THE RULES

Welcome to the rules section of *Codex: Space Marines*. On the following pages you will find all the rules content you need to bring every aspect of the Adeptus Astartes to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games; maybe you want to forge your own tales of glory and infamy with narrative play; perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages, things like your army's datasheets and the rules for its weapons, will be useful no matter what kind of game you're playing. Others – such as your army's Stratagems, Warlord Traits and Relics – will become relevant once you start playing games with Battle-forged armies. Then there's content such as Litanies of Battle, or the Librarius and Obscuration disciplines, which you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide countless hours of fresh and exciting gameplay.

On top of this, the Space Marines are the only faction in Warhammer 40,000 with access to Chapter Command rules, a means of upgrading the officers of your army to mighty heroes. You will find everything you need on the following pages to include these in your games of Warhammer 40,000, not to mention bespoke content for your Space Marines Crusade force. Included in the latter are exciting Requisitions that can enable you to inter a mortally wounded Space Marine into the sarcophagus of a indomitable Dreadnought, and a system of Honorifics – a brand new Battle Honour only available to Space Marine Captains – to better reflect their titles and duties within their Chapter.

'There is no greater honour than serving the Emperor. There is no greater privilege than to do so as one of his lucky few, given blessings of his own design, to purge his enemies from his galactic realm.'

- Antoninus Caltar,
Ultramarines battle-brother

BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 93)
Units in Space Marine Detachments gain additional abilities to better reflect how Space Marine armies operate together and wage war on the battlefield, including Chapter Tactics to describe individual fighting styles of the different Space Marine Chapters. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

CHAPTER COMMAND (PG 98-101)
Certain character models in your Space Marine army can be upgraded to be part of the Chapter Command. In being so, these high-ranking officers will gain powerful new abilities.

STRATAGEMS (PG 102-105)
Space Marine armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

ARMY RULES

WARLORD TRAITS (PG 106-107)
The Warlord of a Space Marine army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

RELICS (PG 108-109)
Space Marine heroes can take powerful artefacts and venerated weapons called Chapter Relics into battle; these Relics and the rules they bestow are described in this section.

LIBRARIUS DISCIPLINE (PG 110)
If your army includes any Librarians, they can be given additional psychic powers from the Librarius discipline. This represents the different arcane lore and particular talents of each individual Librarian. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

OBSCURATION DISCIPLINE (PG 111)
Librarians clad in Phobos armour can be granted additional psychic powers from the Obscuration discipline. This psychic discipline is bespoke to those Librarians who have trained in the psychic arts of illusion, and are well suited to the Vanguard operations such individuals are seconded to.

LITANIES OF BATTLE (PG 112)
On the battlefield, Chaplains recite rousing Litanies of Battle to inspire their comrades to feats of heroism. The list of different litanies that each Chaplain in your army can choose from can be found in this section.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 113)
If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the additional Adeptus Astartes ones printed here. These represent the tactical and strategic goals unique to Space Marine armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 114-123)
Space Marines have access to a host of additional rules that further personalise your Crusade force. These include bespoke Requisitions, Agendas, Crusade Relics and Battle Tactics that reflect the rich background of the Adeptus Astartes. Amongst the rules presented in this section are Honorifics, a new type of Battle Honour that Space Marine Captains can take to better reflect their individual roles within their Chapter.

DATASHEETS

DATASHEETS (PG 124-194)
This section is essential to all Space Marine players, regardless of preferred play style, containing as it does the datasheets for Space Marine units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core book.

WARGEAR

WEAPON PROFILES (PG 195-201)
This section provides wargear lists referenced in the wargear options of certain Space Marine datasheets, as well as profiles for all of the weapons that Space Marine units can be equipped with.

POINTS

POINTS VALUES (PG 202-206)
If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit in your army. These will be reviewed annually.

RULES REFERENCE

GLOSSARY (PG 207)
In this section you will find a glossary of rules terms used in this Codex that is designed to aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 208)
Here you will find a handy bullet-pointed rules reference that summarises some common Space Marine rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Space Marine force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission.

Created from the contents of the Warhammer 40,000 Elite Edition Starter Set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core book.

On the battlefield, the Assault Intercessors are a resilient and hard-hitting Troops unit, more than able to contend with the

warriors of other armies. As part of a Battle-forged army, this unit will also gain the Objective Secured ability, as described on page 93, enabling them to hold on to objectives even when outnumbered by the foe – a likely prospect for an elite army such as Space Marines.

When the Assault Intercessors are bolstered by the Primaris Captain's Rites of Battle ability, they become a truly formidable force in melee. The Primaris Captain is himself equipped to excel in the cut and thrust of close combat, capable of slaying all but the most titanic of foes whilst his relic shield affords him some of the best protection available.

The Outriders make for a rapid response force that can dash forwards to grab objectives, or rush in to support your slower-paced infantry forces. Though few in number, these bikers are an incredibly deadly blend of firepower and close combat punch.

The Invader ATV is equipped with this Combat Patrol's heaviest weaponry. With a choice of an anti-infantry onslaught gatling cannon or an anti-tank multi-melta, it is a versatile and mobile weapon platform that is best used in conjunction with the Outriders to threaten your opponent's most prized assets and obliterate them.

DETACHMENT ABILITIES

An **Adeptus Astartes** Detachment is one that only includes models with the **Adeptus Astartes** keyword (excluding models with the **Agent of the Imperium** or **Unaligned** keyword).

- **Adeptus Astartes** Detachments gain the Company Command ability.
- **Adeptus Astartes** units in **Adeptus Astartes** Detachments gain the Chapter Tactics ability.
- Troops units in **Adeptus Astartes** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

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

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

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

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

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

If your Chapter does not have an associated Chapter Tactic, you must instead select Successor Tactics for them, as described on page 96; this allows you to customise the rules for your successor Chapter. In either case, write down all of your Detachments' Chapter Tactics/Successor Tactics on your army roster.

CHAPTER TACTICS

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

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

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

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

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

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

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

- Each time a model with this tactic makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
- Each time a model with this tactic makes an attack with a bolt weapon (pg 195), an unmodified hit roll of 6 scores 1 additional hit.

CRIMSON FISTS: NO MATTER THE ODDS
Even when faced with seemingly insurmountable odds, the Crimson Fists emerge bloodied but victorious with bolters roaring.

- Each time a model with the tactic makes a ranged attack against a unit that contained at least 5 more models than the attacker's unit when it was selected to shoot, add 1 to that attack's hit roll. For the purposes of this tactic, VEHICLE models each count as 5 models.
- Each time a model with this tactic makes an attack with a bolt weapon (pg 195), an unmodified hit roll of 6 scores 1 additional hit.

