCLAVE – STRATEGIC PLOY STRATAGEM

FIGHT

IRON ARM

When: Fight phase.

Target: One Adeptus Astartes Infantry unit from your army that is within 18" of one or more Adeptus Astartes Psyker models from your army and has not been selected to Fight this phase.

Effect: Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit, or add 2 if the Biomancy Discipline is active for your army.

LION'S BLADE TASK FORCE

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Calibanite Armaments

15 pts

Adeptus Astartes model only. Add 1 to the Damage characteristic of the bearer's melee weapons.

Lord of the Hunt

15 pts

Ravenwing model only. The bearer's unit is eligible to shoot and declare a charge in a turn in which it Fell Back and you can re-roll Desperate Escape tests taken for models in the bearer's unit.

Stalwart Champion

15 pts

Captain, Chaplain or Lieutenant model only. While the bearer's unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in the bearer's unit.

Fulgus Magna

20 pts

Deathwing model only. Once per battle, at the end of your opponent's turn, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, remove the bearer's unit from the battlefield and place it into Strategic Reserves.

DETACHMENT RULE

- Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more Ravenwing units from your army Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.
- Each time a Deathwing unit from your army declares a charge, if one or more targets of that charge are within Engagement Range of one or more Ravenwing units from your army, add 2 to the Charge roll.

ORBITAL ASSAULT FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Laurels of Thunder

15 pts

Adeptus Astartes model only. You can re-roll Charge rolls made for the bearer's unit in a turn in which it was set up on the battlefield.

Veteran of the Vanguard

20 pts

Adeptus Astartes model only. Models in the bearer's unit have the Scouts 6" ability

Orbital Uplink Reliquary

25 pts

Adeptus Astartes model only. After both players have deployed their armies, select up to three Adeptus Astartes units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Dedicated Gunship

15 pts

Adeptus Astartes Terminator model only. Once per battle, at the end of your opponent's Fight

phase, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer

can use this Enhancement. If it does, remove the bearer's unit from the battlefield and place it into

Strategic Reserves.

DETACHMENT RULE

At the start of the Declare Battle Formations step, select a number of Adeptus Astartes units (excluding Titanic units) from your army based on the battle size, as shown below. Models in those units have the Deep Strike ability.

Incursion - 2 Units

Strike Force - 3 Units

Onslaught - 4 Units

Each time an Adeptus Astartes model from your army makes an attack, if it was set up on the battlefield this turn, re-roll a Wound roll of 1. If it disembarked from a Drop Pod this turn, re-roll a Hit roll of 1 as well.

STRATAGEMS (6/6)

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY
STRATAGEM

COMMAND

As the Space Marines storm forward, their gunships

When: Command phase.

Target: One Adeptus Astartes unit from your army.

Effect: Select one enemy unit visible to and

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY
STRATAGEM

SHOOTING

Autolaunchers spit a precogitated spread of blind

When: Your opponent's Shooting phase, just after an

Target: One Adeptus Astartes unit (excluding

Effect: Until the end of the phase, models in your

1 CP

ORBITAL ASSAULT FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

By binding the datafeeds from their auto-senses,

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes unit from your

Effect: Select the [LETHAL HITS] or

1 CP

ORBITAL ASSAULT FORCE – BATTLE TACTIC
STRATAGEM

SHOOTING

By rapidly eliminating localised enemy leaders, the

When: Your Shooting phase or the Fight phase.

Target: One Adeptus Astartes unit from your

Effect: Until the end of the phase, weapons

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY
STRATAGEM

FIGHT

The sheer devastating momentum of a Space

When: Fight phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, each time a

1 CP

ORBITAL ASSAULT FORCE – STRATEGIC PLOY
STRATAGEM

FIGHT

There is always another battle to be fought, and the

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Infantry unit from

Effect: If your Adeptus Astartes unit is wholly

RAGE-CURSED ONSLAUGHT

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Carmine Reliquary

30 pts

Chaplain model only. Models in the bearer's unit have the Scouts 6" ability. Each time you take a

Battle-shock test for an Adeptus Astartes unit within 6" of the bearer, you can re-roll the result

Master of the Red Thirst

25 pts

Adeptus Astartes model only. Once per battle, at the start of the Fight phase, the bearer can use

this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Fights

First ability.

Sanguinary Tear (Aura)

35 pts

Adeptus Astartes model only. While a friendly Death Company unit is within 6" of the bearer, add 1 to

the Strength characteristic of weapons equipped by models in that unit.

Angel's Fang

25 pts

Adeptus Astartes model only. Each time the bearer makes a melee attack that targets a Character,

Monster or Vehicle unit, that attack has the [SUSTAINED HITS 2] ability.

DETACHMENT RULE

Each time an Adeptus Astartes model from your army makes a melee attack, re-roll a Wound roll of 1.

Each time an Adeptus Astartes unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit. If your unit is Battle-shocked, add 2 to the Attacks characteristic of melee weapons equipped by models in that unit instead.

RECLAMATION FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Seals of Reconquest

20 pts

Adeptus Astartes model only. Models in the bearer's unit have a 5+ invulnerable save.

Avenging Avatar (Aura)

10 pts

Adeptus Astartes model only. In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of the bearer, that enemy unit must take a Battle-shock test.

Scroll of Proclamation

15 pts

Adeptus Astartes model only. Each time the bearer's unit declares a charge, if one or more targets of that charge are within range of an objective marker, you can re-roll the Charge roll.

Liberatum

25 pts

Adeptus Astartes model only. Each time the bearer makes an attack that targets an enemy unit, if the

target is within range of an objective marker, you can re-roll the Hit roll and you can re-roll the Wound roll.

DETACHMENT RULE

- Each time an Adeptus Astartes model from your army makes a melee attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.
- Each time an attack targets an Adeptus Astartes unit from your army, if your unit is within range of an objective marker that you controlled at the start of the phase and if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit or your unit has the Titus keyword, subtract 1 from the Wound roll.

STRATAGEMS (6/6)

1 CP

RECLAMATION FORCE – STRATEGIC PLOY
STRATAGEM

COMMAND

The sheer will of these battle-brothers to reclaim the

When: End of the Command phase.

Target: One Adeptus Astartes unit from your army.

Effect: Until the start of the next Command phase,

1 CP

RECLAMATION FORCE – STRATEGIC PLOY
STRATAGEM

MOVEMENT

All those Space Marines fighting to defend or to

When: Your Movement phase.

Target: One Adeptus Astartes unit from your army.

Effect: Select one objective marker you control that

1 CP

RECLAMATION FORCE – STRATEGIC PLOY
STRATAGEM

MOVEMENT

The gene-sons of Roboute Guilliman are masters

When: Your Movement phase, just after an Adeptus

Target: That Adeptus Astartes unit.

Effect: Until the end of the turn, your unit is eligible

1 CP

RECLAMATION FORCE – STRATEGIC PLOY
STRATAGEM

MOVEMENT

The road to the complete rebuilding of the Five

When: Your opponent's Movement phase, just after

Target: One Adeptus Astartes unit from your army

Effect: Your unit can make a Normal move of up

1 CP

RECLAMATION FORCE – BATTLE TACTIC STRATAGEM

CHARGE

Cold fury of purpose drives the charge of the Space

When: Your Charge phase or the Fight phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the turn, add 2 to Charge

1 CP

RECLAMATION FORCE – BATTLE TACTIC STRATAGEM

FIGHT

Those who have sworn an oath to see Ultramar

When: Fight phase, just after an enemy unit has

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, each time a

SAGA OF THE BEASTSLAYER

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Wolf-Touched

15 pts

SPACE WOLVES model only. Add 2" to the Move characteristic of the bearer

Hunter's Guile

20 pts

ADEPTUS ASTARTES model only. After both players have deployed their armies, select up to three THUNDERWOLF CAVALRY, WULFEN and/or BLOOD CLAWS units from your army and redeploy them. When doing so you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves

Elder's Guidance

20 pts

SPACE WOLVES model only. Once per battle, at the start of the Fight phase, if the bearer is leading a BLOOD CLAWS unit, the bearer can use this Enhancement. If it does, until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

Helm of the Beastslayer

15 pts

ADEPTUS ASTARTES model only. Each time an attack is made by a CHARACTER, MONSTER, or VEHICLE model that targets the bearer's unit, reduce the Armour Penetration characteristic of that attack by 1.

DETACHMENT RULE

Each time an Adeptus Astartes model from your army makes an attack, if that attack targets a Character, Monster or Vehicle unit or if your Saga is completed(see below), that attack has the [LETHAL HITS] ability.

Saga of the Beastslayer

At the start of the first battle round, your Beastslayer tally is 0, and you determine your Beastslayer target by halving the number of units from your opponent's army (including those embarked within Transports) that have one or more of the following keywords (rounding up): Character, Monster, Vehicle.

Each time an Adeptus Astartes unit from your army shoots or fights, after all of those attacks have been resolved, add 1 to your Beastslayer tally for each enemy unit with one or more of the keywords destroyed by those attacks: Character, Monster, Vehicle.

Once your Beastslayer tally is equal to or greater than your Beastslayer target your Saga is completed.

1 CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY
STRATAGEM

MOVEMENT

THUNDEROUS PURSUIT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One ADEPTUS ASTARTES unit from your army that is within 9" of that enemy unit and not within Engagement Range of one or more enemy units.

Effect: Your unit can make a Normal move of up to D6". If your unit has the Space Wolves Infantry or Thunderwolf Cavalry keywords, it can make a Normal move of up to 6" instead.

1 CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY
STRATAGEM

SHOOTING

IMPETUOSITY

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Wulfen Infantry or Blood Claws unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, after that enemy unit has shot, if one or more models in your unit were destroyed as a result of those attacks, your unit can make an Impetuous move. To do so, roll one D6: your unit can be moved a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, those models can be moved within Engagement Range of that enemy unit.

1 CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY
STRATAGEM

SHOOTING

PINNING FIRE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, after your unit has shot, select one enemy CHARACTER, MONSTER, or VEHICLE unit hit by one or more of those attacks. Until the start of your next Shooting phase, that unit is pinned. While a unit is pinned, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

1 CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY
STRATAGEM

CHARGE

SHOCK CAVALRY

When: Your Movement phase or your Charge phase.

Target: One Thunderwolf Cavalry unit from your army that has not been selected to move or declared a charge this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move through models (excluding TITANIC models) and sections of terrain features that are 4" or less in height. When doing so, it can move within Engagement Range of enemy models, but unless it is making a Charge move, it cannot end that move within Engagement Range of them.

1 CP

SAGA OF THE BEASTSLAYER – STRATEGIC PLOY
STRATAGEM

FIGHT

COORDINATED STRIKE

When: End of your opponent's Fight phase.

Target: One Space Wolves unit from your army that is wholly within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP

SAGA OF THE BEASTSLAYER – BATTLE TACTIC
STRATAGEM

FIGHT

UNBRIDLED FEROCITY

When: Fight phase.

Target: One Space Wolves unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Wound roll.

SAGA OF THE BOLD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Braggart's Steel

20 pts

Space Wolves model only. Add 2 to the Strength characteristic of melee weapons equipped by the bearer. If the bearer's unit has achieved one or more Boasts, add 1 to the Damage characteristic as well.

Skjald

15 pts

ADEPTUS ASTARTES model only. Each time a SPACE WOLVES CHARACTER unit from your army achieves a Boast, if the bearer is on the battlefield, you gain 1 CP

Hordeslayer

15 pts

Space Wolves model only. At the start of the Fight phase, if there are more enemy models than friendly models wholly within 6" of the bearer, until the end of the phase, add 2 to the Attacks characteristic of melee weapons equipped by the bearer. If the bearer's unit has achieved one or more Boasts, add 3 to the Attacks characteristic instead.

Thunderwolf's Fortitude

25 pts

ADEPTUS ASTARTES model only. (Once per battle, per army) When this model is destroyed, at the end of the phase, roll one D6:

- On a 2+, set up this model on the battlefield, unengaged and as close as possible to where it was destroyed. This model is not part of an attached unit and its unit has a starting strength of 1. This model has 3 wounds remaining

DETACHMENT RULE

Each time an Adeptus Astartes unit from your army is selected to shoot or fight, apply one of the following when resolving those attacks

- If you Saga is completed (see below), you can re-roll one Hit roll, one Wound roll, and one Damage roll.
- Otherwise, if that unit is a Space Wolves Character unit, you can re-roll one Hit roll, one Wound roll, or one Damage roll.

Saga of the Bold

Each time a Space Wolves Character unit from your army does one of the following, that unit achieves a Boast. Once three or more different Boasts have been achieved by units from your army, your saga is completed

- Your Hide as a Trophy: That unit destroys your Oath of Moment target
- Slay Them All: That unit destroys your Oath of Moment target, and that is the second Oath of Moment target destroyed by that unit in this battle.
- Overrun Their Position: At the end of either player's turn, that unit is wholly within your opponent's deployment zone.
- Hold the Line: From the second battle round onwards, at the end of your Command phase, that unit is within range of an objective marker you control that is not within your deployment zone.

STRATAGEMS (6/6)

1 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **COMMAND**

BIRTH OF A SAGA

When: Your Command phase.

Target: One Wolf Guard Headtaker or Wolf Guard Terminator Pack Leader model from your army.

Effect: Until the start of your next Command phase, your model has the CHARACTER keyword.

1 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **SHOOTING**

CHAMPION'S GUIDANCE

When: Your Shooting phase or the Fight phase.

Target: One Space Wolves Character unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.

2 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **SHOOTING**

HEROIC RESOLVE

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Space Wolves Character unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **CHARGE**

ALPHA STRIKE

When: Your Charge phase.

Target: One Adeptus Astartes Character unit from your army.

Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

2 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **CHARGE**

COUNTERCHARGE

When: End of your opponent's Charge phase.

Target: One Adeptus Astartes Character unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

Effect: Your unit now declares a charge that targets only one or more of those enemy units, and you resolve that charge as if it were your Charge phase. Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

1 CP SAGA OF THE BOLD – EPIC DEED STRATAGEM **FIGHT**

INSPIRING PRESENCE

When: Fight phase.

Target: One Adeptus Astartes Character unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LETHAL HITS] ability.

SAGA OF THE GREAT WOLF

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Grimnar's Mark

20 pts

Adeptus Astartes Terminator Captain model only. Once per battle round, from the second battle round

onwards, you can target the bearer's unit with the Rapid Ingress or Heroic Intervention Stratagem for

OCP, and can do so even if you have already targeted a different unit with that Stratagem this turn.

In the Declare Battle Formations step, the bearer can be attached to a Wolf Guard Terminators unit.

Chariots of the Storm

25 pts

Adeptus Astartes model only. After both players have deployed their armies, select up to three Adeptus Astartes units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Howlmaw

15 pts

Wolf priest model only. At the start of the Fight phase, you can select one enemy unit within 6" of the

bearer. That unit must take a Battle-shock, subtracting 1 from the result.

Skjald's Foretelling

25 pts

Wolf Guard Battle Leader model only. While the bearer is leading a unit, weapons equipped by models in that unit have the [LANCE] ability.

DETACHMENT RULE

At the start of your Command phase, you can select one of the Hunting Packs listed below. Until the start of your next Command phase, that Hunting Pack is active and its effects apply to all [Adeptus Astartes units from your army. You can only select each Hunting Pack once per battle.

- Encircling Jaws: This unit can re-roll Advance rolls and Charge rolls.

- Hunter's Eye: Each time a model in this unit makes a ranged attack, add 1 to the Hit roll.

- Ferocious Strike: Each time this unit is selected to fight, select either the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until the end of the phase, weapons equipped by models in this unit have the selected ability.

Howling Onslaught

Once per battle, when selecting a Hunting Pack for the Master of Wolves Detachment rule (see above), if a Logan Grimnar model from your army is on the battlefield, you can select a Hunting Pack you have already selected this battle

STRATAGEMS (6/6)

1 CP SAGA OF THE GREAT WOLF – STRATAGEM **COMMAND**

GRIMNAR'S COMMAND

When: Your Command phase.

Target: One ADEPTUS ASTARTES unit from your army.

Effect: Select one Hunting Pack from the Master of Wolves Detachment rule. Until the start of your next Command phase, that Hunting Pack is active for your unit instead of any other Hunting Pack that is active, even if you have already selected that Hunting Pack this battle.

1 CP SAGA OF THE GREAT WOLF – STRATAGEM **MOVEMENT**

UNRELENTING HUNTERS

When: Your Movement phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to move this phase.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back. If your unit is a Space Wolves unit, until the end of the turn, it is eligible to declare a charge in a turn in which it Advanced or Fell Back.

1 CP SAGA OF THE GREAT WOLF – STRATAGEM **SHOOTING**

BATTLE INSTINCTS

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One Space Wolves unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Your unit can make a Normal move of up to D6".

1 CP SAGA OF THE GREAT WOLF – STRATAGEM **SHOOTING**

EYE OF THE PACK

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, you can add 1 to the Wound roll.

1 CP SAGA OF THE GREAT WOLF – STRATAGEM SHOOTING

THE FOE FORESEEN

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP SAGA OF THE GREAT WOLF – STRATAGEM CHARGE

FENRISIAN FEROCITY

When: Your Movement phase or your Charge phase.

Target: One Adeptus Astartes Mounted or Adeptus Astartes Walker unit from your army that has not been selected to move or charge this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally through models (excluding TITANIC models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end a Normal, Advance or Fall Back move within Engagement Range of them.

SAGA OF THE HUNTER

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Swift Hunter

20 pts

SPACE WOLVES model only. Model's in the bearer's unit have the Scouts 7" ability.

Fenrisian Grit

15 pts

ADEPTUS ASTARTES model only. The bearer has the Feel No Pain 4+ ability.

Feral Rage

10 pts

Adeptus Astartes model only. Add 1 to the Attacks characteristic of melee weapons equipped by the bearer. Each time the bearer ends a Charge move, until the end of the turn, add an additional 1 to the Attacks characteristic of those weapons.

Wolf Master

5 pts

SPACE WOLVES model only. In your Command phase, select one friendly SPACE WOLVES unit within 9" of the bearer. Until the start of your next Command phase, teeth and claws and Tyrnak and Fenrir weapons equipped by models in that unit have the [LETHAL HITS] ability.

DETACHMENT RULE

Each time a model in a Space Wolves unit from your army makes a melee attack that targets an enemy unit, if that enemy unit is within Engagement Range of one or more other Adeptus Astartes units from your army, or if the attacking unit contains more models than that enemy unit.

- Add 1 to the Hit roll.
- If your Saga is completed(see below), add 1 to the Wound roll as well.

Saga of the Hunter

At the start of the first battle round your Quarry tally is 0. Each time an ADEPTUS ASTARTES unit from your army fights, after all those attacks have been resolved, add 1 to your Quarry tally for each enemy unit destroyed by those attacks.

Once your Quarry tally is equal to or greater than the number shown in the table below(depending on the battle size), you Saga is completed.

Incursion - 2

Strike Force - 3

Onslaught - 4

STRATAGEMS (6/6)

1 CP

SAGA OF THE HUNTER – STRATEGIC PLOY
STRATAGEM

MOVEMENT

CHOSEN PREY

When: Your Movement phase, just after a Space Wolves unit from your army Falls Back.

Target: That SPACE WOLVES unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

SAGA OF THE HUNTER – BATTLE TACTIC
STRATAGEM

SHOOTING

MARKED FOR DESTRUCTION

When: Your Shooting phase.

Target: Two ADEPTUS ASTARTES units from your army (excluding Beasts) that have not been selected to shoot this phase.

Effect: Select one enemy unit visible to both of your units. Until the end of the phase, models in your units can only target that enemy unit (and only if it is an eligible target) and each time a model in one of your units makes an attack, re-roll a Wound roll of 1.

1 CP SAGA OF THE HUNTER – STRATEGIC PLOY STRATAGEM

CHARGE

BOUNDING ADVANCE

When: Your Movement phase or your Charge phase.

Target: One Space Wolves Infantry or Space Wolves Beasts unit from your army that has not been selected to move or declared a charge this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move through models (excluding Titanic models). When doing so, it can move within Engagement Range of enemy models, but unless it is making a Charge move, it cannot end that move within Engagement Range of them.

1 CP SAGA OF THE HUNTER – STRATEGIC PLOY STRATAGEM

FIGHT

HUNTERS' TRAIL

When: Fight phase.