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

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

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

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

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

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

- If that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.
- On an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1. This is cumulative with the bonus from the Assault Doctrine if it is active for your army (pg 125).

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

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

> 'Each of us belongs to a proud brotherhood, with our own traditions, histories, heroes and conventions. Each of us would die for our Chapters and all they represent a hundred times over without hesitation. We may differ on all manner of philosophy, culture and way of war, but we are all Space Marines, we are all battle-brothers, and we will all lay down out lives for the Emperor and the Imperium.'
>
> - Marneus Calgar, Chapter Master of the Ultramarines

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

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

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

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

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

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

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

- Each time a model with this tactic makes a melee attack against a TYRANIDS, AELDARI, ORK, NECRONS or T'AU EMPIRE unit, re-roll a hit roll of 1.
- After both sides have finished deploying their armies, each time select one Battlefield Role. Until the end of the battle, each time a model with this tactic makes an attack against an enemy unit with that Battlefield Role, re-roll a wound roll of 1.

SUCCESSOR CHAPTER TACTICS

If your chosen Chapter does not have an associated Chapter Tactic on pages 94-95, you must instead create their Chapter Tactic by selecting rules from the list here. Unless otherwise stated, your Chapter has two Successor Tactics from the following list:

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

Each time a model with this tactic makes a ranged attack with a bolt weapon (pg 195), re-roll a hit roll of 1.

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

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

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

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

You cannot select this tactic if you have already selected the Whirlwind of Rage tactic (see opposite).

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

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

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

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

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

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

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

You cannot select this Successor Tactic if you have selected any other Successor Tactic, and if you select this tactic you cannot select a second. Select one of the following Chapters and use the Chapter Tactic of that Chapter as listed on pages 94-95: Dark Angels, White Scars, Space Wolves, Imperial Fists, Blood Angels, Iron Hands, Ultramarines, Salamanders or Raven Guard.

Designer's Note: *If, in the background of our publications, your Chapter is a known successor of a specific First Founding Chapter (pg 94-95), then if you select this Successor Tactic you must select the Chapter Tactic of that First Founding Chapter.*

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

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

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

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

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

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

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

When you select this tactic, select one of the following Faction keywords: CHAOS KNIGHTS; TYRANIDS; AELDARI; ORK; HERETIC ASTARTES; NECRONS; T'AU EMPIRE. Each time a model with this tactic makes a melee attack against a unit with that Faction keyword, re-roll a hit roll of 1.

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

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

'They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandisement. They will be bright stars in the firmament of battle, angels of death whose shining wings bring swift annihilation to the enemies of man. So shall it be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh.'

- Roboute Guilliman

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

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

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

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

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

Each time a ranged attack is made against a unit with this tactic, if the attacker is more than 18" away, the unit with this tactic is treated as having the benefits of light cover against that attack (see the Warhammer 40,000 Core Book).

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

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

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

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

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

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

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

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

You cannot select this tactic if you have already selected the Duellists tactic (see opposite).

CHAPTER COMMAND

If your army is Battle-forged and includes any ADEPTUS ASTARTES Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can upgrade any of the following ADEPTUS ASTARTES CHARACTER units in your army: CAPTAIN, CHAPLAIN, LIBRARIAN, TECHMARINE, APOTHECARY, ANCIENT, COMPANY CHAMPION.

Each time you upgrade one of the aforementioned units, its Power Rating is increased, as shown in the table to the right. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules.

Each time you upgrade a unit, it gains a new keyword, as shown in the Chapter Command Keyword column of the table to the right. It also gains one or more additional abilities, as shown in the appropriate section over the following pages, as well as access to bespoke Warlord Traits and Relics (these are considered to be Chapter Relics for all rules purposes). These units are still considered to be the same datasheet for the purposes of any mission rules that limit the number of times any particular datasheet can be included in your army.

A Crusade force cannot start with any upgraded CHARACTER units – to include one in a Crusade force, you must use the Chapter Command Requisition (pg 116).

You cannot upgrade named characters using these rules. An army (and a Crusade force) cannot contain more than one model from the same Chapter that has the same Chapter Command keyword (e.g. it cannot contain two ULTRAMARINES CHAPTER MASTERS, or two SALAMANDERS CHIEF LIBRARIANS etc.). A BLACK TEMPLARS COMPANY CHAMPION cannot be upgraded to be a CHAPTER CHAMPION. A DEATHWATCH CAPTAIN cannot be upgraded to be a CHAPTER MASTER. A BLOOD ANGELS ANCIENT cannot be upgraded to be a CHAPTER ANCIENT.

MASTERS OF THE CHAPTER

CHARACTER	CHAPTER COMMAND KEYWORD	POWER	POINTS
CAPTAIN	CHAPTER MASTER	+2	+40
CHAPLAIN	MASTER OF SANCTITY	+1	+25
TECHMARINE	MASTER OF THE FORGE	+1	+20
LIBRARIAN	CHIEF LIBRARIAN	+1	+25
APOTHECARY	CHIEF APOTHECARY	+1	+15
ANCIENT	CHAPTER ANCIENT	+1	+20
COMPANY CHAMPION	CHAPTER CHAMPION	+1	+15

CHAPTER MASTER

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

ABILITIES

A CHAPTER MASTER model gains the following ability:

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

A CHAPTER MASTER is excluded from the Company Command rule (pg 93). This means a Detachment can include both one CHAPTER MASTER unit and one other CAPTAIN unit.

RELICS AND WARLORD TRAITS

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

Master of the Codex (Warlord Trait)

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

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

Angel Artifice (Relic)

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

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

MASTER OF SANCTITY

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

ABILITIES

A MASTER OF SANCTITY model has the following ability:

'Master of Sanctity: This model knows one additional litany from the Litanies of Battle (pg 112). In your Command phase, if this model is on the battlefield, it can recite one additional litany it knows that has not already been recited by a friendly model that turn.'

RELICS AND WARLORD TRAITS

You can give a MASTER OF SANCTITY model the Emperor's Judgement Relic, instead of giving them a Chapter Relic. In addition, you can give them the Wise Orator Warlord Trait instead of giving them another Warlord Trait:

Wise Orator (Warlord Trait)

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

- Each time this WARLORD recites a litany, add 1 to the roll to see if it is inspiring.
- Each time this WARLORD is selected to use the Commanding Oratory Stratagem (pg 103), that Stratagem costs 1 Command point.