Target: One Space Wolves unit (excluding Monsters and Vehicles) from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". When doing so, it does not need to end that move closer to the closest enemy model, provided it ends that move as close as possible to the closest enemy unit.

1 CP SAGA OF THE HUNTER – BATTLE TACTIC STRATAGEM

FIGHT

OVERWHELMING ONSLAUGHT

When: Fight phase, just after an enemy unit has selected its targets.

Target: Two ADEPTUS ASTARTES units from your army within Engagement Range of that enemy unit, or one Space Wolves Beasts unit from your army within Engagement Range of that enemy unit.

Effect: Until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

1 CP SAGA OF THE HUNTER – STRATEGIC PLOY STRATAGEM

FIGHT

TERRITORIAL ADVANTAGE

When: Fight phase, just after an enemy unit is destroyed by an ADEPTUS ASTARTES unit from your army.

Target: That ADEPTUS ASTARTES unit.

Effect: Select one objective marker you control that your unit is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

SHADOWMARK TALON

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Blackwing Shroud

25 pts

Adeptus Astartes Infantry model only. While the bearer is leading a unit, models in that unit have the

Infiltrators ability.

Coronal Susurrant

30 pts

Phobos model only. The bearer has the following ability:

Lord of Deceit (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that

unit is within 12" of this model, increase the cost of that usage of that Stratagem by 1CP.

Umbral Raptor

15 pts

Adeptus Astartes model only. The bearer has the Stealth and Lone Operative abilities.

Hunter's Instincts

25 pts

Adeptus Astartes model only. In your Movement phase, if the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Each time a ranged attack targets an ADEPTUS ASTARTES unit from your army, unless the attacking model is within 12", the target has the benefit of cover.

Unparalleled Tactician

Once per battle round, if an Aethon Shaan model from your army is on the battlefield, you can use the Into Darkness Stratagem for 0CP.

STRATAGEMS (6/6)

1 CP SHADOWMARK TALON – STRATEGIC PLOY STRATAGEM

MOVEMENT

Retreating from the fight, these warriors lure their

When: Your Movement phase.

Target: One Adeptus Astartes unit from your army.

Effect: Until the end of the turn, your unit is eligible

1 CP SHADOWMARK TALON – BATTLE TACTIC STRATAGEM

MOVEMENT

The Raven Guard are swift to exploit the movements of

When: Your opponent's Movement phase, just after an

Target: One Adeptus Astartes Infantry or Adeptus

Effect: Your unit can make a Normal move of

1 CP SHADOWMARK TALON – BATTLE TACTIC STRATAGEM

SHOOTING

From darkness and obscuring cover, Raven Guard

When: Your Shooting phase.

Target: One Adeptus Astartes Infantry unit from

Effect: Until the end of the phase, each time a model

1 CP SHADOWMARK TALON – BATTLE TACTIC STRATAGEM

SHOOTING

The belligerence of the Adeptus Astartes combined

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the attacking unit has finished making its

1 CP SHADOWMARK TALON – STRATEGIC PLOY STRATAGEM

FIGHT

At the opportune moment, Raven Guard infiltration

When: End of your opponent's Fight phase.

Target: Up to two Phobos and/or Scout Squad units

Effect: Remove those units from the battlefield and

1 CP SHADOWMARK TALON – BATTLE TACTIC STRATAGEM

FIGHT

In a storm of blade thrusts and bludgeoning strikes,

When: Fight phase.

Target: One Adeptus Astartes Infantry unit

Effect: Until the end of the phase, melee weapons

SPEARPOINT TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Spearpoint Paragon

25 pts

Adeptus Astartes model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer ends a Charge move, until the end of the turn, improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

Stormseer's Wisdom

15 pts

Adeptus Astartes model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit.

Hunter's Eye

20 pts

Adeptus Astartes model only. Ranged weapons equipped by models in the bearer's unit have the

[SUSTAINED HITS 1] and [IGNORES COVER] abilities.

Chogorian Huntmaster

25 pts

Adeptus Astartes Mounted model only. If the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Adeptus Astartes units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

Wrath of the First Khan

At the end of the Fight phase, if a Suboden Khan unit from your army destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, that unit can make a Normal move of up to 6".

STRATAGEMS (6/6)

1 CP SPEARPOINT TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

HUNTER'S INSTINCTS

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Adeptus Astartes Infantry unit or Adeptus Astartes Mounted unit from your army that is within 9" of that enemy unit. You cannot target a unit that is within Engagement Range of one or more enemy units.

Effect: Your unit can make a Normal move of up to 6".

1 CP SPEARPOINT TASK FORCE – BATTLE TACTIC STRATAGEM

MOVEMENT

MOBILE LETHALITY

When: Your Movement phase.

Target: One ADEPTUS ASTARTES unit from your army.

Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced or Fell Back.

1 CP SPEARPOINT TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP SPEARPOINT TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

EVASIVE MANOEUVRES

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

1 CP SPEARPOINT TASK FORCE – BATTLE TACTIC STRATAGEM

FIGHT

SPEAR THRUST AND SABRE SWING

When: Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.

Effect: Select either the [LANCE] or [LETHAL HITS] ability. Until the end of the phase, melee weapons equipped by models in your unit have the selected ability. If it is a MOUNTED unit, until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] and [LETHAL HITS] abilities instead.

1 CP SPEARPOINT TASK FORCE – STRATEGIC PLOY STRATAGEM

FIGHT

WITHDRAW AND REGROUP

When: End of your opponent's Fight phase.

Target: One Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

STORMLANCE TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Feinting Withdrawal

10 pts

Adeptus Astartes model only. While the bearer is leading a unit, that unit is eligible to shoot in a turn in which it fell back

Fury of the Storm

25 pts

Adeptus Astartes Mounted model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer ends a Charge move, until the end of the turn, improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

Portents of Wisdom

15 pts

Adeptus Astartes model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit.

Hunter's Instincts

25 pts

Adeptus Astartes Mounted model only. If the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round as being one higher than it actually is

DETACHMENT RULE

Adeptus Astartes units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

STRATAGEMS (6/6)

2 CP STORMLANCE TASK FORCE – WARGEAR STRATAGEM

MOVEMENT

FULL THROTTLE

When: Your Movement phase.

Target: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES VEHICLE unit (excluding WALKERS) from your army.

Effect: Until the end of the phase, if your 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 your unit, or 9" instead if your unit is MOUNTED.

1 CP STORMLANCE TASK FORCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

WIND-SWIFT EVASION

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of that enemy unit.

Effect: Your unit can make a Normal move of up to 6".

Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

BLITZING FUSILLADE

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] ability. If such a weapon already has this ability, until the end of the phase, that weapon has the [SUSTAINED HITS 1] ability as well.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

RIDE HARD, RIDE FAST

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES MOUNTED or ADEPTUS ASTARTES FLY VEHICLE unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

1 CP STORMLANCE TASK FORCE – BATTLE TACTIC STRATAGEM

CHARGE

SHOCK ASSAULT

When: Your Charge phase.

Target: One ADEPTUS ASTARTES MOUNTED unit from your army that has not declared a charge this phase.

Effect: Until the end of the turn, you can re-roll Charge rolls made for your unit and melee weapons equipped by models in that unit have the [LANCE] ability.

THE ANGELIC HOST

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Archangel's Shard

15 pts

Adeptus Astartes model only. The bearer's melee weapons have the [ANTI-CHAOS 5+] and [LANCE] abilities.

Artisan of War

20 pts

Adeptus Astartes Jump Pack model only. Improve the Armour Penetration characteristic of the bearer's weapons by 1, and the bearer has a Save characteristic of 2+.

Gleaming Pinions

25 pts

ADEPTUS ASTARTES JUMP PACK model only. In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6"

Visage of Death

15 pts

Adeptus Astartes Jump Pack model only. In the Battle-shock step of your opponent's Command phase, each enemy unit (excluding Monsters and Vehicles) within Engagement Range of the bearer must take a Battle-shock test.

DETACHMENT RULE

At the end of your opponent's turn, you can select a number of Adeptus Astartes Jump Pack units from your army (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 1 unit

Strike Force - Up to 2 units

Onslaught - Up to 3 units

- Place those units in strategic reserves.
- Those units must make an ingress move in your next Movement phase (including in your first turn)

STRATAGEMS (6/6)

1 CP THE ANGELIC HOST – EPIC DEED STRATAGEM MOVEMENT

DEATH FROM THE SKIES

When: Your Movement phase, just after an Adeptus Astartes Jump Pack unit from your army Advances or Falls Back.

Target: That ADEPTUS ASTARTES JUMP PACK unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

1 CP THE ANGELIC HOST – EPIC DEED STRATAGEM MOVEMENT

DESCENT OF ANGELS

When: Your Movement phase.

Target: One Adeptus Astartes Jump Pack unit from your army that is arriving using the Deep Strike ability this phase.

Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units.

Restriction: A unit targeted by this Stratagem is not eligible to declare a charge in the same turn.

1 CP THE ANGELIC HOST – BATTLE TACTIC STRATAGEM SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP THE ANGELIC HOST – BATTLE TACTIC STRATAGEM FIGHT

ANGEL'S SACRIFICE

When: Start of the Fight phase.

Target: One Adeptus Astartes Jump Pack unit from your army.

Effect: Until the end of the phase, each time an enemy model within Engagement Range of your unit selects its targets, it must select your unit as the target of all of its attacks.

1 CP THE ANGELIC HOST – BATTLE TACTIC STRATAGEM FIGHT

MARTIAL EXEMPLARS

When: Fight phase.

Target: One Adeptus Astartes Jump Pack unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LETHAL HITS] and [PRECISION] abilities.

1 CP THE ANGELIC HOST – EPIC DEED STRATAGEM ANY

UNBRIDLED ARDOUR

When: Any phase.

Target: One ADEPTUS ASTARTES unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Until the end of the battle, each time a friendly Sanguinary Guard unit makes an attack that targets the enemy unit that just destroyed your unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

THE LOST BRETHREN

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Blood Shard

25 pts

Death Company model only. The first time the bearer is destroyed, at the end of the phase, roll one D6: on a 2+, set the bearer back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining.

To Slay the Warmaster

15 pts

Death Company Model only. Once per battle, at the start of the Fight Phase, if the bearer is within Engagement Range of one or more enemy Character units, you can select one of those Character units and roll six D6: for each 4+, one Character model in that unit suffers 1 mortal wound.

Sanguinius' Grace

20 pts

Death Company model only. Once per battle at the end of the Fight phase, if the bearer is within Engagement Range of three or more enemy models. the bearer can fight one additional time.

Vengeful Onslaught

10 pts

Death Company model only. If the bearer is destroyed, until the end of your next turn, each time a friendly Death Company model make an attack, add 1 to the Hit roll.

DETACHMENT RULE

Each time a Death Company model from your army makes a melee attack, re-roll a Wound roll of 1 if that model's unit is below Starting Strength; if that model's unit is Below Half-strength, you can re-roll the Wound roll instead.

STRATAGEMS (6/6)

1 CP THE LOST BRETHREN – STRATEGIC PLOY STRATAGEM

MOVEMENT

WRATHFUL RAMPAGE

When: Your Movement phase, just after a Death Company unit from your army Advances.

Target: That DEATH COMPANY unit.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced. If your unit is within 12" of one or more friendly Chaplain models, or it is below its Starting Strength, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

1 CP THE LOST BRETHREN – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP THE LOST BRETHREN – EPIC DEED STRATAGEM

FIGHT

FINAL RETRIBUTION

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Death Company unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if your unit is within 12" of one or more friendly Chaplain models; 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.

1 CP THE LOST BRETHREN – BATTLE TACTIC STRATAGEM

FIGHT

FURIOUS ONSLAUGHT

When: Fight phase.

Target: One Death Company unit from your army, just before that unit Pile-in.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in move, it can move up to D3+3" instead of up to 3". If your unit is within 12" of one or more friendly Chaplain models, or if it is below Starting Strength, it can move up to 6" instead. In either case, it can only do so provided your unit ends that Pile-in move in Unit Coherency and within Engagement Range of one or more enemy units.

1 CP THE LOST BRETHREN – BATTLE TACTIC STRATAGEM

FIGHT

LOST TO RAGE

When: Fight phase.

Target: One Death Company unit from your army that is below Starting Strength and has not been selected to fight this phase.

Effect: Until the end of the phase, improve the Attacks, Strength and Armour Penetration characteristics of melee weapons equipped by models in your unit by 1 and, unless your unit is within 12" of one or more friendly Chaplain models, until the end of the phase, those weapons have the [HAZARDOUS] ability.

1 CP THE LOST BRETHREN – EPIC DEED STRATAGEM

ANY

GLORIOUS SACRIFICE

When: Any phase.

Target: One Death Company unit from your army that was just destroyed while it was within range of an objective marker you controlled. You can use this Stratagem on that unit even though it was just destroyed.

Effect: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

UNFORGIVEN TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Shroud of Heroes

25 pts

ADEPTUS ASTARTES model only. (Once per battle, per army) When this model is destroyed, at the end of the phase, roll one D6:

- On a 2+, set up this model on the battlefield, unengaged and as close as possible to where it was destroyed. This model is not part of an attached unit and its unit has a starting strength of 1. This model has 3 wounds remaining, or its full wounds remaining if this model was battle-shocked when it was destroyed

Stubborn Tenacity

15 pts

Adeptus Astartes model only. While the bearer is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Battle-shocked and below its Starting Strength.

Weapons of the First Legion

15 pts

Adeptus Astartes model only. Add 1 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons. While the bearer is Battle-shocked, add 2 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons instead.

Pennant of Remembrance

10 pts

Ancient model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability. While that unit

is Battle-shocked, models in that unit have the Feel No Pain 4+ ability instead.

DETACHMENT RULE

While an Adeptus Astartes unit from your army is Battle-shocked, change the Objective Control characteristic of models in that unit to 1, instead of 0.

In your Command phase, select one Adeptus Astartes unit from your army; until the start of your next Command phase, add 1 to the Objective Control characteristic of models in that unit.

STRATAGEMS (6/6)

1 CPUNFORGIVEN TASK FORCE – STRATEGIC PLOY
STRATAGEM**MOVEMENT****INTRACTABLE**

When: Your Movement phase, just after an ADEPTUS ASTARTES unit from your army Falls Back.

Target: That ADEPTUS ASTARTES unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CPUNFORGIVEN TASK FORCE – BATTLE TACTIC
STRATAGEM**SHOOTING****ARMOUR OF CONTEMPT**

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CPUNFORGIVEN TASK FORCE – BATTLE TACTIC
STRATAGEM**SHOOTING****FIRE DISCIPLINE**

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in that unit have the [ASSAULT], [HEAVY] and [IGNORES COVER] abilities.

1 CPUNFORGIVEN TASK FORCE – STRATEGIC PLOY
STRATAGEM**SHOOTING****GRIM RETRIBUTION**

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One ADEPTUS ASTARTES unit from your army that had one or more models destroyed as a result of the attacking unit's attacks.

Effect: Your unit can shoot as if it were your Shooting phase, but it must target the enemy unit that just attacked it, and can only do so if that enemy unit is an eligible target.

1 CPUNFORGIVEN TASK FORCE – BATTLE TACTIC
STRATAGEM**SHOOTING****UNFORGIVEN FURY**

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, weapons equipped by models in your unit have the [LETHAL HITS] ability. In addition, if one or more ADEPTUS ASTARTES units from your army are currently Battle-shocked, until the end of the phase, each time a model in your unit makes an attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

2 CPUNFORGIVEN TASK FORCE – BATTLE TACTIC
STRATAGEM**CHARGE****UNBREAKABLE LINES**

When: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

Target: One ADEPTUS ASTARTES unit from your army within Engagement Range of that enemy unit.

Effect: Until the end of the turn, each time an attack targets your unit, subtract 1 from the Wound roll.

VANGUARD SPEARHEAD

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Execute and Redeploy

20 pts

Phobos model only. In your Shooting phase, after the bearer's unit has shot, if that unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does until the end of the turn, that unit is not eligible to declare a charge. This cannot allow the bearer's unit to move more than once in your Shooting phase.

Shadow War Veteran

30 pts

Phobos model only. Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP

Ghostweave Cloak

15 pts

Adeptus Astartes model only. The bearer has the Stealth and Lone Operative Abilities

The Blade Driven Deep

25 pts

Adpetus Astartes Infantry model only. While the bearer is leading a unit, models in that unit have the Infiltrators Ability

DETACHMENT RULE

Each time a ranged attack targets an ADEPTUS ASTARTES unit from your army, unless the attacking model is within 12", the target has the benefit of cover.

STRATAGEMS (6/6)

1 CP VANGUARD SPEARHEAD – WARGEAR STRATAGEM **COMMAND**

A DEADLY PRIZE

When: Start of the Command phase.

Target: One ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES MOUNTED unit from your army within range of an objective marker you control.

Effect: That objective marker is said to be Sabotaged, and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While an objective marker is Sabotaged and under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

1 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM **SHOOTING**

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM **SHOOTING**

STRIKE FROM THE SHADOWS

When: Your Shooting phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit that is more than 12" away, improve the Ballistic Skill and Armour Penetration characteristics of that attack by 1. If one or more enemy models are destroyed as a result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

1 CP VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM **CHARGE**

CALCULATED FEINT

When: Your opponent's Charge phase, just after an enemy unit declares a charge.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that was selected as a target of that charge.

Effect: Your unit can make a Normal move of up to D6", or up to 6" instead if it is a PHOBOS or Scout SQUAD unit.

Restriction: You cannot select a unit that is within Engagement Range of one or more enemy units.

1 CP VANGUARD SPEARHEAD – STRATEGIC PLOY STRATAGEM **FIGHT**

GUERRILLA TACTICS

When: End of your opponent's Fight phase.

Target: Up to two PHOBOS and/or SCOUT SQUAD units from your army, or one other ADEPTUS ASTARTES INFANTRY unit from your army.

Effect: Remove those units from the battlefield and place them into Strategic Reserves.

Restriction: Each unit selected for this Stratagem must be more than 3" away from all enemy models.

2 CP VANGUARD SPEARHEAD – BATTLE TACTIC STRATAGEM **FIGHT**

SURGICAL STRIKES

When: Fight phase.

Target: One ADEPTUS ASTARTES INFANTRY unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

VENGEFUL HOSTS

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Avenging Angel

20 pts

ADEPTUS ASTARTES FLY INFANTRY model only. When this unit ends an ingress move, select up to one enemy unit within 9" of this unit. That enemy unit makes a battle-shock roll, with -1 to that

battle-shock roll.

Orksbane

20 pts

ADEPTUS ASTARTES FLY INFANTRY model only. This model has the following weapon:

DETACHMENT RULE

In a turn a friendly ADEPTUS ASTARTES FLY INFANTRY unit made an ingress/charge move, that unit's attacks can re-roll hit rolls of 1.

VINDICATION TASK FORCE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Consecrating Aura

25 pts

ADEPTUS ASTARTES model only. Model's in the bearer's unit have a 5+ invulnerable save.

Imperialis of the Eternal Crusade

15 pts

ANCIENT model only. Each time an enemy unit selects the bearer's unit as a target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll)

Warden of Honour

20 pts

CRUSADE ANCIENT model only. While the bearer is leading a unit, each time you roll one D6 for the bearer's Vengeful Exhortation ability, add 1 to the result.

Orb of the Emperor's Aegis

10 pts

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Deep Strike ability

DETACHMENT RULE

- Each time an attack targets an Ancient unit from your army, if that unit is within range of one or more objective markers and the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.
- 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.

STRATAGEMS (6/6)

1 CP VINDICATION TASK FORCE – STRATEGIC PLOY STRATAGEM

SHOOTING

RECITATION OF THE REVERED

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Ancient unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP VINDICATION TASK FORCE – STRATEGIC PLOY STRATAGEM

SHOOTING

RECLAIM OUR HONOUR!

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit destroys an Ancient model from your army that has not been targeted with the Refusal to Yield Stratagem this phase.

Target: One ADEPTUS ASTARTES unit from your army visible to that enemy unit.

Effect: Until the end of the battle, each time an ADEPTUS ASTARTES model from your army makes an attack that targets that enemy unit, add 1 to the Hit roll.

Restriction: You cannot target that ANCIENT model with the Refusal to Yield Stratagem this phase.

1 CP VINDICATION TASK FORCE – BATTLE TACTIC STRATAGEM

SHOOTING

SPOOR OF THE UNHOLY

When: Your Shooting phase or the Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability and each time a model in your unit makes an attack, you can ignore any or all modifiers to the following: that attack's Ballistic Skill or Weapon Skill characteristic; the Hit roll.

2 CP VINDICATION TASK FORCE – STRATEGIC PLOY STRATAGEM

CHARGE

PERFERVID INTERVENTION

When: End of your opponent's Charge phase.

Target: One ADEPTUS ASTARTES unit from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

Effect: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.

Restriction: Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

1 CP VINDICATION TASK FORCE – BATTLE TACTIC STRATAGEM

FIGHT

LITANIES OF PURGATION

When: Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, if that model's unit is within range of one or more objective markers or the target unit is within range of one or more objective markers, improve the Armour Penetration characteristic of that attack by 1.

1 CP VINDICATION TASK FORCE – EPIC DEED STRATAGEM

ANY

REFUSAL TO YIELD

When: Any phase, just after an Ancient model from your army is destroyed.

Target: That ANCIENT model. You can use this Stratagem on that model even though it was just destroyed.

Effect: At the end of the phase, set your model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of one or more enemy units, with its full wounds remaining.

Restriction: You cannot target the same model with this Stratagem more than once per battle.

WRATH OF THE DOOMED

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Instinctive Interception

10 pts

DEATH COMPANYY 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 COMPANYY model only. This model's melee attacks have +2 A

DETACHMENT RULE

When a friendly DEATH COMPANYY unit is selected to make an advance move, you can use this ability. If you do:

- That unit suffers D3+1 mortal wounds.
- That move does not prevent that unit from being eligible to declare a charge.

This detachment has the DOOMED tag and cannot be taken with another DOOMED detachment.

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

WRATH OF THE ROCK

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Deathwing Assault

15 pts

Deathwing model with the Deep Strike ability only. The bearer's unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

Tempered in Battle (Aura)

10 pts

Adeptus Astartes model only. While a friendly Adeptus Astartes unit is within 6" of this model, you can re-roll Battle-shock and Leadership tests taken for that unit.

Lord of the Ravenwing

10 pts

Ravenwing model only. You can re-roll Advance and Charge rolls made for the bearer's unit.

Ancient Weapons

25 pts

Adeptus Astartes model only. Improve the Strength characteristic of melee weapons equipped by the bearer by 2, and improve the Armour Penetration and Damage characteristics of those weapons by 1.

DETACHMENT RULE

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 (6/6)

1 CP WRATH OF THE ROCK – STRATEGIC PLOY STRATAGEM

COMMAND

LION'S WILL

When: Command phase.

Target: One ADEPTUS ASTARTES unit from your army that is within Engagement Range of one or more enemy units.

Effect: Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in your unit. In addition, until the end of the turn, if your unit does not have the Deathwing, Ravenwing or Vehicle keyword, each time a model in your unit makes an attack, add 1 to the Hit roll.

1 CP WRATH OF THE ROCK – BATTLE TACTIC STRATAGEM

MOVEMENT

TACTICAL MASTERY

When: Your Movement phase.

Target: One ADEPTUS ASTARTES unit from your army.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced. If your unit has the Ravenwing keyword, it is also eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP WRATH OF THE ROCK – BATTLE TACTIC STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP WRATH OF THE ROCK – STRATEGIC PLOY STRATAGEM

SHOOTING

RELICS OF THE DARK AGE

When: Your Shooting phase.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, add 2 to the Strength characteristic of ranged weapons equipped by models in your unit.

1 CP WRATH OF THE ROCK – STRATEGIC PLOY STRATAGEM

CHARGE

LEONINE AGGRESSION

When: End of your opponent's Charge phase.

Target: One ADEPTUS ASTARTES unit from your army within 3" of one or more enemy units, or one Deathwing unit from your army within 6" of one or more enemy units.

Effect: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.

Restriction: Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.

2 CP WRATH OF THE ROCK – BATTLE TACTIC STRATAGEM

ANY

INESCAPABLE JUSTICE

When: Any phase, just after your Oath of Moment target is destroyed.

Target: One Adeptus Astartes Character unit that is on the battlefield.

Effect: Select one enemy unit within 12" and visible to your unit. That enemy unit becomes your Oath of Moment target until the start of your next Command phase.

WRATHFUL PROCESSION

6 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Benediction of Fury

15 pts

Chaplain model only. The bearer's melee weapons have the [DEVASTATING WOUNDS] ability.

Adaptable Executioner

20 pts

EXECRATOR model only. When this unit is selected to fight, this model's melee attacks have:

- [CLEAVE 1].
- Or: [PRECISION].

DETACHMENT RULE

Friendly CHAPLAIN units have 5+ InSv against ranged attacks.

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

STRATAGEMS (6/6)

1 CP

WRATHFUL PROCESSION – STRATEGIC PLOY
STRATAGEM

COMMAND

VOICE OF DEVOTION

When: Your Command phase.

Target: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army.

Effect: Select the Chorus of Relentless Hate, Rite of Perfervid Wrath or Chant of Deathless Devotion Litany. Until the end of the battle round, that Litany is active for your unit instead of any other Litany that is active for your army.

1 CP

WRATHFUL PROCESSION – BATTLE TACTIC
STRATAGEM

SHOOTING

ARMOUR OF CONTEMPT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP WRATHFUL PROCESSION – BATTLE TACTIC STRATAGEM FIGHT

BRUTE FERVOUR

When: Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1 and you can ignore any or all modifiers to the following: that attack's Weapon Skill characteristic; the Hit roll; the Wound roll.

1 CP WRATHFUL PROCESSION – BATTLE TACTIC STRATAGEM FIGHT

CASTIGATE THE DEMAGOGUES

When: Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

1 CP WRATHFUL PROCESSION – STRATEGIC PLOY STRATAGEM

FIGHT

RELENTLESS MOMENTUM

When: Fight phase.

Target: One ADEPTUS ASTARTES unit from your army that has not been selected to fight this phase and is within Engagement Range of one or more enemy units.

Effect: Until the end of the phase, when determining which models in your unit are eligible to fight, any models in it that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

1 CP WRATHFUL PROCESSION – BATTLE TACTIC STRATAGEM ANY

FUELLED BY FAITH

When: Any phase, just after a mortal wound is allocated to an ADEPTUS ASTARTES unit from your army.

Target: That ADEPTUS ASTARTES unit.

Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability against mortal wounds.

ARMoured SPEARTIP

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Liberator

15 pts

ADEPTUS ASTARTES model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any HEAVY TRANSPORT it is embarked within) is within range of that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

Shock Deployment

20 pts

ADEPTUS ASTARTES TERMINATOR or GRAVIS model only. In your Shooting phase, each time the bearer's unit is selected to shoot, if it disembarked from a TRANSPORT this turn, until the end of the phase, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Tip of the Spear

40 pts

ADEPTUS ASTARTES model only. If the bearer starts the battle embarked within a TRANSPORT, that TRANSPORT has the Scouts 6" ability.

Armoured Commander

25 pts

ADEPTUS ASTARTES model only. Once per turn, in your Movement phase, the bearer can use this Enhancement. If it does, select one friendly ADEPTUS ASTARTES TRANSPORT that is in Strategic Reserves. Until the end of the phase, for the purposes of setting up that TRANSPORT on the battlefield, treat the current battle round number as being one higher than it actually is.

DETACHMENT RULE

Rapid DeploymentLand Raider, Repulsors and other armoured transports plunge headlong into the heart of enemy formations, weathering heavy firepower to deploy their cargo of elite Space Marines into battle.Each time an ADEPTUS ASTARTES unit from your army disembarks from a TRANSPORT (excluding FLY) that made a Normal or Advance move this phase (excluding those that arrived from Strategic Reserves), that disembarked unit can make a Normal move of up to D6", or a Normal move of up to D3+3" instead if that TRANSPORT is a HEAVY TRANSPORT (see below).

Keywords

ADEPTUS ASTARTES TRANSPORT units from your army (excluding FLY) that have a Wounds characteristic of 14+ have the HEAVY TRANSPORT keyword.

STRATAGEMS (6/6)

1 CP ARMoured SPEARTIP – STRATEGIC PLOY STRATAGEM

MOVEMENT

Coaxing the utmost from roaring engines, transport

When: Your Movement phase.

Target: One Adeptus Astartes Transport unit

Effect: Until the end of the phase, units can

1 CP ARMoured SPEARTIP – STRATEGIC PLOY STRATAGEM

MOVEMENT

The mightiest Space Marine transports are

When: Your Movement phase.

Target: One Adeptus Astartes Transport unit

Effect: Until the end of the phase, each time your

1 CP ARMoured SPEARTIP – BATTLE TACTIC STRATAGEM

SHOOTING

Emerging from their transports, Space Marine

When: Your Shooting phase.

Target: One Adeptus Astartes unit from your army

Effect: Until the end of the phase, each time a

1 CP ARMoured SPEARTIP – STRATEGIC PLOY STRATAGEM

SHOOTING

The belligerence of the Adeptus Astartes, combined

When: Your opponent's Shooting phase or the

Target: One Adeptus Astartes unit from your army

Effect: Until the attacking unit has finished making

1 CP ARMoured SPEARTIP – WARGEAR STRATAGEM

FIGHT

With steely discipline, Space Marine battle-brothers

When: End of the Fight phase.

Target: One Adeptus Astartes Infantry unit from

Effect: If your Adeptus Astartes Infantry unit

1 CP ARMoured SPEARTIP – EPIC DEED STRATAGEM

ANY

In a last act of vengeance, the doomed crew of this

When: Any phase, just after a Heavy Transport

Target: That Heavy Transport unit, if you rolled

Effect: Your unit can make a Normal or Fall Back

IMPERIUM - SPACE MARINES

AGGRESSOR SQUAD

80–165 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 TWIN-LINKED	18"	3	3+	4	0	1
Auto Boltstorm Gauntlets TWIN-LINKED	18"	3	3+	4	0	1
Flamestorm Gauntlets IGNORES COVER TORRENT TWIN-LINKED	12"	D6+1	N/A	4	0	1
Flamestorm Gauntlets IGNORES COVER TORRENT TWIN-LINKED	12"	D6+1	N/A	4	0	1
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1

 MELEE WEAPONS

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

AUFSTELLUNG

2-5x Aggressors oder Aggressor Sergeant

Equipped with: Auto Boltstorm Gauntlets, Flamestorm Gauntlets, Fragstorm grenade launcher, 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.

ABILITIES

Close-quarters Firepower

Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.



WEAPON RULES

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).

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.



ANCIENT

40 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle ASSAULT HEAVY	24"	2	3+	4	-1	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1
Power weapon	Melee	5	2+	5	-2	1

AUFSTELLUNG

1x Ancient

Equipped with: Bolt Rifle, Bolt pistol, Close combat weapon, Power weapon

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Bolt Rifle & Close Combat Weapon with Power weapon.

ABILITIES

CORE - Support

Astartes Banner

While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

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** INTERCESSOR SQUAD
- CRUSADER SQUAD
- DEATHWATCH VETERANS
- DECIMUS KILL TEAM
- DESOLATION SQUAD
- DEVASTATOR SQUAD
- FORTIS KILL TEAM
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INNER CIRCLE COMPANIONS
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- SWORD BRETHERN SQUAD
- TACTICAL SQUAD

WEAPON RULES

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.



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.



ANCIENT IN TERMINATOR ARMOUR

65 PTS

M5"

T5

SV2+

W5

LD6+

OC1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI VEHICLE 3+	Melee	4	3+	8	-2	2
Close combat weapon	Melee	5	2+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Power weapon	Melee	5	2+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	4	3+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	6	2+	5	-2	1

AUFSTELLUNG

1x Ancient in Terminator Armour

Equipped with: Storm bolter, Chainfist, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- This model can replace its Storm Bolter and Melee Weapon with Thunder Hammer & Terminator Storm Shield or Twin lightning claws.
- This model can replace its Power weapon with Power fist, Thunder Hammer, Chainfist or Close combat weapon.

ABILITIES

CORE - Support

Astartes Banner

While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Keep the Banner High

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength

Terminator Storm Shield

The bearer has a Wounds characteristic of 6.

Leader

This model can be attached to the following units:

- DEATHWATCH TERMINATOR SQUAD
- DEATHWING KNIGHTS
- DEATHWING TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

You can attach this model to one of the above units even if one Captain, Chapter Master or Lieutenant model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.



WEAPON RULES

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.*

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.

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.



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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
ANTI-INFANTRY 4+ DEVASTATING WOUNDS						
RAPID FIRE 1						
Grav-pistol	12"	1	3+	4	-1	2
ANTI-VEHICLE 2+ PISTOL						
Storm bolter	24"	2	3+	4	0	1
RAPID FIRE 2						
Twin boltgun	24"	2	3+	4	0	1
TWIN-LINKED						
► Plasma pistol - standard	12"	1	3+	7	-2	1
PISTOL						
► Plasma pistol - supercharge	12"	1	3+	8	-3	2
HAZARDOUS PISTOL						

MELEE WEAPONS

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

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, Astartes 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.

ABILITIES

CORE - Leader

Astartes Banner

While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

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
- Outrider Squad



WEAPON RULES

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.

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.

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.

IMPERIUM - SPACE MARINES

APOTHECARY

40 PTS



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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2
Reductor Pistol PISTOL	3"	1	3+	4	-4	2

 MELEE WEAPONS

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

AUFSTELLUNG

1x Apothecary

Equipped with: Absolver bolt pistol, Reductor Pistol, Close combat weapon

Wargear Options:

- This model can be equipped with 1x Warlord.

ABILITIES

CORE - Support

Gene Seed Recovery

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

Nartheceum

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:

- ASSAULT INTERCESSOR SQUAD
- CRUSADER SQUAD
- DEATHWATCH VETERANS
- DECIMUS KILL TEAM
- DESOLATION SQUAD
- DEVASTATOR SQUAD
- FORTIS KILL TEAM
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INNER CIRCLE COMPANIONS
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- SWORD BROTHERS SQUAD
- TACTICAL SQUAD

WEAPON RULES

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.



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.



IMPERIUM - SPACE MARINES

APOTHECARY BIOLOGIS

70 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Apothecary Biologis

Equipped with: Absolver bolt pistol, Close combat weapon

ABILITIES

CORE - Support

Surgical Precision

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Visispectrum

If this model's unit destroys an enemy unit as the result of a melee attack, until the end of the battle, this model has an Objective Control characteristic of 9.

Leader

This model can be attached to the following units:

- AGGRESSOR SQUAD
- ERADICATOR SQUAD
- HEAVY INTERCESSOR SQUAD
- INDOMITOR KILL TEAM

WEAPON RULES

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.

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.



IMPERIUM - SPACE MARINES

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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Twin boltgun	24"	2	3+	4	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	5	3+	4	-1	1

AUFSTELLUNG

1x Apothecary on Bike [Legends]

Equipped with: Bolt pistol, Twin boltgun, Astartes Chainsword

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
- Outrider Squad

WEAPON RULES

TWIN-LINKED

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

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.



ASSAULT INTERCESSOR SQUAD

75–150 PTS



M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	4	3+	4	-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	2

AUFSTELLUNG

5-10x Assault Intercessor Sergeant oder Assault Intercessors

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

ABILITIES

Shock Assault

Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.



WEAPON RULES

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).

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.

ASSAULT INTERCESSORS WITH JUMP PACKS

85-160 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

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

AUFSTELLUNG

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

Equipped with: Hand flamer, Heavy Bolt Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes 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 replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.
- Each Assault Intercessor Sergeant with Jump Pack can replace its Astartes Chainsword with Power weapon or Power fist.

ABILITIES

Hammer of Wrath

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



WEAPON RULES

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).

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.

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.



IMPERIUM - SPACE MARINES

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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Flamer	12"	D6	N/A	4	0	1
Grav-pistol	12"	1	3+	4	-1	2
Hand flamer	12"	D6	N/A	3	0	1
Inferno Pistol	6"	1	3+	8	-4	D3
Meltagun	12"	1	3+	9	-4	D6
► Plasma gun - standard	24"	1	3+	7	-2	1
► Plasma gun - supercharge	24"	1	3+	8	-3	2
► Plasma pistol - standard	12"	1	3+	7	-2	1
► Plasma pistol - supercharge	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	4	3+	4	-1	1
Eviscerator	Melee	3	4+	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	2
Twin lightning claws	TWIN-LINKED	Melee	5	3+	4	-2	1

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, Astartes Chainsword, Eviscerator, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- This model's Astartes Chainsword and Bolt pistol can be replaced with 1x Eviscerator.
- Each Assault Sergeant can replace its Bolt pistol with Grav-pistol, Plasma pistol, Inferno Pistol or Hand flamer.
- Each Assault Sergeant can replace its Astartes Chainsword with Eviscerator, Power fist, Thunder Hammer or Power weapon.
- Each Assault Sergeant can be equipped with one of: Astartes Shield, Twin lightning claws.
- Each Assault Marine w/ Eviscerator can replace its Bolt pistol with Plasma pistol.
- Each Assault Marine w/ Special Weapon can replace its Plasma Pistol & Astartes Chainsword with Flamer, Plasma gun or Meltagun.

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]

WEAPON RULES

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.

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.

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+	4	0	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 IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Inferno Pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
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 PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	4	3+	4	-1	1
Eviscerator SUSTAINED HITS 1	Melee	3	4+	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	2
Twin lightning claws TWIN-LINKED	Melee	5	3+	4	-2	1

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, Astartes Chainsword, Eviscerator, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- Each Assault Sergeant with Jump Pack can replace its Bolt pistol with Grav-pistol, Plasma pistol, Inferno Pistol or Hand flamer.
- Each Assault Sergeant with Jump Pack can replace its Astartes Chainsword with Eviscerator, Power fist, Thunder Hammer or Power weapon.
- Each Assault Sergeant with Jump Pack can be equipped with one of: Astartes Shield, Twin lightning claws.
- Each Assault Marine with Jump Pack w/ Eviscerator can replace its Bolt pistol with Plasma pistol.
- Each Assault Marine with Jump Pack w/ Special Weapon can replace its Plasma Pistol & Astartes Chainsword with Flamer, Plasma gun or Meltagun.

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 RULES

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.

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.



ASTARTES SERVITORS

[LEGENDS]

55 PTS

M

6"

T

4

SV

4+

W

1

LD

8+

OC

0

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolter HEAVY 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	36"	D3	4+	8	-3	2
HAZARDOUS						

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

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.

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 RULES

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.

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).*

IMPERIUM - SPACE MARINES

ASTRAEUS

525 PTS



M

10"

T

12

SV

2+

W

24

LD

6+

OC

8

5+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Astraeus las-ripper	36"	2	3+	12	-3	D6+1
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	0	1
Twin macro-accelerator cannon SUSTAINED HITS 1	72"	12	3+	9	-1	3
TWIN-LINKED						
► Plasma eradicator - standard BLAST	36"	D6	3+	7	-2	2
► Plasma eradicator - supercharge BLAST HAZARDOUS	36"	D6	3+	8	-3	3

AUFSTELLUNG

1x Astraeus

Equipped with: Astraeus las-ripper, Ironhail Heavy Stubber, Twin macro-accelerator cannon, ► Plasma eradicator - standard, ► Plasma eradicator - supercharge

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.

ABILITIES

***Invulnerable Save**

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

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 RULES

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.

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.

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").



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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Heavy Bolter	36"	3	3+	5	-1	2
Multi-melta	18"	2	3+	9	-4	D6
Twin boltgun	24"	2	3+	4	0	1

 MELEE WEAPONS

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

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.

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 RULES

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.



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.



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	D6+1
► Ballistus Missile Launcher - Frag BLAST	48"	2D6	3+	5	0	1
► Ballistus Missile Launcher - Krak	48"	2	3+	10	-2	D6

MELEE WEAPONS

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

AUFSTELLUNG

1x Ballistus Dreadnought

Equipped with: Ballistus Lascannon, ► Ballistus Missile Launcher - Frag, ► Ballistus Missile Launcher - Krak, Armoured Feet

ABILITIES

Ballistus 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.

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 RULES

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 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").