The Emperor's Judgement (Relic)

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

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

MASTER OF THE FORGE

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

ABILITIES

A MASTER OF THE FORGE model has the following ability:

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

RELICS AND WARLORD TRAITS

You can give a MASTER OF THE FORGE model the Mortis Machina Relic, instead of giving them a Chapter Relic. In addition, you can give them the Warden of the Ancients Warlord Trait instead of giving them another Warlord Trait.

Warden of the Ancients (Warlord Trait, Aura)

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

While a friendly <CHAPTER> DREADNOUGHT is within 6" of this WARLORD, add 1 to its Strength and Attacks characteristics.

Mortis Machina (Relic)

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

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

WEAPON	RANGE	TYPE	S	AP	D
Mortis Machina	Melee	Melee	+3	-2	3

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

CHIEF LIBRARIAN

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

ABILITIES

A CHIEF LIBRARIAN model gains the following ability:

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

RELICS AND WARLORD TRAITS

You can give a CHIEF LIBRARIAN model the Neural Shroud Relic, instead of giving them a Chapter Relic. In addition, you can give them the Psychic Mastery Warlord Trait instead of giving them another Warlord Trait.

Psychic Mastery (Warlord Trait)

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

Add 1 to Psychic tests taken for this WARLORD.

Neural Shroud (Relic)

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

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

CHIEF APOTHECARY

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

ABILITIES

A CHIEF APOTHECARY model gains the following ability:

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

RELICS AND WARLORD TRAITS

You can give a CHIEF APOTHECARY model the Acquittal Relic, instead of giving them a Chapter Relic. In addition, you can give them the Selfless Healer Warlord Trait instead of giving them another Warlord Trait.

Selfless Healer (Warlord Trait)

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

- Each time this WARLORD uses its Combat Restoratives ability, the model being healed regains up to 3 lost wounds instead of D3.
- Each time this WARLORD is selected to return a destroyed model to a unit by using the Combat Revival Stratagem (pg 103), that Stratagem costs 0 Command points.

Acquittal (Relic)

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

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

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

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

CHAPTER ANCIENT

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

ABILITIES

A CHAPTER ANCIENT model gains the following ability:

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

RELICS AND WARLORD TRAITS

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

Steadfast Example (Warlord Trait, Aura)

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

While a friendly <CHAPTER> CORE unit is within 6" of this WARLORD, that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If a model in such a unit already has this ability, that model counts as one additional model when determining control of an objective marker.

Pennant of the Fallen (Relic)

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

Each time a friendly model is destroyed and makes attacks as a result of the bearer's Astartes Banner ability (pg. 146), that model can make 2 attacks with one of its melee weapons instead of 1.

CHAPTER CHAMPION

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

ABILITIES

A CHAPTER CHAMPION model gains the following abilities:

'Skilful Parry: Each time a melee attack is made against this model, subtract 1 from the hit roll.'

'Exquisite Swordsman: Each time this model makes a melee attack against an enemy CHARACTER unit, you can re-roll the wound roll.'

'Chapter Champion: This model has an Attacks characteristic of 5 and a Leadership characteristic of 9.'

RELICS AND WARLORD TRAITS

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

Martial Exemplar (Warlord Trait, Aura)

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

While a friendly <CHAPTER> CORE or <CHAPTER> CHARACTER unit is within 6" of this WARLORD, you can re-roll charge rolls made for that unit.

Blade of Triumph (Relic)

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

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

WEAPON	RANGE	TYPE	S	AP	D
Blade of Triumph	Melee	Melee	+3	-3	3

STRATAGEMS

If your army includes any ADEPTUS ASTARTES Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of <CHAPTER> on that Stratagem (if any) with the name of the Chapter that your selected unit is drawn from.

DEATH TO THE TRAITORS!   1CP

Adeptus Astartes – Battle Tactic Stratagem

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

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

HONOUR THE CHAPTER   2CP

Adeptus Astartes – Battle Tactic Stratagem

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

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

FURY OF THE FIRST   1CP

Adeptus Astartes – Battle Tactic Stratagem

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

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

TRANSHUMAN PHYSIOLOGY   1CP/2CP

Adeptus Astartes – Battle Tactic Stratagem

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

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

RAPID FIRE   2CP

Adeptus Astartes – Battle Tactic Stratagem

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

Use this Stratagem at the end of your Shooting phase. Select one INTERCESSOR SQUAD or VETERAN INTERCESSOR SQUAD unit from your army; that unit can shoot again.

GENE-WROUGHT MIGHT   1CP

Adeptus Astartes – Battle Tactic Stratagem

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

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

UNYIELDING IN THE FACE OF THE FOE   1CP

Adeptus Astartes – Battle Tactic Stratagem

Those clad in Gravis armour are walking ceramite strongpoints.

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

ONLY IN DEATH DOES DUTY END   2CP

Adeptus Astartes – Epic Deed Stratagem

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

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

ARMOUR OF CONTEMPT   1CP

Adeptus Astartes – Epic Deed Stratagem

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

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

POWER OF THE MACHINE SPIRIT   2CP

Adeptus Astartes – Epic Deed Stratagem

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

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

WISDOM OF THE ANCIENTS   1CP

Adeptus Astartes – Epic Deed Stratagem

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

Use this Stratagem in your Command phase. Select one ADEPTUS ASTARTES DREADNOUGHT model from your army (excluding WULFEN and DEATH COMPANY models). Until the start of your next Command phase, that model gains either the Rites of Battle ability or the Tactical Precision ability, as shown below:

- **Rites of Battle (Aura):** While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.
- **Tactical Precision (Aura):** While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

COMMANDING ORATORY   2CP

Adeptus Astartes – Epic Deed Stratagem

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

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

COMBAT REVIVAL   1CP

Adeptus Astartes – Epic Deed Stratagem

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

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

RELIC OF THE CHAPTER   1CP

Adeptus Astartes – Requisition Stratagem

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

Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the ADEPTUS ASTARTES keyword. Select one ADEPTUS ASTARTES model from your army and give them one Chapter Relic (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

HERO OF THE CHAPTER   1CP

Adeptus Astartes – Requisition Stratagem

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

Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the ADEPTUS ASTARTES keyword. Select one ADEPTUS ASTARTES CHARACTER model from your army (excluding named characters) and determine one Warlord Trait for it (this must be a Warlord Trait it can have); that model is only regarded as your WARLORD for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

HIT-AND-RUN WARFARE   1CP

Adeptus Astartes – Strategic Ploy Stratagem

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

Use this Stratagem in your Movement phase, when an ADEPTUS ASTARTES BIKER, LAND SPEEDER or STORM SPEEDER unit from your army Falls Back. That unit is still eligible to shoot this turn even though it Fell Back.