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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
ANTI-INFANTRY 4+ DEVASTATING WOUNDS						
RAPID FIRE 1						
Flamer	12"	D6	N/A	4	0	1
IGNORES COVER TORRENT						
Grav-gun	18"	2	3+	5	-1	2
ANTI-VEHICLE 2+						
Grav-pistol	12"	1	3+	4	-1	2
ANTI-VEHICLE 2+ PISTOL						
Hand flamer	12"	D6	N/A	3	0	1
IGNORES COVER PISTOL TORRENT						
Heavy Bolter	36"	3	3+	5	-1	2
SUSTAINED HITS 1						
Inferno Pistol	6"	1	3+	8	-4	D3
MELTA 2 PISTOL						
Meltagun	12"	1	3+	9	-4	D6
MELTA 2						
Multi-melta	18"	2	3+	9	-4	D6
MELTA 2						
Storm bolter	24"	2	3+	4	0	1
RAPID FIRE 2						
Twin boltgun	24"	2	3+	4	0	1
TWIN-LINKED						
Plasma gun - standard	24"	1	3+	7	-2	1
RAPID FIRE 1						

Plasma gun - supercharge	RAPID FIRE 1	HAZARDOUS	24"	1	3+	8	-3	2
Plasma pistol - standard	PISTOL		12"	1	3+	7	-2	1
Plasma pistol - supercharge	HAZARDOUS	PISTOL	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
Thunder Hammer	Melee	2	4+	8	-2	2
DEVASTATING WOUNDS						



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, Grav-pistol, Inferno Pistol, Plasma pistol, Storm bolter, Power weapon, Power fist, Thunder Hammer or Astartes Chainsword.
- Each Space Marine Bikers w/ Special Weapon can replace its Flamer with Meltagun, Plasma gun, Plasma pistol or Grav-gun.

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 RULES

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.

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.

IMPERIUM - SPACE MARINES

BLADEGUARD

ANCIENT

40 PTS



M

6"

T

4

SV

3+

W

4

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1

AUFSTELLUNG

1x Bladeguard Ancient

Equipped with: Heavy Bolt Pistol, Close combat weapon

ABILITIES

CORE - Support

Astartes Banner

While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Deeds of Heroism

Once per battle, when this model is selected to fight, it can use this ability. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in this model's unit

Leader

This model can be attached to the following unit:

- BLADEGUARD VETERAN SQUAD

You can attach this model to the above unit even if one Captain, Chapter Master or Lieutenant model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

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.

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.



BLADEGUARD VETERAN SQUAD

80-160 PTS



M6"

T4

SV3+

W3

LD6+

OC1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1
Neo-volkite Pistol DEVASTATING WOUNDS PISTOL	12"	1	3+	5	0	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	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

AUFSTELLUNG

3-6x BladeGuard Veterans oder BladeGuard Veteran Sergeant

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.

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 RULES

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.

BRUTALIS DREADNOUGHT

150 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Brutalis Bolt Rifles TWIN-LINKED	24"	4	3+	4	-1	1
Twin Icarus ironhail heavy stubber ANTI-FLY 4+ RAPID FIRE 3	36"	3	3+	4	0	1
TWIN-LINKED						
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin multi-melta MELTA 2 TWIN-LINKED	18"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutalis Fists TWIN-LINKED	Melee	6	3+	12	-2	3
► Brutalis Talons - Strike TWIN-LINKED	Melee	6	3+	12	-2	3
► Brutalis Talons - Sweep TWIN-LINKED	Melee	10	3+	7	-2	1

AUFSTELLUNG

1x Brutalis Dreadnought

Equipped with: Brutalis Bolt Rifles, Twin Icarus ironhail heavy stubber, Twin heavy bolter, Twin multi-melta, Brutalis Fists, ► Brutalis Talons - Strike, ► Brutalis Talons - Sweep

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.

ABILITIES

Brutalis Charge

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds

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 RULES

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).*

TWIN-LINKED

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

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").

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

AUFSTELLUNG

1x Caestus Assault Ram [Legends]

Equipped with: Firefury Missile Batteries, Twin Magna-Melta, Armoured Hull

ABILITIES

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 RULES

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.



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").

◆ **Hover**

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.



CAPTAIN

80 PTS



M

6"

T

4

SV

3+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Heavy Bolt Pistol PISTOL	18"	1	2+	4	-1	1
Master-crafted bolter	24"	2	2+	4	-1	2
Neo-volkite Pistol DEVASTATING WOUNDS PISTOL	12"	1	2+	5	0	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	2+	4	0	1
Master-crafted power weapon	Melee	6	2+	5	-2	2
Power fist	Melee	5	2+	8	-2	2

AUFSTELLUNG

1x Captain

Equipped with: Bolt pistol, Heavy Bolt Pistol, Master-crafted bolter, Neo-volkite Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Close combat weapon, Master-crafted power weapon, Power fist

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its 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 Close combat weapon with Power fist or Master-crafted power weapon.
- This model can replace its Neo-volkite Pistol with Plasma pistol or Heavy Bolt Pistol.
- This model can replace its Power fist with Master-crafted power weapon.

ABILITIES

CORE - Leader

Finest Hour

Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the DEVASTATING WOUNDS ability.

Relic Shield

Add 1 to the bearer's Wounds characteristic.

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.



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
- FORTIS KILL TEAM
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INNER CIRCLE COMPANIONS
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- SWORD BROTHERS SQUAD
- TACTICAL SQUAD
- VICTRIX HONOUR GUARD

WEAPON RULES

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.

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.



IMPERIUM - SPACE MARINES

CAPTAIN IN GRAVIS
ARMOUR

80 PTS



M

5"

T

6

SV

3+

W

6

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltstorm gauntlet PISTOL	12"	3	2+	4	-1	1
Master-crafted Heavy Bolt Rifle	30"	2	2+	5	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	5	-2	2
Power fist	Melee	5	2+	8	-2	2
Relic Blade	Melee	2	2+	5	-2	2
Relic Chainsword	Melee	3	2+	4	-1	2
Relic Fist	Melee	1	2+	8	-2	2

AUFSTELLUNG

1x Captain in Gravis Armour

Equipped with: Boltstorm gauntlet, Master-crafted Heavy Bolt Rifle, Master-crafted power weapon, Power fist, 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 Fist.

ABILITIES

CORE - Leader

- Refuse to Yield**
Each time an attack is allocated to this model, halve the Damage characteristic of that attack.
- 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.

Leader

- This model can be attached to the following units:
- AGGRESSOR SQUAD
 - ERADICATOR SQUAD
 - **HEAVY** INTERCESSOR SQUAD
 - INDOMITOR KILL TEAM

WEAPON RULES

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.

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.



CAPTAIN IN PHOBOS ARMOUR

70 PTS



M

6"

T

4

SV

3+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Instigator Bolt Carbine PRECISION	24"	1	2+	4	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife	Melee	6	2+	4	-1	1

AUFSTELLUNG

1x Captain in Phobos Armour

Equipped with: Bolt pistol, Instigator Bolt Carbine, Combat Knife

ABILITIES

CORE - Leader

Master of Deceit

After both players have deployed their armies, if your army includes one or more models with this ability, you can select up to three friendly ADEPTUS ASTARTES INFANTRY units and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

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.

Leader

This model can be attached to the following units:

- ELIMINATOR SQUAD
- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER SQUAD
- SCOUT SQUAD
- SPECTRUS KILL TEAM

WEAPON RULES

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.



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.

◆ 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).



CAPTAIN IN TERMINATOR ARMOUR

85 PTS



M5"

T5

SV2+

W6

LD6+

OC1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	1	4+	4	0	1
RAPID FIRE 1						
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Relic Fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	5	-2	2

AUFSTELLUNG

- 1x Captain in Terminator Armour
- Equipped with:** Combi-weapon, Storm bolter, 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.

ABILITIES

CORE - Leader

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.

Unstoppable Valour

You can re-roll Charge rolls made for this model's unit.

Leader

This model can be attached to the following units:

- DEATHWATCH TERMINATOR SQUAD
- DEATHWING KNIGHTS
- DEATHWING TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD



WEAPON RULES

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.*

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).*

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.



CAPTAIN ON BIKE

[LEGENDS]

95 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Inferno Pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
Master-crafted boltgun	24"	2	2+	4	0	2
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	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	2

Twin lightning claws **TWIN-LINKED** Melee 6 2+ 5 -2 1

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.
 - This model can replace its Astartes Chainsword with Close Combat Weapon and Relic Shield, Power fist or Relic Weapon.

ABILITIES

- CORE - Leader**
- Invulnerable Save**
4+
 - Relic Shield**
Add 1 to the bearer's Wounds characteristic.
 - 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.



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
- Outrider Squad

WEAPON RULES

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.

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.



CAPTAIN WITH JUMP PACK

75 PTS



M12"

T4

SV3+

W5

LD6+

OC1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	7	2+	4	-1	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	2

AUFSTELLUNG

1x Captain with Jump Pack

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 fist or Relic Weapon.

ABILITIES

CORE - Leader

Angel's Wrath

While this model is leading a unit, each time that unit ends a Charge move, until the end of the turn, add 1 to the Strength characteristic of melee weapons equipped by models in that unit.

Relic Shield

Add 1 to the bearer's Wounds characteristic.

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.



Leader

This model can be attached to the following units:

- ASSAULT INTERCESSORS WITH JUMP PACKS
- SANGUINARY GUARD
- TALONSTRIKE KILL TEAM
- VANGUARD VETERAN SQUAD WITH JUMP PACKS

WEAPON RULES

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).

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.

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.



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 IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tarsus Scorpil	Melee	5	3+	12	-3	4

AUFSTELLUNG

1x Carab Culln the Risen [Legends]

Equipped with: Heavy Bolter, Heavy Flamer, Hunter-killer missile, Twin assault cannon, Tarsus Scorpil

ABILITIES

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+

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.



WEAPON RULES

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).

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.

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.

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").



CENTURION ASSAULT SQUAD

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

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.

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.

Centurion Assault Launchers

The bearer has the Grenades keyword.



WEAPON RULES

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.

CENTURION DEVASTATOR SQUAD

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 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

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 with Centurion missile launcher.
- Each Devastator Centurion can replace its Grav-cannon with Twin heavy bolter or Twin lascannon.

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 RULES

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.



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
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2
Angelus boltgun PISTOL	12"	2	3+	4	0	1
Bolt pistol PISTOL	12"	1	2+	4	0	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 IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy Bolt Pistol PISTOL	18"	1	2+	4	-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	24"	2	2+	4	-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+	4	0	1
Stormfrag auto-launcher ASSAULT BLAST	12"	D3	3+	4	0	1
Twin bolt rifle TWIN-LINKED	24"	2	3+	4	-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 PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	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"	D6	3+	6	-2	D3
► Smite - Witchfire PSYCHIC	24"	D6	3+	5	-1	D3

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	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	Melee	4	3+	6	-1	D3
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
Omniussian 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
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

AUFSTELLUNG

1x Champion of the Chapter [Crucible]

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

Wargear Options:

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

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 Tacitus 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 Tacitus 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 Tacitus 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 (4+)

This model has a 4+ invulnerable save.

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 Tacitus 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 Tacitus 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 Tacitus 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 Tacitus 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 charge 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

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 RULES

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.*

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.

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.

◆ 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).



IMPERIUM - SPACE MARINES

CHAPLAIN

60 PTS



M

6"

T

4

SV

3+

W

4

LD

5+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

AUFSTELLUNG

1x Chaplain

Equipped with: Absolver bolt pistol, Crozius arcanum

Wargear Options:

- This model can be equipped with 1x Warlord.

ABILITIES

CORE - Leader

Litany of Hate

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Spiritual Leader

Once per battle, at the start of any phase, you can select one friendly Adeptus Astartes unit that is Battle-shocked and within 12" 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
- 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 BRETHERN SQUAD
- TACTICAL SQUAD

WEAPON RULES

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.

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.



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
Dreadnought Inferno Cannon IGNORES COVER TORRENT	12"	2D6	N/A	6	-1	1
Heavy Flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	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
Dreadnought Combat Weapon	Melee	5	3+	12	-2	3

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, 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, Dreadnought Inferno Cannon, Heavy Plasma Cannon, Multi-melta or Twin lascannon.

ABILITIES

Invulnerable Save

5+

Spiritual Leader

Once per battle, at the start of any phase, you can select one friendly Adeptus Astartes unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.



WEAPON RULES

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).

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.

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").



CHAPLAIN IN TERMINATOR ARMOUR

75 PTS



M

5"

T

5

SV

2+

W

5

LD

5+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

AUFSTELLUNG

1x Chaplain in Terminator Armour

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.

ABILITIES

CORE - Leader

Litany of Hate

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Recitation of Faith

While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against mortal wounds.

Relic Shield

Add 1 to the bearer's Wounds characteristic.

Leader

This model can be attached to the following units:

- DEATHWATCH TERMINATOR SQUAD
- DEATHWING KNIGHTS
- DEATHWING TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

WEAPON 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).*

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.



CHAPLAIN ON BIKE

70 PTS



M12"

T5

SV3+

W5

LD5+

OC1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2
Twin bolt rifle TWIN-LINKED	24"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

AUFSTELLUNG

1x Chaplain on Bike

Equipped with: Absolver bolt pistol, Twin bolt rifle, Crozius arcanum

Wargear Options:

- This model can be equipped with 1x Warlord.

ABILITIES

CORE - Leader

Catechism of Fire

Each time this model's unit is selected to shoot, you can select one enemy unit within 12" of and visible to this model. Until the end of the phase, ranged weapons equipped by models in this model's unit have the [DEVASTATING WOUNDS] ability when targeting that enemy unit.

Litany of Hate

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Leader

This model can be attached to the following units:

- OUTRIDER SQUAD
- RAVENWING BLACK KNIGHTS

WEAPON RULES

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.

TWIN-LINKED

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

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.



CHAPLAIN WITH JUMP PACK

75 PTS



M12"

T4

SV3+

W4

LD5+

OC1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	1	4+	4	0	1
RAPID FIRE 1						
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Inferno Pistol MELTA 2 PISTOL	6"	1	3+	8	-4	D3
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2
Power fist	Melee	4	2+	8	-2	2

AUFSTELLUNG

1x Chaplain with Jump Pack

Equipped with: Absolver bolt pistol, Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Hand flamer, Inferno Pistol, Storm bolter, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Crozius arcanum, Power fist

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Inferno Pistol with Combi-weapon, Hand flamer, Grav-pistol, Storm bolter, Plasma pistol, Boltgun, Power fist, Bolt pistol or Absolver bolt pistol.

ABILITIES

CORE - Leader

Exhortation of Rage

Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

Litany of Hate

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Leader

This model can be attached to the following units:

- ASSAULT INTERCESSORS WITH JUMP PACKS
- DEATH COMPANY MARINES WITH JUMP PACKS
- TALONSTRIKE KILL TEAM
- VANGUARD VETERAN SQUAD WITH JUMP PACKS



WEAPON RULES

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.

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.



IMPERIUM - SPACE MARINES

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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1						
Flamer	12"	D6	N/A	4	0	1
IGNORES COVER TORRENT						
Grav-cannon	24"	3	4+	6	-1	3
Grav-gun	18"	2	3+	5	-1	2
Grav-pistol	12"	1	3+	4	-1	2
Hand flamer	12"	D6	N/A	3	0	1
IGNORES COVER PISTOL TORRENT						
Heavy Bolter	36"	3	4+	5	-1	2
HEAVY SUSTAINED HITS 1						
Heavy Flamer	12"	D6	N/A	5	-1	1
IGNORES COVER TORRENT						
Inferno Pistol	6"	1	3+	8	-4	D3
Lascannon	48"	1	4+	12	-3	D6+1
Meltagun	12"	1	3+	9	-4	D6
Multi-melta	18"	2	4+	9	-4	D6
HEAVY MELTA 2						

Storm bolter	RAPID FIRE 2	24"	2	3+	4	0	1
➤ Missile Launcher - Frag	BLAST HEAVY	48"	D6	4+	4	0	1
➤ Missile Launcher - Krak	HEAVY	48"	1	4+	9	-2	D6
➤ Plasma cannon - standard	BLAST HEAVY	36"	D3	4+	7	-2	1
➤ Plasma cannon - supercharge	BLAST HEAVY	36"	D3	4+	8	-3	2
HAZARDOUS							
➤ 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	PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge	HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	4	3+	4	-1	1
Champion's Blade	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	Melee	2	4+	8	-2	2
DEVASTATING WOUNDS						
Twin lightning claws	Melee	4	3+	4	-2	1
TWIN-LINKED						



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, Astartes Chainsword, Champion's Blade, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- Each Apothecary can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Ancient can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol, Hand flamer, Boltgun or Combi-weapon.
- Each Company Champion can replace its Bolt pistol with Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Bolt pistol with Astartes Shield, Plasma pistol, Grav-pistol, Inferno Pistol or Hand flamer.
- Each Company Veterans can replace its Astartes Shield with Flamer, Meltagun, Grav-gun, Power fist, Heavy Bolter, Heavy Flamer, Grav-cannon, Missile Launcher, Lascannon, Multi-melta, Plasma cannon, Power weapon, Thunder Hammer, Plasma gun, Combi-weapon, Storm bolter, Boltgun or Astartes Chainsword.

Narthecium

While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding Character models) to this unit

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.

Astartes Shield

The bearer has a 4+ invulnerable save.

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 OCP, even if you have already used that Stratagem on a different unit this phase.



WEAPON RULES

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.*

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.



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.



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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
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

AUFSTELLUNG

1x Company Champion on Bike [Legends]

Equipped with: Bolt pistol, Twin boltgun, Master-crafted Power Weapon

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 OCP, 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
- Outrider Squad

WEAPON RULES

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.



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.



COMPANY HEROES

105 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle	24"	2	3+	4	-1	1
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Master-crafted Bolt Rifle	24"	2	2+	4	-1	2
Master-crafted Heavy Bolter	36"	3	3+	5	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1
Master-crafted Power Weapon	Melee	6	2+	5	-2	2

AUFSTELLUNG

1x Ancient oder Company Champion oder Company Veteran w/ Bolt Rifle oder Company Veteran w/ Heavy Bolter

Equipped with: Bolt Rifle, Bolt pistol, Master-crafted Bolt Rifle, Master-crafted Heavy Bolter, Close combat weapon, Master-crafted Power Weapon

ABILITIES

Ancient Banner

While this unit contains an Ancient, add 1 to the Objective Control characteristic of models in this unit

Command Squad

While a Character model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.



WEAPON RULES

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.

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).

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.



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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
ANTI-INFANTRY 4+ DEVASTATING WOUNDS						
RAPID FIRE 1						
Flamer	12"	D6	N/A	4	0	1
IGNORES COVER TORRENT						
Grav-gun	18"	2	3+	5	-1	2
ANTI-VEHICLE 2+						
Grav-pistol	12"	1	3+	4	-1	2
ANTI-VEHICLE 2+ PISTOL						
Meltagun	12"	1	3+	9	-4	D6
MELTA 2						
Storm bolter	24"	2	3+	4	0	1
RAPID FIRE 2						
Twin boltgun	24"	2	3+	4	0	1
TWIN-LINKED						
► Plasma gun - standard	24"	1	3+	7	-2	1
RAPID FIRE 1						
► Plasma gun - supercharge	24"	1	3+	8	-3	2
RAPID FIRE 1 HAZARDOUS						
► Plasma pistol - standard	12"	1	3+	7	-2	1
PISTOL						
► Plasma pistol - supercharge	12"	1	3+	8	-3	2
HAZARDOUS PISTOL						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

Astartes Chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	2
Thunder Hammer	Melee	2	4+	8	-2	2
DEVASTATING WOUNDS						

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, Astartes 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.
- Each Veteran Biker Sergeant can replace its Astartes Chainsword with Power fist, Thunder Hammer or Power weapon.
- Each Veteran Bikers can replace its Storm Shield with Power fist, Thunder Hammer, Astartes Chainsword, Flamer, Meltagun, Plasma gun, Power weapon, Grav-pistol, Plasma pistol or Grav-gun.
- Each Veteran Bikers can replace its Storm Shield with Power fist, Thunder Hammer, Bolt pistol, Power weapon, Grav-pistol or Plasma pistol.

ABILITIES

Storm Shield

The bearer has a 4+ invulnerable save



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.

WEAPON RULES

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.

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.