HAMMER OF WRATH   1CP

Adeptus Astartes – Strategic Ploy Stratagem

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

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

No matter the foe, we are its better. No matter the challenge, we shall overcome it. Our skills and our weapons are gifts of the Primarch and the Emperor – forces impossible for the mutant, traitor or alien to match.

SKILLED RIDERS — 1CP

Adeptus Astartes – Strategic Ploy Stratagem

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

Use this Stratagem in your opponent's Shooting phase, when an ADEPTUS ASTARTES BIKER, LAND SPEEDER or STORM SPEEDER unit from your army that Advanced is selected as the target of a ranged attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

UNCOMPROMISING FIRE — 2CP

Adeptus Astartes – Strategic Ploy Stratagem

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

Use this Stratagem in your Shooting phase. Select one ADEPTUS ASTARTES INFANTRY unit from your army that is performing an action. That unit can shoot this phase without that action failing.

STEADY ADVANCE — 2CP

Adeptus Astartes – Strategic Ploy Stratagem

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

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

ADAPTIVE STRATEGY — 2CP

Adeptus Astartes – Strategic Ploy Stratagem

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

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

SUPPRESSION FIRE — 1CP

Adeptus Astartes – Strategic Ploy Stratagem

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

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

TERROR TROOPS — 2CP

Adeptus Astartes – Strategic Ploy Stratagem

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

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

- That unit gains the following ability: "**Terror Troops (Aura):** Until the start of your next Command phase, while an enemy unit is within 3" of that unit, it loses the Objective Secured ability and any similar abilities that allow them to control an objective marker regardless of the number of enemy models within range of that objective marker."
- Until the end of the turn, each time that REIVER unit ends a Normal Move, an Advance or a charge move within 3" of an enemy unit that is performing an action, roll 2D6: if the total exceeds that enemy unit's Leadership characteristic, the action the unit is attempting to perform immediately fails.

GUERILLA TACTICS — 1CP

Adeptus Astartes – Strategic Ploy Stratagem

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

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

ORBITAL BOMBARDMENT — 3CP

Adeptus Astartes – Strategic Ploy Stratagem

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

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

AUSPEX SCAN — 2CP

Adeptus Astartes – Wargear Stratagem

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

Use this Stratagem at the end of the Reinforcements step of your opponent's Movement phase. Select one ADEPTUS ASTARTES INFANTRY unit from your army that is not within Engagement Range of any enemy units. That unit can shoot as if it were your Shooting phase, but its models can only target a single eligible enemy unit that was set up as Reinforcements this turn and that is within 12" of their unit when doing so.

TREMOR SHELLS — 1CP

Adeptus Astartes – Wargear Stratagem

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

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

SHOCK AND AWE — 1CP

Adeptus Astartes – Wargear Stratagem

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

Use this Stratagem in your Shooting phase, when an ADEPTUS ASTARTES SHOCK GRENADES or LAND SPEEDER STORM unit from your army is selected to shoot. Select one enemy unit within 6" of that unit. Until the start of your next turn:

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

ASSAULT LAUNCHERS — 1CP

Adeptus Astartes – Wargear Stratagem

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

Use this Stratagem at the start of your Charge phase. Select one ADEPTUS ASTARTES ASSAULT LAUNCHERS unit from your army and one enemy unit (excluding VEHICLE or MONSTER units) within 9" of that unit. That enemy unit can either brace or duck for cover.

- If that unit braces, it suffers D3 mortal wounds.
- If that unit ducks for cover, then until the end of the turn, subtract 1 from the Attacks characteristic of models in that unit, and that unit cannot fire Overwatch or Set to Defend.

MELTA BOMB — 1CP

Adeptus Astartes – Wargear Stratagem

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

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

GRAV PULSE — 1CP

Adeptus Astartes – Wargear Stratagem

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

Use this Stratagem in either:

- Your Movement phase, when an ADEPTUS ASTARTES REPULSOR FIELD unit from your army Falls Back. Until the end of the turn, that unit is still eligible to shoot even though it Fell Back.
- Your opponent's Charge phase, when an ADEPTUS ASTARTES REPULSOR FIELD unit from your army is selected as a target of a charge. Until the end of the phase, subtract 2 from charge rolls made for any unit that declares a charge against that REPULSOR FIELD unit.

HELLFIRE SHELLS — 1CP

Adeptus Astartes – Wargear Stratagem

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

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

FLAKK MISSILE — 1CP

Adeptus Astartes – Wargear Stratagem

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

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

SMOKESCREEN — 1CP

Adeptus Astartes – Wargear Stratagem

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

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

WARLORD TRAITS

If an ADEPTUS ASTARTES CHARACTER model is your WARLORD, you can use the Space Marines Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a PHOBOS CHARACTER model is your WARLORD, you can instead use the Vanguard Warlord Traits table below to determine what Warlord Trait they have in the same manner. If you wish, instead of selecting a Warlord Trait from either of the tables below, you can select a Chapter Warlord Trait for your WARLORD, but only if they are from the relevant Chapter.

When you have determined a Warlord Trait for an ADEPTUS ASTARTES CHARACTER model, replace all instances of the <CHAPTER> keyword in their Warlord Trait (if any) with the name of the Chapter that your model is drawn from.

SPACE MARINES WARLORD TRAITS

1. FEAR MADE MANIFEST (AURA)
The Emperor's enemies quail beneath this champion's wrathful gaze.

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

2. THE IMPERIUM'S SWORD
This warlord hurls himself forwards with unbridled ferocity, cutting down the foe like a reaping whirlwind.

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

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

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

4. CHAMPION OF HUMANITY
This commander has slain enemy generals beyond counting.

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

5. STORM OF FIRE (AURA)
This warlord expertly guides his warriors' fire.

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

6. RITES OF WAR (AURA)
This commander and his warriors have vowed to secure victory.

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

VANGUARD WARLORD TRAITS

1. SHOOT AND FADE
This warrior harries the foe before returning to the shadows.

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

2. LORD OF DECEIT
This leader is adept at subterfuge and spreading misinformation.

After both players have deployed their armies, select up to three <CHAPTER> PHOBOS units from your army and redeploy them. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

3. MASTER OF THE VANGUARD (AURA)
This living legend of the Vanguard is an inspiration to his brothers.

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

4. STEALTH ADEPT
This warlord slips through enemy territory like a spectre.

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

5. TARGET PRIORITY
This tactician is constantly seeking prime targets.

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

6. MASTER MARKSMAN
This warlord is one of the finest sharpshooters in the galaxy.

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

CHAPTER WARLORD TRAITS

DARK ANGELS: BRILLIANT STRATEGIST
The commanders of the Dark Angels share a measure of their Primarch's vaunted strategic brilliance.

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

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

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

SPACE WOLVES: BEASTSLAYER
This warlord has slain some of the worst creatures that the galaxy has to offer. Such a hero embodies Russ' ferocity and courage.

- While this WARLORD is within Engagement Range of any enemy MONSTER or VEHICLE units, add 1 to its Attacks characteristic.
- Each time this WARLORD makes an attack against a MONSTER or VEHICLE unit, add 1 to that attack's hit roll and add 1 to that attack's wound roll.

IMPERIAL FISTS: ARCHITECT OF WAR (AURA)
Imperial Fist leaders have a gift for bolstering defensive positions.

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

CRIMSON FISTS: REFUSE TO DIE
This Crimson Fists champion defies death against all odds.

The first time this WARLORD is destroyed, you can choose to roll one D6 at the end of the phase instead of using any rules that are triggered when a model is destroyed (e.g. the Only in Death Does Duty End Stratagem, page 102). If you do, then on a 4+, set this WARLORD back up on the battlefield as close as possible to where they were destroyed and more than 1" away from any enemy models, with D3 wounds remaining.

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

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

BLOOD ANGELS: SPEED OF THE PRIMARCH
Honouring the memory of Sanguinius on the field of battle, this warlord strikes as fast as the mighty angel of Baal once did.

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

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

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

IRON HANDS: ADEPT OF THE OMNISSIAH
This warlord is a master of war and the rites of the machine.

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

ULTRAMARINES: ADEPT OF THE CODEX
Ultramarines warlords are peerless masters of tactics and strategy, epitomising the teachings of the Codex Astartes.

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

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

Add 2 to the Strength characteristic of this WARLORD.

RAVEN GUARD: ECHO OF THE RAVENSPIRE
This warlord can vanish from sight with supernatural skill.

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

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

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

RELICS

If your army is led by an **Adeptus Astartes Warlord**, you can, when mustering your army, give one of the following Chapter Relics to an **Adeptus Astartes Character** model from your army. Named characters and **Vehicle** models cannot be given any of the following Relics.

When a model from your army is given a Chapter Relic, replace all instances of the <Chapter> keyword in that Relic's rules (if any) with the name of the Chapter that your model is drawn from.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Chapter Relics your models have on your army roster.

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

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

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

Model with a storm shield, relic shield or combat shield only. This Relic replaces a storm shield, relic shield or combat shield.

- The bearer has a 4+ invulnerable save.
- Add 1 to armour saving throws made for the bearer.
- Each time the bearer would lose a wound, roll one D6: on a 5+, that wound is not lost.

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

Ancient model only.

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

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

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

WEAPON	RANGE	TYPE	S	AP	D
Teeth of Terra	Melee	Melee	+1	-2	2

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

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

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

WEAPON	RANGE	TYPE	S	AP	D
Primarch's Wrath	24"	Rapid Fire 2	5	-2	2

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

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

WEAPON	RANGE	TYPE	S	AP	D
The Burning Blade	Melee	Melee	+3	-5	2

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

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

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

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

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

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

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

WEAPON	RANGE	TYPE	S	AP	D
Bellicos bolt rifle	24"	Assault 4	5	-1	2

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

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

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

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

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

Phobos model with a camo cloak only.

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

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

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

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

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

WEAPON	RANGE	TYPE	S	AP	D
Benediction of Fury	Melee	Melee	+2	-2	3

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

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

The bearer has the following ability: 'The Honour Vehement (Aura): While a friendly <Chapter> Core unit is within 6" of the bearer, each time that unit fights, until that fight is resolved, add 1 to the Attacks characteristic of models in that unit. This is not cumulative with the additional attack granted by the Shock Assault ability (pg 125).'

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

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

LIBRARIUS DISCIPLINE

Before the battle, generate the psychic powers for PSYKER models from your army that know powers from the Librarius discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

When a PSYKER unit from your army manifests a psychic power from this discipline, replace all instances of the <CHAPTER> keyword on that psychic power (if any) with the name of the Chapter that your PSYKER is drawn from.

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

Blessing: *Veil of Time* has a warp charge value of 6. If manifested, select one friendly <CHAPTER> unit within 18" of this PSYKER.

- Until the start of your next Psychic phase, you can re-roll Advance rolls and charge rolls made for that unit.
- Until the start of your next Psychic phase, if that unit starts the Fight phase within Engagement Range of an enemy unit, it fights first that phase.

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

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

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

Blessing (Aura): *Null Zone* has a warp charge value of 7. If manifested, then:

- Until the start of your next Psychic phase, while a unit is within 6" of this PSYKER, each time an attack is made against that unit, invulnerable saving throws cannot be made against that attack.
- Until the start of your next Psychic phase, while an enemy PSYKER unit is within 6" of this PSYKER, halve the total of Psychic tests taken for that unit.

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

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

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

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

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

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

OBSCURATION DISCIPLINE

Before the battle, generate the psychic powers for PSYKER models that know powers from the Obscuration discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

When a PSYKER unit from your army manifests a psychic power from this discipline, replace all instances of the <CHAPTER> keyword on that psychic power (if any) with the name of the Chapter that your PSYKER is drawn from.

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

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

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

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

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

Witchfire: *Mind Raid* has a warp charge value of 6. If manifested, select one enemy model within 18" of and visible to this PSYKER.

- That model's unit suffers 1 mortal wound.
- If that model is a CHARACTER, roll 3D6: if the result is equal to or greater than that model's Leadership characteristic, you gain 1 Command point.

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

Malediction: *Hallucination* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this PSYKER.

- Until the start of your next Psychic phase, subtract 1 from the Leadership characteristic of models in that unit.
- Until the start of your next Psychic phase, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

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

Malediction: *Tenebrous Curse* has a warp charge value of 7. If manifested, select one enemy unit that cannot FLY and is within 18" of and visible to this PSYKER.

- That unit suffers 1 mortal wound.
- Until the start of your next Psychic phase, halve that unit's Move characteristic and subtract 2 from Advance rolls and charge rolls made for it.

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

Blessing: *Temporal Corridor* has a warp charge value of 5. If manifested, select one friendly <CHAPTER> PHOBOS unit within 6" of this PSYKER.

- That unit cannot shoot or fight this turn.
- If that unit is not within Engagement Range of any enemy models, it can either make a Normal Move or it can Advance as if it were your Movement phase (if it Advances, do not make an Advance roll; instead, until the end of the phase, add 6" to the Move characteristic of models in that unit).