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	24"	1	3+	7	-1	3
CONVERSION						
SUSTAINED HITS D3						
Heavy Bolter	36"	3	3+	5	-1	2
Heavy Flamer	12"	D6	N/A	5	-1	1
IGNORES COVER						
TORRENT						
Hunter-killer missile	48"	1	2+	14	-3	D6
ONE SHOT						
Infernus Cannon	12"	2D6	N/A	6	-1	1
IGNORES COVER						
TORRENT						
Magna-Melta Cannon	18"	2	3+	12	-4	D6
MELTA 4						
Storm bolter	24"	2	3+	4	0	1
RAPID FIRE 2						
► Plasma Destroyer - Standard	36"	D3	3+	8	-2	2
BLAST						
► Plasma Destroyer - Supercharge	36"	D3	3+	9	-3	3
BLAST						
HAZARDOUS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Deimos Predator [Legends]

Equipped with: Conversion Beam Cannon, Heavy Bolter, Heavy Flamer, Hunter-killer missile, Infernus Cannon, 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 Plasma Destroyer with Infernus Cannon, Conversion Beam Cannon or Magna-Melta Cannon.

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 RULES

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.

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.

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").



DESOLATION SQUAD

180 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Castellan Launcher	36"	D3	3+	4	0	1
Superfrag Rocket Launcher	48"	D6+1	4+	5	0	1
Superfrag Rocket Launcher	48"	D6+1	4+	5	0	1
Superkrak Rocket Launcher	48"	1	4+	10	-2	D6+1
Superkrak Rocket Launcher	48"	1	4+	10	-2	D6+1
Vengor launcher	48"	D6	2+	7	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

5x Desolation Marine oder Desolation Sergeant

Equipped with: Bolt pistol, Castellan Launcher, Superfrag Rocket Launcher, Superkrak Rocket Launcher, Vengor launcher, Close combat weapon

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.

ABILITIES

Targeter Optics

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 RULES

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).

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.



IMPERIUM - SPACE MARINES

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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
ANTI-INFANTRY 4+ DEVASTATING WOUNDS						
RAPID FIRE 1						
Grav-cannon	24"	3	4+	6	-1	3
ANTI-VEHICLE 2+ HEAVY						
Grav-pistol	12"	1	3+	4	-1	2
ANTI-VEHICLE 2+ PISTOL						
Heavy Bolter	36"	3	4+	5	-1	2
HEAVY SUSTAINED HITS 1						
Lascannon	48"	1	4+	12	-3	D6+1
HEAVY						
Multi-melta	18"	2	4+	9	-4	D6
HEAVY MELTA 2						
► Missile Launcher - Frag	48"	D6	4+	4	0	1
BLAST HEAVY						
► Missile Launcher - Krak	48"	1	4+	9	-2	D6
HEAVY						
► Plasma cannon - standard	36"	D3	4+	7	-2	1
BLAST HEAVY						
► Plasma cannon - supercharge	36"	D3	4+	8	-3	2
BLAST HEAVY						
HAZARDOUS						
► Plasma pistol - standard	12"	1	3+	7	-2	1
PISTOL						
► Plasma pistol - supercharge	12"	1	3+	8	-3	2
HAZARDOUS PISTOL						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	4	3+	4	-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	Melee	2	4+	8	-2	2

AUFSTELLUNG

- 4-9x Devastator Marine w/ Boltgun oder Devastator Marine w/ Heavy Weapon
1x Devastator Sergeant
- 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, Astartes Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer
- Wargear Options:**
- This model can be equipped with 1x Boltgun.
 - Each Devastator Marine w/ Heavy Weapon can replace its Heavy Bolter with Lascannon, Grav-cannon, Multi-melta, Plasma cannon or Missile Launcher.
 - Each Devastator Sergeant can replace its Bolt pistol with Astartes Chainsword, Grav-pistol, Plasma pistol, Power fist, Thunder Hammer or Power weapon.
 - Each Devastator Sergeant can replace its Boltgun with Astartes Chainsword, Power fist, Thunder Hammer, Power weapon or Combi-weapon.



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 RULES

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).

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.

IMPERIUM - SPACE MARINES

DREADNOUGHT

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 IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	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

AUFSTELLUNG

1x Dreadnought

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/ Heavy Flamer with Dreadnought Combat Weapon w/ Storm Bolter or Close Combat Weapon w/ Missile Launcher.
- This model can replace its Assault Cannon with Multi-melta, Twin lascannon or Heavy Plasma Cannon.

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 RULES

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).

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.

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").



DROP POD

60 PTS



M	T	SV	W	LD	OC
-	7	3+	8	6+	0

AUFSTELLUNG

1x Drop Pod

ABILITIES

Combat Disembarkation

Each time a unit disembarks from this model after it has been set up on the battlefield, that unit is still eligible to declare a charge this turn

Deployment Complete

Once this unit is set up on the battlefield and all units within it have disembarked, until the end of the battle, units cannot embark within this TRANSPORT

Drop Pod Assault

This model must start the battle in Reserves and can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 8" away from all enemy models.

Transport

This model has a transport capacity of 12 Adeptus Astartes Infantry models. It cannot transport Jump Pack, Wulfen, Gravis, Centurion or Terminator models.

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").

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.



ELIMINATOR SQUAD

75 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Sniper Rifle HEAVY PRECISION	36"	1	3+	5	-2	3
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Instigator Bolt Carbine PRECISION	24"	1	3+	4	-2	2
Las fusil HEAVY	36"	1	3+	9	-3	D6

MELEE WEAPONS

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

AUFSTELLUNG

1x Eliminator Sergeant oder Eliminator

Equipped with: Bolt Sniper Rifle, Bolt pistol, Instigator Bolt Carbine, Las fusil, Close combat weapon

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.

ABILITIES

Mark the Target

Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Reposition Under Covering Fire

In your Shooting phase, after this unit has shot, if it contains an Eliminator Sergeant equipped with an instigator bolt carbine, this unit can make a Normal move. If it does so, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON RULES

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.



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).



IMPERIUM - SPACE MARINES

ERADICATOR 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
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Melta rifle HEAVY MELTA 2	18"	1	3+	9	-4	D6
Multi-melta HEAVY MELTA 2	18"	2	4+	9	-4	D6

MELEE WEAPONS

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

AUFSTELLUNG

3-6x Eradicator Sergeant oder Eradicator oder Eradicator with Multi-melta

Equipped with: Bolt pistol, Melta rifle, Multi-melta, Close combat weapon

Wargear Options:

- This model's Melta rifle can be replaced with 1x Multi-melta.

ABILITIES

Total Obliteration

Each time a ranged attack made by a model in this unit targets a Monster or Vehicle model, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

WEAPON RULES

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.

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.



ERADICATOR SQUAD WITH HEAVY BOLTERS

80 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+	4	0	1
Heavy Bolter HEAVY	36"	3	3+	5	-1	2
SUSTAINED HITS 1						
Heavy Bolter HEAVY	36"	3	3+	5	-1	2
SUSTAINED HITS 1						

MELEE WEAPONS

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

AUFSTELLUNG

3x Eradicator oder Eradicator Sergeant
Equipped with: Bolt pistol, Heavy Bolter, Close combat weapon

ABILITIES

Overlapping Detonations

In your Shooting phase, when this unit is selected to shoot you can select one non-MONSTER/VEHICLE enemy unit visible to it. While making attacks, this unit's heavy bolters that targeted that selected unit have [BLAST 1].

WEAPON RULES

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.



IMPERIUM - SPACE MARINES

FERREN AREIOS

[LEGENDS]

80 PTS



M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	2+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Relic Thunder Hammer DEVASTATING WOUNDS	Melee	5	2+	8	-2	3

AUFSTELLUNG

1x Ferren Areios [Legends]
Equipped with: Heavy Bolt Pistol, Relic Thunder Hammer
Wargear Options:
■ This model can be equipped with 1x Warlord.

ABILITIES

CORE - Leader
Invulnerable Save
4+

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
- Bladeguard Veteran Squad
- Company Heroes
- Hellblaster Squad
- Infernus Squad
- Intercessor Squad
- Sternguard Veteran Squad
- Tactical Squad



WEAPON RULES

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.

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.



IMPERIUM - SPACE MARINES

FIRESTRIKE SERVO-TURRETS



M	T	SV	W	LD	OC
3"	6	2+	6	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Firestrike Autocannon TWIN-LINKED	48"	3	2+	9	-1	3
Twin Firestrike Las-talon TWIN-LINKED	36"	2	2+	10	-3	D6+1

MELEE WEAPONS

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

AUFSTELLUNG

- 1-2x Firestrike Servo-Turret
- Equipped with: Twin Firestrike Autocannon, Twin Firestrike Las-talon, Close combat weapon
- Wargear Options:
- Each Firestrike Servo-Turret can replace its Twin Firestrike Las-talon with Twin Firestrike Autocannon.

ABILITIES

- Sentinel Protocols
- Each time you select this unit for the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 4+ when resolving that Stratagem.

WEAPON RULES

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



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
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Icarus Rocket Pod ANTI-FLY 2+	24"	D3	3+	8	-1	2
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	0	1
Lancer Laser Destroyer HEAVY	72"	2	3+	14	-4	D6+3
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Gladiator Lancer

Equipped with: Fragstorm grenade launcher, Icarus Rocket Pod, Ironhail Heavy Stubber, Lancer Laser Destroyer, Storm bolter, Armoured Hull

Wargear Options:

- This model can be equipped with 1x Icarus Rocket Pod.
- This model can be equipped with 1x Ironhail Heavy Stubber.
- This model can replace its Two fragstorm grenade launchers with Two storm bolters.

ABILITIES

Aquillon Optics

Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving its attacks

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 RULES

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).*

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).*

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").

GLADIATOR REAPER

160 PTS



M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Icarus Rocket Pod ANTI-FLY 2+	24"	D3	3+	8	-1	2
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	0	1
Tempest Bolter RAPID FIRE 4	24"	4	3+	4	-1	1
Twin Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS	24"	12	3+	6	0	1
TWIN-LINKED						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Gladiator Reaper

Equipped with: Icarus Rocket Pod, Ironhail Heavy Stubber, Tempest Bolter, Twin Heavy Onslaught Gatling Cannon, Armoured Hull

Wargear Options:

- This model can be equipped with 1x Icarus Rocket Pod.
- This model can be equipped with 1x Ironhail Heavy Stubber.

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.

Rotating Death

This model's twin heavy onslaught gatling cannon has the [SUSTAINED HITS 2] ability when targeting Infantry units.



WEAPON RULES

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.

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.

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").



GLADIATOR VALIANT

150 PTS



M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Icarus Rocket Pod ANTI-FLY 2+	24"	D3	3+	8	-1	2
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	0	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Twin Las-talon TWIN-LINKED	36"	2	3+	10	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Gladiator Valiant

Equipped with: Icarus Rocket Pod, Ironhail Heavy Stubber, Multi-melta, Twin Las-talon, Armoured Hull

Wargear Options:

- This model can be equipped with 1x Icarus Rocket Pod.
- This model can be equipped with 1x Ironhail Heavy Stubber.

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.

Ferocious Assault

Each time this model makes an attack with its twin las-talon that targets the closest eligible Monster or Vehicle unit, add 1 to the Hit roll



WEAPON RULES

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).*

TWIN-LINKED

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

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").



IMPERIUM - SPACE MARINES

HAMMERFALL
BUNKER

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	36"	6	4+	5	-1	2
DEFENSIVE ARRAY						
SUSTAINED HITS 1						
TWIN-LINKED						
Hammerfall Heavy Flamer Array	12"	2D6	N/A	5	-1	1
DEFENSIVE ARRAY						
IGNORES COVER						
TORRENT						
TWIN-LINKED						
► Hammerfall Missile Launcher - Superfrag	48"	2d6+2	4+	5	0	1
BLAST						
► Hammerfall Missile Launcher - Superkrak	48"	2	4+	10	-2	D6+1

AUFSTELLUNG

1x Hammerfall Bunker

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.

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 Stratagem for OCP, 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.

Defensive Array

You can target this Fortification with the Fire Overwatch Stratagem for OCP, 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 RULES

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.

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").



IMPERIUM - SPACE MARINES

HEAVY INTERCESSOR SQUAD

100–200 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Heavy Bolt Rifle	30"	2	3+	5	-1	2
Heavy Bolt Rifle	30"	2	3+	5	-1	2
Heavy Bolter	36"	3	3+	5	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

5-10x Heavy Intercessors oder Heavy Intercessor Sergeant oder Heavy Intercessor w/Heavy Bolter

Equipped with: Bolt pistol, Heavy Bolt Rifle, Heavy Bolter, Close combat weapon

Wargear Options:

- This model can be equipped with 1x Heavy Bolter.

ABILITIES

Unyielding in the Face of the Foe

While this unit is within range of an objective marker you control, each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack.

WEAPON RULES

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.

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.



HELLBLASTER SQUAD

110-220 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
➤ Plasma Incinerator - Standard	24"	2	3+	7	-2	1
➤ Plasma Incinerator - Supercharge	24"	2	3+	8	-3	2
HAZARDOUS						
➤ Plasma pistol - standard	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge	12"	1	3+	8	-3	2

MELEE WEAPONS

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

AUFSTELLUNG

5-10x Hellblaster Sergeant oder Hellblaster

Equipped with: Bolt pistol, ➤ Plasma Incinerator - Standard, ➤ Plasma Incinerator - Supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Close combat weapon

Wargear Options:

- Each Hellblaster Sergeant can replace its Bolt pistol with Plasma pistol.

ABILITIES

For the Chapter!

Each time a model in this unit is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play. When resolving these attacks, any **Hazardous** tests taken for that attack are automatically passed.



WEAPON RULES

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.

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.

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.

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.

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	D6
Skyspear Missile Launcher ANTI-FLY 3+	36"	1	2+	10	-3	D6+2
DEVASTATING WOUNDS HEAVY						
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

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.

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 RULES

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.

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).*

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").

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+	24"	1	4+	5	-1	1
DEVASTATING WOUNDS RAPID FIRE 1						
Disintegration Pistol ANTI-INFANTRY 4+ DEVASTATING WOUNDS	12"	1	3+	5	-1	1
PISTOL						

MELEE WEAPONS

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

AUFSTELLUNG

1x Imperial Space Marine [Legends]

Equipped with: Disintegration Combi-gun, Disintegration Pistol, Close combat weapon

ABILITIES

CORE - Leader

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
- Tactical Squad
- Vanguard Veteran Squad
- Devastator Squad

You can attach this model to one of the above units even if one Character model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.



WEAPON RULES

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).

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.



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 launcher BLAST	18"	D6	3+	4	0	1
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	0	1
Ironhail Skytalon Array ANTI-FLY 4+ SUSTAINED HITS 1	36"	8	3+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Bellicatus Missile Array - Frag BLAST	48"	D6	3+	4	0	1
► Bellicatus Missile Array - Icarus ANTI-FLY 2+	48"	D3	3+	8	-1	2
► Bellicatus Missile Array - Krak	48"	1	3+	8	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Impulsor

Equipped with: Fragstorm grenade launcher, Ironhail Heavy Stubber, Ironhail Skytalon Array, Storm bolter, ► 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 2 Storm Bolters with 2 Fragstorm Grenade Launchers.

ABILITIES

Assault Vehicle

Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.

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

Shield Dome

The bearer has a 5+ invulnerable save.

Transport

This model has a transport capacity of 7 TACTICUS or PHOBOS INFANTRY models. It cannot transport JUMP PACK models.



WEAPON RULES

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).*

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").

◇ 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.



INCEPTOR SQUAD

125–250 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 PISTOL SUSTAINED HITS 2 TWIN-LINKED	18"	3	3+	5	-1	2
Assault Bolters ASSAULT PISTOL SUSTAINED HITS 2 TWIN-LINKED	18"	3	3+	5	-1	2
► Plasma Exterminators - Standard ASSAULT PISTOL TWIN-LINKED	18"	2	3+	7	-2	2
► Plasma Exterminators - Standard ASSAULT PISTOL TWIN-LINKED	18"	2	3+	7	-2	2
► Plasma Exterminators - Supercharge ASSAULT PISTOL HAZARDOUS TWIN-LINKED	18"	2	3+	8	-3	3
► Plasma Exterminators - Supercharge ASSAULT PISTOL HAZARDOUS TWIN-LINKED	18"	2	3+	8	-3	3

MELEE WEAPONS

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

AUFSTELLUNG

1x Inceptor Sergeant oder Inceptor

Equipped with: Assault Bolters, ► Plasma Exterminators - Standard, ► Plasma Exterminators - Supercharge, Close combat weapon

Wargear Options:

- Each Inceptor Sergeant can replace its Assault Bolters with Plasma Exterminators.
- Each Inceptor can replace its Assault Bolters with Plasma Exterminators.

ABILITIES

Meteoric Descent

In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.



WEAPON RULES

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.

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.

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.

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.

INCURSOR SQUAD

85–150 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+	4	0	1
Oculus Bolt Carbine ASSAULT IGNORES COVER	24"	2	3+	4	0	1
Oculus Bolt Carbine ASSAULT IGNORES COVER	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Paired Combat Blades SUSTAINED HITS 1	Melee	3	3+	4	-1	1
Paired Combat Blades SUSTAINED HITS 1	Melee	3	3+	4	-1	1

AUFSTELLUNG

1x Incursor Sergeant oder Incursor

Equipped with: Bolt pistol, Oculus Bolt Carbine, Paired Combat Blades

ABILITIES

Haywire Mine

Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a Vehicle unit.

Multi-spectrum Array

In your Shooting phase, after this unit has shot, select one enemy unit that was hit by one or more attacks made by this unit this phase. Until the end of the phase, each time a friendly Adeptus Astartes unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

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.



INERNUS SQUAD

85-180 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Pyreblaster	12"	D6	N/A	5	-1	1

MELEE WEAPONS

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

AUFSTELLUNG

5-10x Infernus Marines oder Infernus Sergeant
Equipped with: Bolt pistol, Pyreblaster, Close combat weapon

ABILITIES

Incendiary Terror

In your Shooting phase, after this unit has shot, you can select one enemy Infantry unit hit by one or more of those attacks made with a pyreblaster. That enemy unit must take a Battle-shock test, subtracting 1 from that test.

WEAPON RULES

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.

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.



IMPERIUM - SPACE MARINES

INFILTRATOR SQUAD

110–180 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Marksman Bolt Carbine	24"	2	3+	4	0	1
HEAVY						
Marksman Bolt Carbine	24"	2	3+	4	0	1
HEAVY						

MELEE WEAPONS

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

AUFSTELLUNG

5-10x Infiltrator oder Infiltrator Sergeant

Equipped with: Bolt pistol, Marksman Bolt Carbine, Close combat weapon

ABILITIES

Helix Gauntlet

Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array

Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP

Omni-scramblers

Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this 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.

Feel No Pain

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.



INTERCESSOR SQUAD

80–150 PTS



M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle ASSAULT HEAVY	24"	2	3+	4	-1	1
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	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 PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

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

AUFSTELLUNG

5-10x Intercessor Sergeant oder Intercessor oder Intercessor w/ Grenade Launcher

Equipped with: Bolt Rifle, Bolt pistol, Hand flamer, ► Astartes grenade launcher - frag, ► Astartes grenade launcher - krak, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer

Wargear Options:

- Each Intercessor Sergeant can replace its Bolt Rifle with Bolt Rifle w/ Grenade Launcher, Hand flamer, Power weapon, Plasma pistol or Astartes Chainsword.
- Each Intercessor Sergeant can replace its Close combat weapon with Power weapon, Astartes Chainsword, Power fist or Thunder Hammer.

ABILITIES

Hail of Bolts

In your Shooting phase, when this unit is selected to shoot, select up to one visible enemy unit. While making those attacks, this unit's Bolt Rifle attacks that targeted that enemy unit have +2 A

Objective Secured

If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.



WEAPON RULES

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).

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.

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.



INVADER ATV

60 PTS



M	T	SV	W	LD	OC
12"	5	3+	8	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Onslaught gatling cannon DEVASTATING WOUNDS	24"	8	3+	5	0	1
Twin bolt rifle TWIN-LINKED	24"	2	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1

AUFSTELLUNG

1x Invader ATV

Equipped with: Bolt pistol, Multi-melta, Onslaught gatling cannon, Twin bolt rifle, Close combat weapon

Wargear Options:

- This model can replace its Onslaught gatling cannon with Multi-melta.

ABILITIES

Outrider Escort

Once per turn, in your opponent's Shooting phase, when another friendly Adeptus Astartes Mounted unit within 6" of this model is selected as the target of an attack, one model from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, that 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 RULES

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.*

TWIN-LINKED

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



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.