LITANIES OF BATTLE

All **CHAPLAINS** know the *Litany of Hate* (see below). In addition, before the battle, generate the additional litanies for **PRIEST** models from your army that know litanies from the Litanies of Battle using the table below. You can either roll one D6 to generate each litany randomly (re-rolling duplicate results), or you can select which litanies the priest knows.

When a **PRIEST** unit from your army recites a litany, replace all instances of the **<CHAPTER>** keyword on that litany (if any) with the name of the Chapter that your **PRIEST** is drawn from.

LITANY OF HATE (AURA)
The Chaplain fuels his battle-brothers with hatred and exhorts them to strike the foe harder and harder, without mercy.

If this litany is inspiring, then while a friendly **<CHAPTER> CORE** or **<CHAPTER> CHARACTER** unit is within 6" of this **PRIEST**, each time a model in that unit makes a melee attack, you can re-roll the hit roll.

1. LITANY OF FAITH (AURA)
The Chaplain exhorts his charges to steel themselves against even the most dangerous weapons the enemy can bring to bear.

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

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

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

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

If this litany is inspiring, select one friendly **<CHAPTER> CORE** or **<CHAPTER> CHARACTER** unit within 6" of this **PRIEST**. Each time a model in that unit makes a melee attack, add 1 to that attack's wound roll.

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

If this litany is inspiring:

- Add 1 to this **PRIEST**'s Attacks and Strength characteristics.
- Add 1 to the Damage characteristic of melee weapons this **PRIEST** is equipped with.

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

If this litany is inspiring, select one friendly **<CHAPTER> CORE** or **<CHAPTER> CHARACTER** unit within 6" of this **PRIEST**. Each time a model in that unit makes a ranged attack, add 1 to that attack's hit roll.

6. CANTICLE OF HATE (AURA)
Bellowing his hatred of the foe, the Chaplain leads his brothers in the wholesale destruction of the enemy.

If this litany is inspiring, then while a friendly **<CHAPTER> CORE** or **<CHAPTER> CHARACTER** unit is within 6" of this **PRIEST**:

- Add 2 to charge rolls made for that unit. This is not cumulative with any other rule that adds to a unit's charge roll.
- Each time a model in that unit makes a pile-in or consolidation move, it can move up to an additional 3". This is not cumulative with any other rule that increases the distance models can pile in or consolidate.

CHAPTER APPROVED RULES

If every model in your army (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** models) has the **ADEPTUS ASTARTES** keyword, and your **WARLORD** has the **ADEPTUS ASTARTES** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **ADEPTUS ASTARTES** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

PURGE THE ENEMY

CODEX WARFARE

End Game Objective

The Codex Astartes has proven its worth as a superb treatise on warfare over countless battlefields, and has remained so even after ten thousand years. Many Space Marines hold its teachings in awe, following its guidance in all ways, trusting in its ability to give them victory. Their belief has been rewarded on battlefield after battlefield.

If you select this objective, you score victory points as follows:

- Score 1 victory point at the end of the battle (to a maximum of 5 victory points) for each enemy unit that was destroyed as the result of an attack made with a Heavy or Grenade weapon by an **ADEPTUS ASTARTES** unit from your army while the Devastator Doctrine was active for your army.

- Score 1 victory point at the end of the battle (to a maximum of 5 victory points) for each enemy unit that was destroyed as the result of an attack made with a Rapid Fire or Assault weapon by an **ADEPTUS ASTARTES** unit from your army while the Tactical Doctrine was active for your army.

- Score 1 victory point at the end of the battle (to a maximum of 5 victory points) for each enemy unit that was destroyed as the result of an attack made with a Pistol or Melee weapon by an **ADEPTUS ASTARTES** unit from your army while the Assault Doctrine was active for your army.

BATTLEFIELD SUPREMACY

SHOCK TACTICS

Progressive Objective

The Space Marines are the Emperor's finest shock troops, striking at the foe before they can react or even know they are under threat. In their lightning assaults, Space Marines smash aside the enemy, slaughtering them without mercy, to achieve their goals.

Score 3 victory points at the end of the battle round if you control one or more objective markers that were controlled by your opponent at the start of the battle round, and an **ADEPTUS ASTARTES** unit from your army is within range of that objective marker.

NO MERCY, NO RESPITE

OATHS OF MOMENT

Progressive Objective

Before battle, Space Marines take all manner of oaths. They swear to never falter, to never give up, to never yield and to fight until their last breath. Made before their battle-brothers, commanders and Chaplains, the Space Marines take fewer things more seriously.

If you select this objective, you score victory points at the end of each battle round for achieving the following three Oaths:

- **Oath of Valour:** Score 1 victory point if any **CHARACTER**, **VEHICLE** or **MONSTER** unit was destroyed by an **ADEPTUS ASTARTES** unit from your army during that battle round.

- **Oath of Honour:** Score 1 victory point at the end of the battle round so long as no **ADEPTUS ASTARTES** units from your army failed a Morale test, and provided no **ADEPTUS ASTARTES** units from your army Fell Back during that battle round.

- **Oath of Duty:** Score 2 victory points at the end of the battle round if an **ADEPTUS ASTARTES** unit from your army is wholly within 6" of the centre of the battlefield.

'If there is hope in this dark and bloody age, it is the Emperor's noble Space Marines. If there is salvation to be had, it will be found beneath the muzzle of a bolt rifle or at the edge of a chainsword. Such are the days we live in, such are the angels in whose hands Mankind's deliverance lies.'

– Chapter Master Thandros Cade
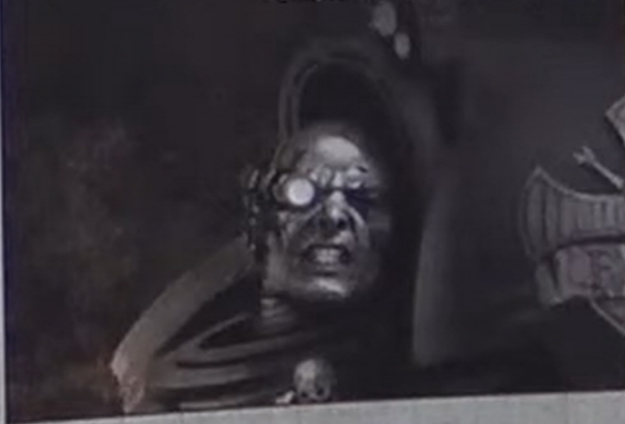
CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with Space Marines, such as Agendas, Battle Traits and Crusade Relics that are bespoke to Adeptus Astartes units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

AGENDAS

ADEPTUS ASTARTES units attempt to achieve unique Agendas in Crusade battles, which can be found on the page opposite. These Agendas reflect the shared goals of Space Marine armies on the battlefield and help to reflect their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

Space Marine armies have access to a number of additional Requisitions, suited to their methods for waging war. You can find these on page 116.

BATTLE TRAITS

Space Marine units can be given one of the Battle Traits presented on page 117 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that are bestowed to Space Marine units.

HONORIFICS

The Honorifics presented on pages 118-119 is a new category of Battle Honour that can be bestowed to Space Marine Captains. They help to reflect the particular honours, duties and skills associated with leading a company of Space Marines, and further personalise the Captains in your Crusade force.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, Space Marine characters can quest to search for one of the Crusade Relics described on page 120-121; these Relics are unique to the Adeptus Astartes, and are highly prized by any aspiring Space Marine hero.

SHOWCASE CRUSADE ARMY

On pages 122-123 you will find Darren Latham's superb Silver Skulls Space Marines Crusade army, with a description of the force and its upgrades, and details of its exploits on the battlefield.

Both the Silver Skulls and enigmatic craftworld Aeldari pay close attention to portents, omens and the skeins of fate when making war. On Xenrick, the Silver Skulls were one of the few Imperial forces who could in any way respond in strength to the dozens of unpredictable Biel-Tan raids.

AGENDAS

If your Crusade army includes any ADEPTUS ASTARTES units, you can select one Agenda from the Adeptus Astartes Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

ANGELS OF DEATH

Adeptus Astartes Agenda

For the Space Marines, only the total destruction of the Emperor's enemies is acceptable.

At the end of the battle, if there are no models from the enemy army remaining on the battlefield, each ADEPTUS ASTARTES unit from your army that is on the battlefield gains 3 experience points.

KNOW NO FEAR

Adeptus Astartes Agenda

The Space Marines know no fear. Superhuman courage in the face of terrifying horrors and overwhelming odds are expected from each and every battle-brother. Fleeing from the conflict is as anathema to them as allowing the enemies of the Emperor to draw breath.

Keep a Know No Fear tally for each ADEPTUS ASTARTES unit in your army. Each time a unit passes a Morale test, add 1 to its Know No Fear tally. If a unit fails a Morale test, reset its tally back to 0. At the end of the battle, each unit gains 2 experience points for every mark on its Know No Fear tally.

QUEST OF ATONEMENT

Adeptus Astartes Agenda

The warriors of the Chapter who bear the Mark of Censure have submitted themselves to the reclusiam for their failures, and been set upon a quest for absolution in their Chapter's eyes. Only by striking down the mightiest foes of the Emperor will their shame be absolved.

When you select this Agenda, select one ADEPTUS ASTARTES unit in your army that has one of the following Battle Scars: Loss of Reputation, Disgraced or Mark of Shame. At the end of the battle, if a melee attack made by that unit during the battle destroyed an enemy CHARACTER with a Power Rating of 5 or more, or a WARLORD, MONSTER or VEHICLE unit, then the selected unit loses one of the aforementioned Battle Scars and gains 5 experience points.

HONOUR THE STANDARD

Adeptus Astartes Agenda

The standards of the Space Marines are inspirational icons and symbols of the Emperor's dominance. To plant one is to claim that ground in the name of the Imperium.

Keep an Honour the Standard tally for each ADEPTUS ASTARTES unit in your army. At the end of each of your turns, if a CORE unit is wholly within 6" of a model from the same Chapter whose standard has been planted (see below), add 1 to that unit's Honour the Standard tally.

If you selected this Agenda, then ADEPTUS ASTARTES ANCIENT units in your army can attempt the following action:

Plant the Standard (Action): At the end of your Movement phase, one ADEPTUS ASTARTES ANCIENT unit from your army that is within 6" of the centre of the battlefield can start to perform this action. The action is completed at the end of your turn. Once completed the Ancient's Standard has been planted, and remains so until that model makes a Normal Move, Advances, Falls Back or makes a charge move.

Each unit gains a number of experience points equal to their Honour the Standard tally.

RECOVER GENE-SEED

Adeptus Astartes Agenda

In the confusion of battle, the fallen body of a mighty hero was left on the field, his progenoids not recovered. It is of vital import this precious resource is found.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield that is not within their own deployment zone. This objective marker represents the fallen Space Marine hero, but does not count as an objective marker for any rules purposes other than for this Agenda. ADEPTUS ASTARTES APOTHECARY units in your army can attempt the following action:

Recover Progenoids (Action): At the end of your Movement phase, one ADEPTUS ASTARTES APOTHECARY unit from your army that is within 3" of the fallen Space Marine hero objective marker can start to perform this action if no enemy units (excluding AIRCRAFT units) are within 3" of that objective marker. The Action is completed at the end of your turn. If completed, remove the fallen Space Marine hero objective marker from the battlefield. If an APOTHECARY unit successfully performs this action, it gains 5 experience points and your Crusade force gains 1 bonus Requisition point.

REQUISITIONS

If your Crusade force includes any **ADEPTUS ASTARTES** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

EVEN IN DEATH I STILL SERVE   1RP

A mortally wounded Space Marine may be interred in the sarcophagus of a Dreadnought, allowing him to bring death to his foes in a new form.

Purchase this Requisition when an **ADEPTUS ASTARTES CHARACTER** unit (excluding **VEHICLE** units) from your Crusade force gains their second or subsequent Battle Scar. Remove that **CHARACTER** from your Order of Battle and replace it with a **DREADNOUGHT** (excluding named characters) from the same Chapter. You can only add a **PSYKER DREADNOUGHT** if the **CHARACTER** it is replacing was a **PSYKER**. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. The new **DREADNOUGHT** starts with the same number of experience points as the **CHARACTER** it replaced and gains the appropriate number of Battle Honours for its rank.

CHAPTER COMMAND   1RP

Through heroism on the field of battle and unwavering commitment to duty, Space Marines can ascend the ranks.

Purchase this Requisition when a **CAPTAIN**, **LIBRARIAN**, **CHAPLAIN**, **APOTHECARY**, **ANCIENT**, **COMPANY CHAMPION** or **TECHMARINE** from your Crusade force gains the Heroic or Legendary rank. That model is upgraded to the Chapter Command (pg 98); increase its Power Rating accordingly and make a note on its Crusade card. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

INDOMITUS CRUSADE VETERANS   1RP

Many Primaris Space Marines served as part of the Indomitus Crusade before joining their Chapters, bringing vital experience of the fractured Imperium.