IMPERIUM - SPACE MARINES

INVICTOR TACTICAL
WARSUIT

125 PTS



M	T	SV	W	LD	OC
8"	8	3+	12	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Incendium Cannon IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	1
Twin Ironhail Autocannon TWIN-LINKED	48"	3	3+	9	-1	3
Twin Ironhail Heavy Stubber RAPID FIRE 3 TWIN-LINKED	36"	3	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Invictor Fist	Melee	5	3+	14	-2	3

AUFSTELLUNG

1x Invictor Tactical Warsuit

Equipped with: Fragstorm grenade launcher, Heavy Bolter, Incendium Cannon, Twin Ironhail Autocannon, Twin Ironhail Heavy Stubber, Invictor Fist

Wargear Options:

- This model can replace its Incendium Cannon with Twin Ironhail Autocannon.

ABILITIES

Combat Support
Once per turn, in your opponent's Shooting phase, when a friendly Adeptus Astartes Phobos Infantry 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 model's 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).

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 RULES

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.

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").

◇ 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.



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 IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
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+	4	0	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

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.
- This model can replace its Seismic Hammer with Dreadnought Chainfist.

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 RULES

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+.*

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).*

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.

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").



IMPERIUM - SPACE MARINES

JUDICIAR

55 PTS



M

6"

T

4

SV

3+

W

4

LD

5+

OC

1

4+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Executioner Relic Blade DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2

AUFSTELLUNG

1x Judiciar

Equipped with: Absolver bolt pistol, Executioner Relic Blade

Wargear Options:

■ This model can be equipped with 1x Warlord.

ABILITIES

CORE - Leader

***Invulnerable Save**
This model has a 4+ invulnerable save against melee attacks.

Silent Fury
Each time this model destroys an enemy Character model, until the end of the battle, add 1 to the Attacks characteristic of its executioner relic blade.

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 BROTHERS SQUAD
- TACTICAL SQUAD



WEAPON RULES

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.

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.

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.



LAND RAIDER

220 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	D6+1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin heavy bolter 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

AUFSTELLUNG

1x Land Raider

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.

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 RULES

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.

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").

LAND RAIDER CRUSADER

220 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	D6
Hurricane Bolter RAPID FIRE 6 TWIN-LINKED	24"	6	3+	4	0	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Land Raider Crusader

Equipped with: Hunter-killer missile, 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.

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 16 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 RULES

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.

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.

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").



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	24"	1	4+	4	0	1
RAPID FIRE 1						
Godhammer Lascannons	48"	2	3+	12	-3	D6+1
Grav-cannon ANTI-VEHICLE 2+	24"	3	3+	6	-1	3
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Land Raider Excelsior [Legends]

Equipped with: Combi-weapon, Godhammer Lascannons, 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.

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.

Invulnerable Save

5+

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.

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 RULES

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.*

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).*

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").



IMPERIUM - SPACE MARINES

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 Lascannons	48"	2	3+	12	-3	D6+1
Helios Launcher ANTI-FLY 3+	48"	3	3+	9	-1	3
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Land Raider Helios [Legends]

Equipped with: Godhammer Lascannons, 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.

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 RULES

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).*



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").



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	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Quad Heavy Bolter SUSTAINED HITS 1 TWIN-LINKED	36"	6	3+	5	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Land Raider Prometheus [Legends]

Equipped with: Hunter-killer missile, Multi-melta, 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.

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 RULES

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.

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").

LAND RAIDER REDEEMER

250 PTS



M	T	SV	W	LD	OC
12"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flamestorm Cannon IGNORES COVER TORRENT	12"	D6+3	N/A	6	-2	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
TWIN-LINKED						

MELEE WEAPONS

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

AUFSTELLUNG

1x Land Raider Redeemer

Equipped with: 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.

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 14 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 RULES

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).

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).

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.

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").



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
Heavy Flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Onslaught gatling cannon DEVASTATING WOUNDS	24"	8	3+	5	0	1
Stormfury Missile Launcher	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

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

AUFSTELLUNG

1x Land Speeder

Equipped with: Heavy Flamer, Multi-melta, Onslaught gatling cannon, Stormfury Missile Launcher, Close combat weapon

Wargear Options:

- This model can replace its Onslaught gatling cannon with Heavy Flamer.

ABILITIES

Purgation Run

In your Shooting phase, after this unit has shot, it can make a normal move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

WEAPON RULES

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).

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.



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.



IMPERIUM - SPACE MARINES

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

AUFSTELLUNG

1x Land Speeder Storm [Legends]

Equipped with: Cerberus Launcher, Heavy Bolter, Close combat weapon

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 RULES

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).



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").

◆ **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.



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

AUFSTELLUNG

1x Land Speeder Tempest [Legends]

Equipped with: Assault Cannon, ► Tempest Salvo Launcher - Frag, ► Tempest Salvo Launcher - Krak, Armoured Hull

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 RULES

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.*



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").

◆ **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.



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 IGNORES COVER TORRENT	12"	D6	N/A	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

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.

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 RULES

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).

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.

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").

◆ 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.

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

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.

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 RULES

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).*



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").

◆ **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.



LIBRARIAN

70 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+	4	0	1
► Smite - Focused Witchfire DEVASTATING WOUNDS	24"	D6	3+	6	-2	D3
HAZARDOUS PSYCHIC						
► Smite - Witchfire PSYCHIC	24"	D6	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3

AUFSTELLUNG

1x Librarian

Equipped with: Bolt pistol, ► Smite - Focused Witchfire, ► Smite - Witchfire, Force weapon

Wargear Options:

- This model can be equipped with 1x Warlord.

ABILITIES

CORE - Leader

Mental Fortress [Psychic]

While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Psychic Hood

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

Leader

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- DEATHWATCH VETERANS
- DECIMUS KILL TEAM
- DESOLATION SQUAD
- DEVASTATOR SQUAD
- FORTIS KILL TEAM
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INNER CIRCLE COMPANIONS
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD



WEAPON RULES

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).

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.



IMPERIUM - SPACE MARINES

LIBRARIAN IN PHOBOS ARMOUR

70 PTS

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
► Smite - Focused Witchfire	24"	D6	3+	6	-2	D3
HAZARDOUS PSYCHIC DEVASTATING WOUNDS						
► Smite - Witchfire	24"	D6	3+	5	-1	D3
PSYCHIC						

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon	Melee	4	3+	6	-1	D3
PSYCHIC						

AUFSTELLUNG

1x Librarian in Phobos Armour

Equipped with: Bolt pistol, ► Smite - Focused Witchfire, ► Smite - Witchfire, Force weapon

Wargear Options:

- This model can be equipped with 1x Warlord.

ABILITIES

CORE - Leader

Psychic Hood

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

Shrouding [Psychic]

While this model is leading a unit, models in that unit have the Stealth ability and that unit cannot be targeted by ranged attacks unless the attacking model is within 12".

Leader

This model can be attached to the following units:

- ELIMINATOR SQUAD
- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER SQUAD
- SPECTRUS KILL TEAM



WEAPON RULES

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).

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.

◆ 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.



LIBRARIAN IN TERMINATOR ARMOUR

75 PTS



M

5"

T

5

SV

2+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	1	4+	4	0	1
RAPID FIRE 1						
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Smite - Focused Witchfire DEVASTATING WOUNDS	24"	D6	3+	6	-2	D3
HAZARDOUS PSYCHIC						
► Smite - Witchfire PSYCHIC	24"	D6	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3

AUFSTELLUNG

- 1x Librarian in Terminator Armour
- Equipped with:** Combi-weapon, Storm bolter, ► Smite - Focused Witchfire, ► Smite - Witchfire, Force weapon
- Wargear Options:**
- This model can be equipped with 1x Warlord.
 - This model can be equipped with one of: Combi-weapon, Storm bolter.

ABILITIES

CORE - Leader

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

Veil of Time [Psychic]
While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

- Leader**
This model can be attached to the following units:
- DEATHWATCH TERMINATOR SQUAD
 - DEATHWING KNIGHTS
 - DEATHWING TERMINATOR SQUAD
 - TERMINATOR ASSAULT SQUAD
 - TERMINATOR SQUAD



WEAPON RULES

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.

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).*

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.



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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
ANTI-INFANTRY 4+ DEVASTATING WOUNDS						
RAPID FIRE 1						
Grav-pistol	12"	1	3+	4	-1	2
ANTI-VEHICLE 2+ PISTOL						
Storm bolter	24"	2	3+	4	0	1
RAPID FIRE 2						
Twin boltgun	24"	2	3+	4	0	1
TWIN-LINKED						
► Plasma pistol - standard	12"	1	3+	7	-2	1
PISTOL						
► Plasma pistol - supercharge	12"	1	3+	8	-3	2
HAZARDOUS PISTOL						
► Smite - Focused Witchfire	24"	D6	3+	6	-2	D3
HAZARDOUS PSYCHIC DEVASTATING WOUNDS						
► Smite - Witchfire	24"	D6	3+	5	-1	D3
PSYCHIC						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon	Melee	4	3+	6	-1	D3
PSYCHIC						

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

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Combi-weapon with Boltgun, Storm bolter, Grav-pistol, Bolt pistol or Plasma pistol.

ABILITIES

CORE - Leader

Mental Fortress

While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Psychic Hood

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

Leader

This model can be attached to the following units:

- Bike Squad
- Outrider Squad



WEAPON RULES

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.

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.

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.



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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
ANTI-INFANTRY 4+ DEVASTATING WOUNDS						
RAPID FIRE 1						
Grav-pistol	12"	1	3+	4	-1	2
ANTI-VEHICLE 2+ PISTOL						
Hand flamer	12"	D6	N/A	3	0	1
IGNORES COVER PISTOL TORRENT						
Inferno Pistol	6"	1	3+	8	-4	D3
MELTA 2 PISTOL						
Storm bolter	24"	2	3+	4	0	1
RAPID FIRE 2						
► Plasma pistol - standard	12"	1	3+	7	-2	1
PISTOL						
► Plasma pistol - supercharge	12"	1	3+	8	-3	2
HAZARDOUS PISTOL						
► Smite - Focused Witchfire	24"	D6	3+	6	-2	D3
DEVASTATING WOUNDS						
HAZARDOUS PSYCHIC						
► Smite - Witchfire	24"	D6	3+	5	-1	D3
PSYCHIC						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force weapon	Melee	4	3+	6	-1	D3
PSYCHIC						

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

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.

ABILITIES

CORE - Leader

Might of Heroes [Psychic]

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

While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability 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 RULES

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.

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.

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.



IMPERIUM - SPACE MARINES

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
Absolver bolt pistol PISTOL	18"	1	3+	5	-1	2
Angelus boltgun PISTOL	12"	2	3+	4	0	1
Bolt pistol PISTOL	12"	1	2+	4	0	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 IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy Bolt Pistol PISTOL	18"	1	2+	4	-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	24"	2	2+	4	-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+	4	0	1
Stormfrag auto-launcher ASSAULT BLAST	12"	D3	3+	4	0	1
Twin bolt rifle TWIN-LINKED	24"	2	3+	4	-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 PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	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"	D6	3+	6	-2	D3
➤ Smite - Witchfire PSYCHIC	24"	D6	3+	5	-1	D3

✂ 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	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	Melee	4	3+	6	-1	D3
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
Omniussian 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
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

AUFSTELLUNG

1x Librarian Adept [Crucible]

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

Wargear Options:

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

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 Ommissiah

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 (4+)

This model has a 4+ invulnerable save.

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 charge 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.

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 RULES

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.*

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.

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.

◆ 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).



IMPERIUM - SPACE MARINES

LIEUTENANT

45 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Heavy Bolt Pistol PISTOL	18"	1	2+	4	-1	1
Master-crafted bolter	24"	2	2+	4	-1	2
Neo-volkite Pistol DEVASTATING WOUNDS PISTOL	12"	1	2+	5	0	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1
Master-crafted power weapon	Melee	5	2+	5	-2	2
Power fist	Melee	4	2+	8	-2	2

AUFSTELLUNG

- 1x Lieutenant
- Equipped with: Bolt pistol, Heavy Bolt Pistol, Master-crafted bolter, Neo-volkite Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Close combat 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 Sword & Storm Shield.
 - This model can replace its Bolt pistol with Heavy Bolt Pistol.
 - This model can replace its Close combat weapon with Master-crafted power weapon or Power fist.
 - This model can replace its Master-crafted bolter with Plasma pistol, Master-crafted power weapon or Power fist.

ABILITIES

- CORE - Support
- Storm Shield
- The bearer has a 4+ invulnerable save
- Tactical Precision
- While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.
- Target Priority
- This model's unit is eligible to shoot and declare a 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
- COMPANY HEROES
- CRUSADER SQUAD
- DEATHWATCH VETERANS
- DECIMUS KILL TEAM
- FORTIS KILL TEAM
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INNER CIRCLE COMPANIONS
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- SWORD BROTHERS SQUAD
- TACTICAL SQUAD

WEAPON RULES

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.

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.

LIEUTENANT IN PHOBOS ARMOUR

45 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Master-crafted Scoped Bolt Carbine	24"	2	2+	4	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Paired Combat Blades SUSTAINED HITS 1	Melee	5	2+	4	-1	1

AUFSTELLUNG

1x Lieutenant in Phobos Armour

Equipped with: Bolt pistol, Master-crafted Scoped Bolt Carbine, Paired Combat Blades

Wargear Options:

- This model can be equipped with 1x Warlord.

ABILITIES

CORE - Support

Strategic Dispersal

In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy models, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge.'

Tactical Precision

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Leader

This model can be attached to the following units:

- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER SQUAD
- SPECTRUS KILL TEAM

WEAPON RULES

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.

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

◆ 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.

◆ 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.



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

AUFSTELLUNG

1x Lieutenant in Reiver Armour

Equipped with: Master-crafted Special Issue Bolt Pistol, Combat Knife

Wargear Options:

- This model can be equipped with 1x Warlord.

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

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Leader

This model can be attached to the following unit:

- REIVER SQUAD

WEAPON RULES

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.



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.



LIEUTENANT WITH COMBI-WEAPON

95 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon	24"	1	4+	4	0	1
ANTI-INFANTRY 4+ DEVASTATING WOUNDS						
RAPID FIRE 1						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Paired Combat Blades	Melee	5	2+	4	-1	1
ANTI-INFANTRY 4+ SUSTAINED HITS 1						

AUFSTELLUNG

1x Lieutenant with Combi-weapon

Equipped with: Combi-weapon, Paired Combat Blades

ABILITIES

Evade and Survive

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move

Lone Survivor

This model cannot be selected to be your Warlord.

Priority Objective Identified

At the start of the first battle round, if your army includes one or more models with this ability, you can select one objective marker on the battlefield. Until the end of the battle, while one or more models with this ability are on the battlefield, each time a friendly ADEPTUS ASTARTES model makes an attack that targets an enemy unit that is within range of that objective marker, re-roll a Wound roll of 1.



WEAPON RULES

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.*

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

◇ Feel No Pain 5+

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.

◇ 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).



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 heavy bolter 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

AUFSTELLUNG

1x Mortis Dreadnought [Legends]

Equipped with: Assault Cannon, Dreadnought Inferno Cannon, Multi-melta, 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.

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 RULES

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.*

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.

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").

OUTRIDER SQUAD

70-140 PTS



INVADER ATV

M	T	SV	W	LD	OC
12"	5	3+	8	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Onslaught gatling cannon DEVASTATING WOUNDS	24"	8	3+	5	0	1
Twin bolt rifle TWIN-LINKED	24"	2	3+	4	-1	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Invader ATV - Equipped with: Bolt pistol, Twin bolt rifle, Close combat weapon, Onslaught gatling cannon, Multi-melta
3-6x Outrider oder Outrider Sergeant

Wargear Options:

- Each Invader ATV can replace its Onslaught gatling cannon with Multi-melta.

ABILITIES

Thunderous Impact

Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength and Damage characteristics of that attack by 1



WEAPON RULES

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.

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.

TWIN-LINKED

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

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.



PREDATOR ANNIHILATOR

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	D6
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+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Predator Annihilator

Equipped with: Heavy Bolter, Hunter-killer missile, 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.

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

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 RULES

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).*



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").



PREDATOR DESTRUCTOR

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	D6
Predator Autocannon RAPID FIRE 2	48"	4	3+	9	-1	3
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Predator Destructor

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.

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 RULES

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).*



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").



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	12"	1	3+	4	0	1
CLOSE-QUARTERS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon PRECISION	Melee	5	2+	5	-2	2

AUFSTELLUNG

1x Primaris Company Champion [Legends]

Equipped with: Bolt pistol, Master-crafted Power Weapon

Wargear Options:

- This model can be equipped with 1x Warlord.

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 OCP, 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
- Bladeguard Veteran Squad
- Infernus Squad
- Intercessor Squad
- Sternguard Veteran Squad

WEAPON RULES

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.

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.



IMPERIUM - SPACE MARINES

RAZORBACK

85 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	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin heavy bolter 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

AUFSTELLUNG

1x Razorback

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.

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 RULES

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.

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").



IMPERIUM - SPACE MARINES

REDEMPTOR
DREADNOUGHT

195 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS	24"	12	3+	6	0	1
Icarus Rocket Pod ANTI-FLY 2+	24"	D3	3+	8	-1	2
Onslaught gatling cannon DEVASTATING WOUNDS	24"	8	3+	5	0	1
Twin Fragstorm Grenade Launcher BLAST TWIN-LINKED	18"	D6	3+	4	0	1
Twin Storm Bolter RAPID FIRE 2 TWIN-LINKED	24"	2	3+	4	0	1
► Macro Plasma Incinerator - Standard BLAST	36"	D6+1	3+	8	-3	2
► Macro Plasma Incinerator - Supercharge BLAST HAZARDOUS	36"	D6+1	3+	9	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Redemptor Fist	Melee	5	3+	12	-2	3

AUFSTELLUNG

1x Redemptor Dreadnought

Equipped with: Heavy Flamer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Onslaught gatling cannon, Twin Fragstorm Grenade Launcher, Twin Storm Bolter, ► 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 Heavy Flamer with Onslaught gatling cannon.
- This model can replace its Twin Fragstorm Grenade Launcher with Twin Storm Bolter.

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.

Duty Eternal

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack



WEAPON RULES

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.

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).*

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.

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").



REIVER SQUAD

75–150 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Carbine PRECISION	24"	2	3+	4	0	1
Special Issue Bolt Pistol PISTOL PRECISION	12"	1	3+	4	-1	1

MELEE WEAPONS

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

AUFSTELLUNG

4-9x Reivers oder Reiver Sergeant

Equipped with: Bolt Carbine, Special Issue Bolt Pistol, Close combat weapon, Combat Knife

Wargear Options:

- Each Reivers can replace its Combat Knife with Bolt Carbine and Close Combat Weapon.

ABILITIES

Fearsome Assault

At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test subtracting 1 from that test

Grapnel Launchers

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move

Reiver Grav-chute

The bearer has the Deep Strike ability.

Terror Troops

While an enemy unit (excluding Monsters and Vehicles) is within 3" of one or more units with this ability, subtract 1 from the Objective Control characteristic of models in that enemy unit.

WEAPON RULES

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.



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.

◆ 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.



IMPERIUM - SPACE MARINES

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	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin assault cannon DEVASTATING WOUNDS TWIN-LINKED	24"	6	3+	6	0	1
Twin heavy bolter 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

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.

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 RULES

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.

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.

CORE RULES

◇ Deadly Demise D3

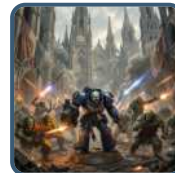
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal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



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 IGNORES COVER TORRENT	12"	D6	N/A	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

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 or 1x Chainfist.
- Each Relic Terminator Sergeant can be equipped with 1x Twin lightning claws.
- Each Relic Terminator Sergeant can replace its Volkite Charger with Plasma Blaster or Combi-bolter.
- Each Relic Terminator Sergeant can replace its Power fist with Power weapon or Chainfist.
- Each Relic Terminator w/ Heavy Weapon can replace its Reaper Autocannon with Heavy Flamer.
- Each Relic Terminator w/ Heavy Weapon can replace its Power fist with Power weapon or Chainfist.



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 RULES

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).

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.



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.



REPULSOR

170 PTS



M	T	SV	W	LD	OC
10"	12	3+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS	24"	12	3+	6	0	1
Hunter-slayer missile INDIRECT FIRE ONE SHOT	48"	1	2+	14	-3	D6
Las-talon	36"	2	3+	10	-3	D6+1
Repulsor Defensive Array	24"	18	3+	4	0	1
Twin heavy bolter 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 Hull	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Repulsor

Equipped with: Heavy Onslaught Gatling Cannon, Hunter-slayer missile, Las-talon, Repulsor Defensive Array, 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.

ABILITIES

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.

Emergency Combat Embarkation

Once per turn, in your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one Adeptus Astartes unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of any enemy units and every model in that unit is within 3" of this Transport, it can embark within this Transport. The charging unit can then select new targets for its charge.

Transport

This model has a transport capacity of 14 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 RULES

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.

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.

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").

REPULSOR EXECUTIONER

255 PTS



M	T	SV	W	LD	OC
10"	12	3+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Laser Destroyer HEAVY	72"	2	3+	16	-4	D6+4
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS	24"	12	3+	6	0	1
Icarus Rocket Pod ANTI-FLY 2+	24"	D3	3+	8	-1	2
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	0	1
Repulsor Executioner Defensive Array	24"	10	3+	4	0	1
Twin Icarus ironhail heavy stubber ANTI-FLY 4+ RAPID FIRE 3 TWIN-LINKED	36"	3	3+	4	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
► Macro Plasma Incinerator - Standard BLAST	36"	D6+1	3+	8	-3	2
► Macro Plasma Incinerator - Supercharge BLAST HAZARDOUS	36"	D6+1	3+	9	-4	3

MELEE WEAPONS

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

AUFSTELLUNG

1x Repulsor Executioner

Equipped with: Heavy Laser Destroyer, Heavy Onslaught Gatling Cannon, Icarus Rocket Pod, Ironhail Heavy Stubber, Repulsor Executioner Defensive Array, Twin Icarus ironhail heavy stubber, Twin heavy bolter, ► Macro Plasma Incinerator - Standard, ► Macro Plasma Incinerator - Supercharge, Armoured Hull

Wargear Options:

- This model can be equipped with 1x Icarus Rocket Pod.
- This model can be equipped with 1x Ironhail Heavy Stubber.
- This model can replace its Macro Plasma Incinerator with Heavy Laser Destroyer.

ABILITIES

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.

Executioner

Each time this model makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

Transport

This model has a transport capacity of 7 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 RULES

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.

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.

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").



RHINO

65 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	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

- 1x Rhino
- Equipped with:** Hunter-killer missile, Storm bolter, Armoured Tracks
- Wargear Options:**
- This model can be equipped with 1x Hunter-killer missile.

ABILITIES

Self Repair
At the end of your Command phase, this model regains 1 lost wound.

Transport
This model has a transport capacity of 12 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 RULES

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).*



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").

◆ **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.



IMPERIUM - SPACE MARINES

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	D6
► Twin Plasma Gun - Overcharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
TWIN-LINKED						
► 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

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.

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 RULES

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.



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").



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
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
ANTI-INFANTRY 4+ DEVASTATING WOUNDS						
RAPID FIRE 1						
Grav-pistol	12"	1	3+	4	-1	2
ANTI-VEHICLE 2+ PISTOL						
Hand flamer	12"	D6	N/A	3	0	1
IGNORES COVER PISTOL TORRENT						
Inferno Pistol	6"	1	3+	8	-4	D3
MELTA 2 PISTOL						
Storm bolter	24"	2	3+	4	0	1
RAPID FIRE 2						
Twin boltgun	24"	2	3+	4	0	1
TWIN-LINKED						
► Astartes grenade launcher - frag	24"	D3	3+	4	0	1
BLAST						
► Astartes grenade launcher - krak	24"	1	3+	9	-2	D3
24"	1	3+	9	-2	D3	
► Plasma pistol - standard	12"	1	3+	7	-2	1
PISTOL						
► Plasma pistol - supercharge	12"	1	3+	8	-3	2
HAZARDOUS PISTOL						

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	Melee	2	4+	8	-2	2

DEVASTATING WOUNDS

AUFSTELLUNG

3-6x Scout Biker w/ Astartes Grenade Launcher oder Scout Biker w/ Twin Boltgun oder Scout Biker Sergeant

Equipped with: 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 grenade launcher.
- Each Scout Biker Sergeant can replace its Twin boltgun with Astartes grenade launcher.
- Each Scout Biker Sergeant can replace its Bolt pistol with Boltgun, Combi-weapon, Hand flamer, Grav-pistol, Inferno Pistol, Plasma pistol, Storm bolter, Power weapon, Power fist, Thunder Hammer or Astartes Chainsword.

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).



WEAPON RULES

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.

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.

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.



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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Scout Sniper Rifle HEAVY PRECISION	36"	1	3+	4	-2	2
► Missile Launcher - Frag BLAST HEAVY	48"	D6	4+	4	0	1
► Missile Launcher - Krak HEAVY	48"	1	4+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

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

ABILITIES

Concealed Positions

This unit can only be selected as the target of a ranged attack if the attacking model is within 12".

WEAPON RULES

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.



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).



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
Astartes Shotgun ASSAULT	18"	2	3+	4	0	1
Astartes Shotgun ASSAULT	18"	2	3+	4	0	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Heavy Bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
Scout Sniper Rifle HEAVY PRECISION	36"	1	3+	4	-2	2
► Missile Launcher - Frag BLAST HEAVY	48"	D6	4+	4	0	1
► Missile Launcher - Krak HEAVY	48"	1	4+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Combat Knife	Melee	3	3+	4	-1	1
Combat Knife	Melee	3	3+	4	-1	1

AUFSTELLUNG

5-10x Scouts w/ Boltgun oder Scout Sergeant oder Scouts w/ Astartes Shotgun oder Scouts w/ Combat Knife oder Scout w/ Heavy Weapon oder Scout w/ Scout Sniper Rifle

Equipped with: Astartes Shotgun, Bolt pistol, Boltgun, Heavy Bolter, Scout Sniper Rifle, ► Missile Launcher - Frag, ► Missile Launcher - Krak, Astartes Chainsword, Close combat weapon, Combat Knife

Wargear Options:

- Each Scout Sergeant can replace its Boltgun with Combat Knife, Astartes Shotgun or Astartes Chainsword.
- Each Scout w/ Heavy Weapon can replace its Heavy Bolter with Missile Launcher.

ABILITIES

Guerrilla Tactics

At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Strategic Reserves.



WEAPON RULES

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.

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.

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.

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	D6
Icarus Stormcannon ANTI-FLY 2+	48"	6	3+	7	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Stalker [Legends]

Equipped with: Hunter-killer missile, 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.

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.

Skylfire 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 RULES

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).



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").



STERNGUARD VETERAN SQUAD

100–200 PTS



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

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
Pyrecannon IGNORES COVER TORRENT	12"	D6+1	N/A	6	-1	1
Sternguard Bolt Pistol DEVASTATING WOUNDS PISTOL	12"	1	3+	4	0	1
Sternguard Bolt Rifle ASSAULT DEVASTATING WOUNDS HEAVY RAPID FIRE 1	24"	2	3+	4	-1	1
Sternguard Heavy Bolter DEVASTATING WOUNDS HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	6	3+	4	-1	1
Close combat weapon	Melee	4	3+	4	0	1
Power fist	Melee	4	3+	8	-2	2
Power weapon	Melee	5	3+	5	-2	1

AUFSTELLUNG

- 5-10x Sternguard Veteran w/ Bolt Rifle oder Sternguard Veteran Sergeant oder Sternguard Veteran w/ Special Weapon oder Sternguard Veteran w/ Combi-weapon
- Equipped with:** Combi-weapon, Pyrecannon, Sternguard Bolt Pistol, Sternguard Bolt Rifle, Sternguard Heavy Bolter, Astartes Chainsword, Close combat weapon, Power fist, Power weapon
- Wargear Options:**
- This model's Sternguard Bolt Rifle can be replaced with 1x Combi-weapon.
 - Each Sternguard Veteran Sergeant can replace its Sternguard Bolt Rifle with Combi-weapon.
 - Each Sternguard Veteran Sergeant can be equipped with one of: Power weapon, Power fist, Astartes Chainsword.
 - Each Sternguard Veteran w/ Special Weapon can replace its Sternguard Heavy Bolter with Pyrecannon.

ABILITIES

- Sternguard Focus**
- Each time a model in this unit makes an attack that targets your Oath of Moment Target, you can re-roll the wound roll



WEAPON RULES

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).

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.

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).

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.



STORM SPEEDER HAILSTRIKE

105 PTS



M	T	SV	W	LD	OC
14"	9	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Onslaught gatling cannon DEVASTATING WOUNDS	24"	8	3+	5	0	1
Twin Ironhail Heavy Stubber RAPID FIRE 3 TWIN-LINKED	36"	3	3+	4	0	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Storm Speeder Hailstrike

Equipped with: Fragstorm grenade launcher, Onslaught gatling cannon, Twin Ironhail Heavy Stubber, Close combat weapon

ABILITIES

Hailstrike

Each time this model has shot, select one enemy unit (excluding MONSTERS or VEHICLES) that was hit by one or more of those attacks. Until the end of the phase, each time a friendly ADEPTUS ASTARTES unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

WEAPON RULES

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.*

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.



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").

◆ **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.



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+	9	-3	D6
Krakstorm Grenade Launcher	18"	1	3+	9	-1	D3
Melta Destroyer MELTA 2	18"	3	3+	9	-4	D6

MELEE WEAPONS

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

AUFSTELLUNG

1x Storm Speeder Hammerstrike

Equipped with: Hammerstrike Missile Launcher, Krakstorm Grenade Launcher, Melta Destroyer, Close combat weapon

ABILITIES

Hammerstrike

Each time this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

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").

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.



IMPERIUM - SPACE MARINES

STORM SPEEDER
THUNDERSTRIKE

135 PTS



M	T	SV	W	LD	OC
14"	9	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stormfury Missiles	48"	1	2+	12	-3	D6+1
Thunderstrike Las-talon	36"	2	2+	9	-3	D6+1
Twin Icarus Rocket Pod	24"	D3	3+	8	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Storm Speeder Thunderstrike

Equipped with: Stormfury Missiles, Thunderstrike Las-talon, Twin Icarus Rocket Pod, Close combat weapon

ABILITIES

Thunderstrike

Each time this model has shot, select one enemy MONSTER or VEHICLE unit that was hit by one or more of those attacks. Until the end of the phase, each time a friendly ADEPTUS ASTARTES unit makes a ranged attack that targets that enemy unit, add 1 to the Wound roll.

WEAPON RULES

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+.

TWIN-LINKED

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

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").

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.



IMPERIUM - SPACE MARINES

STORMHAWK
INTERCEPTOR

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	D6+1
Skyhammer Missile Launcher ANTI-FLY 2+	48"	3	3+	8	-1	D3
Twin assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
TWIN-LINKED						
Twin heavy bolter 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

AUFSTELLUNG

1x Stormhawk Interceptor

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.

ABILITIES

Interceptor
Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll



WEAPON RULES

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.*

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.

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").

IMPERIUM - SPACE MARINES

STORMRAVEN GUNSHIP

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
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 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

AUFSTELLUNG

1x Stormraven Gunship

Equipped with: Hurricane Bolter, 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 Twin heavy bolter or Twin multi-melta.

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 RULES

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.

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").

◇ Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.



IMPERIUM - SPACE MARINES

STORMTALON
GUNSHIP

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 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

AUFSTELLUNG

1x Stormtalon Gunship

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.

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 RULES

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.*

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.

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").

IMPERIUM - SPACE MARINES

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	12"	1	3+	4	0	1
CLOSE-QUARTERS						

MELEE WEAPONS

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

AUFSTELLUNG

1x Suppressor Sergeant oder Suppressor

Equipped with: Accelerator Autocannon, Bolt pistol, Close combat weapon

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 RULES

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.

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.



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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
ANTI-INFANTRY 4+						
DEVASTATING WOUNDS						
RAPID FIRE 1						
Flamer	12"	D6	N/A	4	0	1
IGNORES COVER						
TORRENT						
Grav-cannon	24"	3	4+	6	-1	3
ANTI-VEHICLE 2+						
HEAVY						
Grav-gun	18"	2	3+	5	-1	2
ANTI-VEHICLE 2+						
Grav-pistol	12"	1	3+	4	-1	2
ANTI-VEHICLE 2+						
PISTOL						
Heavy Bolter	36"	3	4+	5	-1	2
HEAVY						
SUSTAINED HITS 1						
Lascannon	48"	1	4+	12	-3	D6+1
HEAVY						
Meltagun	12"	1	3+	9	-4	D6
MELTA 2						
Multi-melta	18"	2	4+	9	-4	D6
HEAVY						
MELTA 2						
Storm bolter	24"	2	3+	4	0	1
RAPID FIRE 2						
► Missile Launcher - Frag	48"	D6	4+	4	0	1
BLAST						
HEAVY						
► Missile Launcher - Krak	48"	1	4+	9	-2	D6
HEAVY						
► Plasma cannon - standard	36"	D3	4+	7	-2	1
BLAST						
HEAVY						

► Plasma cannon - supercharge	BLAST	HEAVY	36"	D3	4+	8	-3	2
HAZARDOUS								
► 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	PISTOL		12"	1	3+	7	-2	1
► Plasma pistol - supercharge	HAZARDOUS	PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	4	3+	4	-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	Melee	2	4+	8	-2	2
DEVASTATING WOUNDS						
Twin lightning claws	Melee	4	3+	4	-2	1
TWIN-LINKED						



AUFSTELLUNG

10x Tactical Marine oder Tactical Marine Sergeant oder Tactical Marine w/ Special Weapon oder Tactical Marine w/Heavy or Special Weapon

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, Astartes Chainsword, Close combat weapon, Power fist, Power weapon, Thunder Hammer, Twin lightning claws

Wargear Options:

- Each Tactical Marine Sergeant can be equipped with 1x Twin lightning claws.
- Each Tactical Marine Sergeant can replace its Bolt pistol with Astartes Chainsword, Grav-pistol, Plasma pistol, Power fist, Thunder Hammer or Power weapon.
- Each Tactical Marine Sergeant can replace its Boltgun with Astartes Chainsword, Storm bolter, Power fist, Thunder Hammer, Power weapon or Combi-weapon.
- Each Tactical Marine w/Special Weapon can replace its Flamer with Meltagun, Plasma gun or Grav-gun.
- Each Tactical Marine w/Heavy or Special Weapon can replace its Flamer with Meltagun, Plasma gun, Grav-gun, Heavy Bolter, Multi-melta, Lascannon, Missile Launcher, Plasma cannon or Grav-cannon.

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 RULES

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.

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.

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.



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

AUFSTELLUNG

1x Tarantula Air Defense Battery [Legends]

Equipped with: Tarantula Air Defence Missiles, Armoured Hull

ABILITIES

Sentry Programming

You can target this model with the Fire Overwatch Stratagem for OCP, 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 RULES

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").



IMPERIUM - SPACE MARINES

TECHMARINE

55 PTS



M	T	SV	W	LD	OC
6"	4	2+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Forge Bolter	24"	3	2+	5	-1	2
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3

AUFSTELLUNG

1x Techmarine

Equipped with: Forge Bolter, Grav-pistol, Omnissian power axe, Servo-arm

Wargear Options:

- This model can be equipped with 1x Warlord.

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

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:

- ASSAULT INTERCESSOR SQUAD
- CRUSADER SQUAD
- DECIMUS KILL TEAM
- DESOLATION SQUAD
- DEVASTATOR SQUAD
- FORTIS KILL TEAM
- INTERCESSOR SQUAD
- SWORD BROTHERS SQUAD
- TACTICAL SQUAD



WEAPON RULES

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+.*

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.

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.

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.



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 PISTOL	12"	1	2+	4	0	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+	4	0	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	5	3+	4	-1	1
Omniissian 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	2

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, Astartes Chainsword, Omniissian 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 Omniissian power axe with Astartes Chainsword, Thunder Hammer or Power fist.
- This model can replace its Boltgun with Grav Pistol, Bolt pistol, Plasma pistol, Combi-weapon or Storm bolter.
- This model can replace its Servo Harness with Conversion Beamer or Servo-arm.

ABILITIES

CORE - Leader



Blessing of the Ommissiah

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

Vengeance of the Ommissiah

If a friendly Adeptus Astartes Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Ommissian power axe has an Attacks characteristic of 7.

Leader

This model can be attached to the following units:

- Bike Squad
- Outrider Squad

WEAPON RULES

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).

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.

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.

TERMINATOR ASSAULT SQUAD

155–310 PTS



M

5"

T

5

SV

2+

W

4

LD

6+

OC

1

4+

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Thunder Hammer	DEVASTATING WOUNDS	Melee	3	3+	8	-2	2
Thunder Hammer	DEVASTATING WOUNDS	Melee	3	3+	8	-2	2
Twin Lightning Claws	TWIN-LINKED	Melee	6	3+	5	-2	1
Twin Lightning Claws	TWIN-LINKED	Melee	6	3+	5	-2	1

AUFSTELLUNG

5-10x Assault Terminator w/ Thunder Hammer & Storm Shield oder Assault Terminator w/ Twin Lightning Claws oder Assault Terminator Sergeant

Equipped with: Thunder Hammer, Twin Lightning Claws

Wargear Options:

- Each Assault Terminator Sergeant can replace its Thunder Hammer & Storm Shield with Twin Lightning Claws.

ABILITIES

- Storm Shield**
The bearer has a Wounds characteristic of 4.
- 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 anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 8" horizontally of any enemy models. That token is then removed.

Terminatus Assault

At the start of the Fight phase, each enemy unit within Engagement Range of this unit must take a Battle-Shock test.

WEAPON RULES

- 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.

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.



TERMINATOR SQUAD

160–320 PTS



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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy Flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1
► Cyclone missile launcher - krak	36"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
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

AUFSTELLUNG

5-10x Terminator Sergeant oder Terminator w/ Power Fist oder Terminator w/ Chain Fist oder Terminator w/ Heavy Weapon

Equipped with: Assault Cannon, Heavy Flamer, Storm bolter, ► Cyclone missile launcher - frag, ► Cyclone missile launcher - krak, Chainfist, Power fist, Power weapon

Wargear Options:

- This model's Power fist can be replaced with 1x Chainfist.
- Each Terminator Sergeant can replace its Power fist with Power weapon or Chainfist.
- Each Terminator w/ Heavy Weapon can replace its Cyclone Missile Launcher & Storm Bolter with Heavy Flamer or Assault Cannon.
- Each Terminator w/ Heavy Weapon can replace its Chainfist with Power fist.

ABILITIES

Fury of the First

Each time a model in this unit makes an attack that targets your Oath of Moment target, add 1 to the Hit roll.

Teleport Homer

At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 8" horizontally of any enemy models. That token is then removed.



WEAPON RULES

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.*

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).*

TORRENT

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

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.



IMPERIUM - SPACE MARINES

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	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Terminus Lascannon - Overload HAZARDOUS	48"	1	3+	14	-3	D6+3
TWIN-LINKED						
► 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

AUFSTELLUNG

- 1x Terminus Ultra [Legends]
- Equipped with:** Hunter-killer missile, Multi-melta, Storm bolter, ► Terminus Lascannon - Overload, ► 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.

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 RULES

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.

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").

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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Flamer	12"	D6	N/A	4	0	1
Thunderfire Cannon	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	Melee	2	3	8	-2	3
Plasma Cutter	Melee	2	3+	8	-2	1

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

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 RULES

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).

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.

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.

THUNDERHAWK GUNSHIP

840 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
Thunderhawk heavy cannon BLAST	48"	D6+6	3+	10	-2	3
Turbo-laser destructor BLAST	96"	D3+1	3+	20	-4	D6+6

AUFSTELLUNG

1x Thunderhawk Gunship

Equipped with: Hellstrike missile battery, Thunderhawk heavy cannon, Turbo-laser destructor

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.

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.

Thunderhawk Gunship (Transport)

Capacity: 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 RULES

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 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").

◆ **Hover**

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.



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

MELEE WEAPONS

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

AUFSTELLUNG

1x Thunderhawk Transporter [Legends]

Equipped with: Hellstrike missile battery, Armoured hull

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 RULES

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+.*

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").

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.



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	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Grav-pistol	12"	1	3+	4	-1	2
Hand flamer	12"	D6	N/A	3	0	1
Inferno Pistol	6"	1	3+	8	-4	D3
► Plasma pistol - standard	12"	1	3+	7	-2	1
► Plasma pistol - supercharge	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

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 Storm Shield with Plasma pistol, Inferno Pistol, Hand flamer, Bolt pistol or Grav-pistol.
- Each Vanguard Veteran Sergeant can replace its Bolt pistol with Storm Shield, Plasma pistol, Inferno Pistol, Hand flamer or Grav-pistol.

ABILITIES

Storm Shield

The bearer has a 4+ invulnerable save

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 RULES

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.

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.

TORRENT

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

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.



VANGUARD VETERAN SQUAD WITH JUMP PACKS

105–210 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Grav-pistol	12"	1	3+	4	-1	2
Hand flamer	12"	D6	N/A	3	0	1
Heavy Bolt Pistol	18"	1	3+	4	-1	1
Heavy Bolt Pistol	18"	1	3+	4	-1	1
Inferno Pistol	6"	1	3+	8	-4	D3
► Plasma pistol - standard	12"	1	3+	7	-2	1
► Plasma pistol - supercharge	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
Vanguard Veteran Weapon	Melee	4	3+	5	-1	1

AUFSTELLUNG

- 5-10x Vanguard Veterans with Jump Packs oder Vanguard Veteran Sergeant with Jump Pack
- Equipped with:** Bolt pistol, Grav-pistol, Hand flamer, Heavy Bolt Pistol, Inferno Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Master-crafted Power Weapon, Vanguard Veteran Weapon
- Wargear Options:**
- Each Vanguard Veterans with Jump Packs can replace its Storm Shield with Plasma pistol, Inferno Pistol, Hand flamer, Bolt pistol, Grav-pistol or Heavy Bolt Pistol.
 - Each Vanguard Veterans with Jump Packs can replace its Vanguard Veteran Weapon with Master-crafted Power Weapon.
 - Each Vanguard Veteran Sergeant with Jump Pack can replace its Bolt pistol with Storm Shield, Plasma pistol, Inferno Pistol, Hand flamer, Grav-pistol or Heavy Bolt Pistol.
 - Each Vanguard Veteran Sergeant with Jump Pack can replace its Vanguard Veteran Weapon with Master-crafted Power Weapon.

ABILITIES

- Storm Shield**
The bearer has a 4+ invulnerable save
- 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.



WEAPON RULES

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.

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.

TORRENT

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

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.



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 IGNORES COVER TORRENT	12"	D6	N/A	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** 36" D6+1 2+ 9 -4 3

HAZARDOUS

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

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Ballistus Missile Launcher and Armoured Feet with Brutalis Fists & Brutalis Bolt Rifles, Brutalis Talons, Onslaught Gatling Cannon and Redemptor Fist or Heavy Flamer and Redemptor Fist.
- This model can replace its Ballistus Lascannon with Heavy Onslaught Gatling Cannon or Macro Plasma Incinerator.
- This model can replace its Twin Fragstorm Grenade Launcher with Twin storm bolter, Twin Heavy Bolter and Twin Icarus Ironhail Heavy Stubber or Twin Multi-Melta and Twin Icarus Ironhail Heavy Stubber.

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 (4+)

This model has a 4+ invulnerable save.

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.

Nartheicum

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 charge 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

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 RULES

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.

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.

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").

◆ 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).



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 IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	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

AUFSTELLUNG

1x Venerable Dreadnought [Legends]

Equipped with: Assault Cannon, Dreadnought Inferno Cannon, Heavy Flamer, Multi-melta, Storm bolter, ► 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 Combat Weapon w/ Heavy Flamer, Close Combat Weapon w/ Missile Launcher or Twin autocannon.
- This model can replace its Assault Cannon with Multi-melta, Heavy Plasma Cannon, Twin autocannon, Twin heavy bolter, Twin heavy flamer, Twin lascannon or Dreadnought Inferno Cannon.

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 RULES

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).

TORRENT

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

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").



VINDICATOR

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	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Vindicator

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.

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.

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 RULES

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).*



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").



WHIRLWIND

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	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	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

AUFSTELLUNG

1x Whirlwind

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.

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.

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 RULES

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).*



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").



PUNKTELISTE

EINHEIT	PUNKTE
Aggressor Squad	80 pts (bis 3 Modelle) · 165 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Ancient	40 pts
Ancient in Terminator Armour	65 pts
Ancient on Bike [Legends]	90 pts
Apothecary	40 pts
Apothecary Biologis	70 pts
Apothecary on Bike [Legends]	65 pts
Assault Intercessor Squad	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen) · +5 pts (Blood Angels tax)
Assault Intercessors with Jump Packs	85 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts · +10 pts (Blood Angels tax) · +10 pts (Blood Angels tax)
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)

EINHEIT	PUNKTE
Astartes Servitors [Legends]	55 pts
Astraeus	525 pts · ab der 2. gleichnamigen Einheit im Heer: +50 pts
Ballistus Dreadnought	150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Bike Squad [Legends]	80 pts (bis 3 Modelle) · 160 pts (ab 4 Modellen)
Bladeguard Ancient	40 pts
Bladeguard Veteran Squad	80 pts (bis 3 Modelle) · 160 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts · +5 pts (Blood Angels tax) · +5 pts (Blood Angels tax)
Brutalis Dreadnought	150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Caestus Assault Ram [Legends]	215 pts
Captain	80 pts
Captain in Gravis Armour	80 pts
Captain in Phobos Armour	70 pts
Captain in Terminator Armour	85 pts
Captain on Bike [Legends]	95 pts
Captain with Jump Pack	75 pts · +5 pts (Blood Angels tax)
Carab Culln the Risen [Legends]	250 pts
Centurion Assault Squad	150 pts (bis 3 Modelle) · 300 pts (ab 4 Modellen)

EINHEIT	PUNKTE
Centurion Devastator Squad	175 pts (bis 3 Modelle) · 350 pts (ab 4 Modellen)
Champion of the Chapter [Crucible]	70 pts · +5 pts (Sonderbedingung)
Chaplain	60 pts
Chaplain Venerable Dreadnought [Legends]	150 pts
Chaplain in Terminator Armour	75 pts
Chaplain on Bike	70 pts
Chaplain with Jump Pack	75 pts · +5 pts (Blood Angels tax)
Command Squad [Legends]	165 pts
Company Champion on Bike [Legends]	60 pts
Company Heroes	105 pts
Company Veterans on Bikes [Legends]	110 pts (bis 2 Modelle) · 275 pts (ab 3 Modellen)
Deimos Predator [Legends]	115 pts
Desolation Squad	180 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Devastator Squad	120 pts (bis 5 Modelle) · 200 pts (ab 6 Modellen)
Dreadnought	135 pts
Drop Pod	60 pts · ab der 5. gleichnamigen Einheit im Heer: +10 pts
Eliminator Squad	75 pts

EINHEIT	PUNKTE
Eradicator Squad	90 pts (bis 3 Modelle) · 180 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Eradicator Squad with Heavy Bolters	80 pts
Ferren Areios [Legends]	80 pts
Gladiator Lancer	160 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Gladiator Reaper	160 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Gladiator Valiant	150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Hammerfall Bunker	175 pts
Heavy Intercessor Squad	100 pts (bis 5 Modelle) · 200 pts (ab 6 Modellen)
Hellblaster Squad	110 pts (bis 5 Modelle) · 220 pts (ab 6 Modellen)
Hunter [Legends]	100 pts
Imperial Space Marine [Legends]	40 pts
Impulsor	70 pts · ab der 5. gleichnamigen Einheit im Heer: +10 pts
Inceptor Squad	125 pts (bis 3 Modelle) · 250 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Incursor Squad	85 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Infernus Squad	85 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen)

EINHEIT	PUNKTE
Infiltrator Squad	110 pts (bis 5 Modelle) · 180 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Intercessor Squad	80 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen)
Invader ATV	60 pts
Invictor Tactical Warsuit	125 pts
Ironclad Dreadnought [Legends]	150 pts
Judiciar	55 pts
Land Raider	220 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Land Raider Crusader	220 pts · ab der 3. 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	250 pts · ab der 3. 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

EINHEIT	PUNKTE
Librarian	70 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Librarian in Phobos Armour	70 pts
Librarian in Terminator Armour	75 pts
Librarian on Bike [Legends]	80 pts
Librarian with Jump Pack [Legends]	75 pts
Librarius Adept [Crucible]	70 pts · +5 pts (Sonderbedingung)
Lieutenant	45 pts
Lieutenant in Phobos Armour	45 pts
Lieutenant in Reiver Armour	45 pts
Lieutenant with Combi-weapon	95 pts
Mortis Dreadnought [Legends]	130 pts
Outrider Squad	70 pts (bis 3 Modelle) · 140 pts (ab 4 Modellen) · +5 pts (Imperium - Adeptus Astartes - Blood Angels)
Predator Annihilator	135 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Predator Destructor	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Primaris Company Champion [Legends]	55 pts
Razorback	85 pts · ab der 5. gleichnamigen Einheit im Heer: +10 pts

EINHEIT	PUNKTE
Redemptor Dreadnought	195 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Reiver Squad	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen)
Relic Razorback [Legends]	105 pts
Relic Terminator Squad [Legends]	200 pts (bis 5 Modelle) · 400 pts (ab 6 Modellen)
Repulsor	170 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Repulsor Executioner	255 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Rhino	65 pts · ab der 5. 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) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Stalker [Legends]	140 pts
Sternguard Veteran Squad	100 pts (bis 5 Modelle) · 200 pts (ab 6 Modellen)
Storm Speeder Hailstrike	105 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	135 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts

EINHEIT	PUNKTE
Stormhawk Interceptor	155 pts
Stormraven Gunship	280 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Stormtalon Gunship	165 pts
Suppressor Squad	85 pts
Tactical Squad	140 pts
Tarantula Air Defense Battery [Legends]	70 pts
Techmarine	55 pts
Techmarine on Bike [Legends]	110 pts
Terminator Assault Squad	155 pts (bis 5 Modelle) · 310 pts (ab 6 Modellen)
Terminator Squad	160 pts (bis 5 Modelle) · 320 pts (ab 6 Modellen)
Terminus Ultra [Legends]	285 pts
Thunderfire Cannon [Legends]	90 pts
Thunderhawk Gunship	840 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	105 pts (bis 5 Modelle) · 210 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts · +5 pts (Blood Angels tax) · +5 pts (Blood Angels tax)

EINHEIT	PUNKTE
Venerable Battle-Brother [Crucible]	160 pts · +5 pts (Sonderbedingung)
Venerable Dreadnought [Legends]	165 pts
Vindicator	185 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Whirlwind	175 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts

ENHANCEMENTS — 1ST COMPANY TASK FORCE

ENHANCEMENT	PUNKTE
Fear Made Manifest [Aura]	30 pts
Iron Resolve	15 pts
Rites of War	10 pts
The Imperium's Sword	25 pts

ENHANCEMENTS — ANGELIC INHERITORS

ENHANCEMENT	PUNKTE
Prescient Flash	20 pts
Troubling Visions	15 pts
Blazing Icon	20 pts

ENHANCEMENT	PUNKTE
Ordained Sacrifice	25 pts

ENHANCEMENTS — ANVIL SIEGE FORCE

ENHANCEMENT	PUNKTE
Architect of War	25 pts
Fleet Commander	15 pts
Indomitable Fury	20 pts
Stoic Defender	15 pts

ENHANCEMENTS — BASTION TASK FORCE

ENHANCEMENT	PUNKTE
Eye of the Primarch	10 pts
Hero of the Chapter	20 pts
Blades of Valour	15 pts
Bombast Omnivox	15 pts

ENHANCEMENTS — BLACK SPEAR TASK FORCE

ENHANCEMENT	PUNKTE
Thief of Secrets	25 pts
Beacon Angelis	25 pts
Osseus Key	15 pts
The Tome of Ectoclades	30 pts

ENHANCEMENTS — BLADE OF ULTRAMAR

ENHANCEMENT	PUNKTE
Armour of Antoninus	20 pts
Oath of Macragge	15 pts
Student of the Codex	20 pts
Veteran of Behemoth	25 pts

ENHANCEMENTS — CERAMITE SENTINELS

ENHANCEMENT	PUNKTE
Honour Indefatigable	25 pts
Castellum Omnivox	20 pts

ENHANCEMENT	PUNKTE
Spy-skull Datalink	15 pts
Defensive Mastery	25 pts

ENHANCEMENTS — CHAMPIONS OF FENRIS

ENHANCEMENT	PUNKTE
A Giant Amongst Giants	15 pts
Preyslayer	15 pts

ENHANCEMENTS — COMPANIONS OF VEHEMENCE

ENHANCEMENT	PUNKTE
Incendiary Animus	25 pts
Oathbound Exemplar	15 pts
Merciless Denunciation	25 pts
Zealous Vanguard	20 pts

ENHANCEMENTS — COMPANY OF HUNTERS

ENHANCEMENT	PUNKTE
Master-crafted Weapon	10 pts
Mounted Strategist	30 pts
Master of Manoeuvre	15 pts
Recon Hunter	20 pts

ENHANCEMENTS — EMPEROR'S SHIELD

ENHANCEMENT	PUNKTE
Champion of the Feast	25 pts
Disciple of Rhetoricus	10 pts
Indomitable Champion	20 pts
Malodraxian Standard	20 pts

ENHANCEMENTS — ENCARMINE SPEARTIP

ENHANCEMENT	PUNKTE
Angelic Executioner	25 pts
Shadow of Abomination	25 pts

ENHANCEMENTS — FIRESTORM ASSAULT FORCE

ENHANCEMENT	PUNKTE
Adamantine Mantle	20 pts
Champion of Humanity	10 pts
Forged in Battle	15 pts
War-tempered Artifice	25 pts

ENHANCEMENTS — FORGEFATHER'S SEEKERS

ENHANCEMENT	PUNKTE
Adamantine Mantle	20 pts
War-tempered Artifice	25 pts
Forged in Battle	15 pts
Immolator	10 pts

ENHANCEMENTS — FULGURIS TASK FORCE

ENHANCEMENT	PUNKTE
Bellicose Weapon Spirits	15 pts
Raptorial Cogitator Core	15 pts

ENHANCEMENTS — GLADIUS TASK FORCE

ENHANCEMENT	PUNKTE
Artificer Armour	20 pts
The Honour Vehement	15 pts
Adept of the Codex	20 pts
Fire Discipline	25 pts

ENHANCEMENTS — GODHAMMER ASSAULT FORCE

ENHANCEMENT	PUNKTE
Paragon of Fury	25 pts
Battle-Psalm Precentor	10 pts
Augury Servo-Host	15 pts
Herald of the Sacred Slaughter	15 pts

ENHANCEMENTS — HAMMER OF AVERNII

ENHANCEMENT	PUNKTE
Spiritus Ferrum	25 pts
Medusan Roar [Aura]	30 pts

ENHANCEMENT	PUNKTE
Iron Laurel	10 pts
Steel Font	15 pts

ENHANCEMENTS — HEADHUNTER TASK FORCE

ENHANCEMENT	PUNKTE
Redoubtable Machine Spirit	25 pts
Gunnery Honours	20 pts
Firestorm Coordinators	20 pts
Astartes Tank Ace (Aura)	40 pts

ENHANCEMENTS — INNER CIRCLE TASK FORCE

ENHANCEMENT	PUNKTE
Eye of the Unseen	10 pts
Champion of the Deathwing	15 pts
Singular Will	20 pts
Deathwing Assault	30 pts

ENHANCEMENTS — INTERROGATION CONCLAVE

ENHANCEMENT	PUNKTE
Limitless Zeal	10 pts
Inescapable Interrogation	20 pts

ENHANCEMENTS — IRONSTORM SPEARHEAD

ENHANCEMENT	PUNKTE
Adept of the Omnissiah	35 pts
Master of the Machine War	20 pts
Target Augury Web	30 pts
The Flesh is Weak	20 pts

ENHANCEMENTS — LEGACY OF GRACE

ENHANCEMENT	PUNKTE
Blood Boil	10 pts
Aureole of the Angel	20 pts

ENHANCEMENTS — LIBERATOR ASSAULT GROUP

ENHANCEMENT	PUNKTE
Icon of the Angel	20 pts
Speed of the Primarch	25 pts
Rage-Fuelled Warrior	35 pts
Gift of Foresight	15 pts

ENHANCEMENTS — LIBRARIUS CONCLAVE

ENHANCEMENT	PUNKTE
Prescience	20 pts
Celerity	35 pts
Obfuscation	25 pts
Fusillade	25 pts
Temporal Corridor	25 pts

ENHANCEMENTS — LION'S BLADE TASK FORCE

ENHANCEMENT	PUNKTE
Calibanite Armaments	15 pts

ENHANCEMENT	PUNKTE
Lord of the Hunt	15 pts
Stalwart Champion	15 pts
Fulgus Magna	20 pts

ENHANCEMENTS — ORBITAL ASSAULT FORCE

ENHANCEMENT	PUNKTE
Laurels of Thunder	15 pts
Orbital Uplink Reliquary	25 pts
Veteran of the Vanguard	20 pts
Dedicated Gunship	15 pts

ENHANCEMENTS — RAGE-CURSED ONSLAUGHT

ENHANCEMENT	PUNKTE
Carmines Reliquary	30 pts
Master of the Red Thirst	25 pts
Sanguinary Tear (Aura)	35 pts
Angel's Fang	25 pts

ENHANCEMENTS — RECLAMATION FORCE

ENHANCEMENT	PUNKTE
Seals of Reconquest	20 pts
Avenging Avatar (Aura)	10 pts
Scroll of Proclamation	15 pts
Liberatum	25 pts

ENHANCEMENTS — SAGA OF THE BEASTSLAYER

ENHANCEMENT	PUNKTE
Wolf-Touched	15 pts
Hunter's Guile	20 pts
Elder's Guidance	20 pts
Helm of the Beastslayer	15 pts

ENHANCEMENTS — SAGA OF THE BOLD

ENHANCEMENT	PUNKTE
Braggart's Steel	20 pts
Hordeslayer	15 pts

ENHANCEMENT	PUNKTE
Skjald	15 pts
Thunderwolf's Fortitude	25 pts

ENHANCEMENTS — SAGA OF THE GREAT WOLF

ENHANCEMENT	PUNKTE
Grimnar's Mark	20 pts
Howlmaw	15 pts
Chariots of the Storm	25 pts
Skjald's Foretelling	25 pts

ENHANCEMENTS — SAGA OF THE HUNTER

ENHANCEMENT	PUNKTE
Swift Hunter	20 pts
Fenrisian Grit	15 pts
Feral Rage	10 pts
Wolf Master	5 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	20 pts
Chogorian Huntmaster	25 pts

ENHANCEMENTS — STORMLANCE TASK FORCE

ENHANCEMENT	PUNKTE
Feinting Withdrawal	10 pts
Fury of the Storm	25 pts

ENHANCEMENT	PUNKTE
Portents of Wisdom	15 pts
Hunter's Instincts	25 pts

ENHANCEMENTS — THE ANGELIC HOST

ENHANCEMENT	PUNKTE
Archangel's Shard	15 pts
Artisan of War	20 pts
Gleaming Pinions	25 pts
Visage of Death	15 pts

ENHANCEMENTS — THE LOST BRETHREN

ENHANCEMENT	PUNKTE
Blood Shard	25 pts
Sanguinius' Grace	20 pts
To Slay the Warmaster	15 pts
Vengeful Onslaught	10 pts

ENHANCEMENTS — UNFORGIVEN TASK FORCE

ENHANCEMENT	PUNKTE
Shroud of Heroes	25 pts
Stubborn Tenacity	15 pts
Weapons of the First Legion	15 pts
Pennant of Remembrance	10 pts

ENHANCEMENTS — VANGUARD SPEARHEAD

ENHANCEMENT	PUNKTE
Execute and Redeploy	20 pts
Ghostweave Cloak	15 pts
Shadow War Veteran	30 pts
The Blade Driven Deep	25 pts

ENHANCEMENTS — VENGEFUL HOSTS

ENHANCEMENT	PUNKTE
Avenging Angel	20 pts
Orksbane	20 pts

ENHANCEMENTS — VINDICATION TASK FORCE

ENHANCEMENT	PUNKTE
Consecrating Aura	25 pts
Imperialis of the Eternal Crusade	15 pts
Warden of Honour	20 pts
Orb of the Emperor's Aegis	10 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	10 pts
Ancient Weapons	25 pts

ENHANCEMENTS — WRATHFUL PROCESSION

ENHANCEMENT	PUNKTE
Benediction of Fury	15 pts
Adaptable Executioner	20 pts

ENHANCEMENTS — ARMOURED SPEARTIP

ENHANCEMENT	PUNKTE
Liberator	15 pts
Tip of the Spear	40 pts
Shock Deployment	20 pts
Armoured Commander	25 pts