Purchase this Requisition when you add a **PRIMARIS CORE** unit (excluding **CHARACTER** units) to your Order of Battle that has the Elites Battlefield Role. That unit gains 6 experience points (and therefore gains the Blooded rank). Select one Battle Honour for them as normal.

RUBICON PRIMARIS   1RP

To cross the Rubicon Primaris is not a decision taken lightly, for not all warriors survive the transformation. Those who do become even more potent avatars of war.

Purchase this Requisition at any time. Select one **CAPTAIN**, **LIBRARIAN**, **CHAPLAIN**, **APOTHECARY**, **ANCIENT** or **TECHMARINE** unit from your Crusade force that does not have the **PRIMARIS** keyword and roll one D6. On a 1, that unit is removed from your Order of Battle. On a 2+, replace that unit with a **PRIMARIS** unit with the same keyword drawn from the same Chapter. You cannot purchase this requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. The new **PRIMARIS** unit has the same number of experience points and the same Battle Honours and Battle Scars as the unit it replaced. If a Battle Honour cannot be applied (e.g. a Weapon Enhancement for a weapon that **PRIMARIS** model cannot be equipped with), select a new Battle Honour to replace it.

Faust's Mk X Tacticus armour was chipped, charred and caked in stinking filth. He, Galla and Kyral stood in parade formation. Their armour was as battered as his. Three dozen of their brothers were ranked around them, witnessing the proceedings. Captain Zonovos, who stood before them, had ordered they make no attempt to clean or repair their armour ahead of the ceremony, except for one thing – their left shoulder pauldron, upon which their Chapter symbol was painted.

'To tell all of your achievements, the hardships you have endured and that you belong to our brotherhood,' the Captain had explained to them earlier.

They had fought against the Death Guard on the sludge-fields of Rhapabe for more than two local months. The traitors had unleashed the Plague That Walks upon the population of the once paradisical world, and millions of once-Humans, hungering for the air that burned exposed flesh. Rains of mucus lashed the landscape in a ceaseless deluge of sticking slime.

'Brothers Faust, Galla and Kyral,' said the Captain. 'Today we honour you. Today we recognise your valiant efforts. Let all those who bear our colours know your names and your deeds. It was you who held the bridge over the Thoter river for seven

days, holding back the Dead That Walk whilst Tetuna was evacuated. It was you who stormed the traitors' bunker complex at the Pihar Oasis, purging it of foes and cleansing its taint. It was you who waged a guerrilla war against our hated enemies for three weeks in the tunnel maze beneath the city of Airon, inflicting crippling damage and confusion. Without your efforts, victory may never have been achieved here. For this, you have your Chapter's admiration. For this, I award you all the laurels of victory.'

The dead deserve far more than this, Faust thought. Each of his seven dead squad-brothers had suffered a hideous fate at the hands of the enemy. Virtually nothing remained of them to recover, their gene-seed mutated by the enemy or consumed by them. Faust's hearts pumped harder as his anger grew at the thought.

Captain Zonovos placed the laurels, made from once-pristine leaves taken from the Golden Halos' home world, upon Faust, Galla and Kyral's helmets. Faust could see the laurels were already beginning to wilt in the horrific environment.

'You have achieved more than this, brothers,' said the Captain. 'Your victories are great indeed, your commitment to our Chapter without doubt. I will be recommending all of you to join the honoured ranks of our First Company. They have a grievous need for warriors after what happened at Teremo. I've no doubt they will welcome you.'

BATTLE TRAITS

When an **ADEPTUS ASTARTES** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. If a unit gains one of these Battle Traits, replace all instances of the <**CHAPTER**> keyword on that Battle Trait (if any) with the name of the Chapter that your unit is drawn from. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

ADEPTUS ASTARTES MACHINE SPIRIT UNITS

D6	TRAIT
1-2	**Bellicose Machine Spirit** *This machine spirit seeks to grind its foes beneath it.* Improve this model's Weapon Skill characteristic by 3.
3-4	**Focused Machine Spirit** *Even under duress, the attacks of this machine remain precise.* This model does not suffer the penalty incurred to its hit rolls for firing at enemy units that are within Engagement Range of it.
5-6	**Resilient Machine Spirit** *This machine spirit's indomitable might is legendary.* Add 2 to this model's Wounds characteristic.

TECHMARINE UNITS

D6	TRAIT
1-3	**Expert Mechanic** *This Techmarine displays a natural ability to make even the most seriously damaged vehicle ready to wage war again.* If this model is part of your Crusade army, and if it was not destroyed during the battle, then at the end of the battle you can ignore one failed Out of Action test taken for a <**CHAPTER**> **VEHICLE** unit – that test is treated as having been passed instead.
4-6	**Bionic Extremis** *This Techmarine is more akin to his mechanical charges than he is to a flesh and blood battle-brother.* This Techmarine has a 5+ invulnerable save.

APOTHECARY UNITS

D6	TRAIT
1-3	**Master of Physiology** *This skilled physician is able to return even the most seriously-wounded battle-brother to the field with all speed.* If this model is part of your Crusade army, and if it was not destroyed during the battle, then at the end of the battle you can ignore one failed Out of Action test taken for a <**CHAPTER**> unit (excluding **VEHICLE** and **BEAST** units) – that test is treated as having been passed instead.
4-6	**Custodian of the Future** *This Apothecary fights with the fury of their Primarch when a battle-brother falls, lest their gene-seed be lost.* Each time this model fights, if any friendly <**CHAPTER**> **INFANTRY** or <**CHAPTER**> **BIKER** models have been destroyed this turn, then until that fight is resolved, add 3 to this model's attacks characteristic.

ADEPTUS ASTARTES UNITS (EXCLUDING VEHICLES)

D6	TRAIT
1	**Marksman's Honours** *Awarded to those warriors who prove their accuracy in combat, these badges are constructed by coating spent bolter shell casings, ejected from the weapons of great heroes, in gold.* Improve the Ballistic Skill of each model in this unit by 1.
2	**Aquila Imperialis** *Awarded to those who have shown great resolve, this eagle emblem is emblazoned on the warrior's chest plate.* Each time a Morale test is taken for this unit, it is automatically passed. In addition, each time an Out of Action test is failed for this unit, re-roll that test.
3	**Purity Seals** *Purity seals record not so much honours as blessings given by the Chapter's Chaplains before battle. When a battle-brother receives a seal, the Chaplains chant litanies before affixing it to the Space Marine's armour.* Once per turn, this unit can attempt to Deny the Witch as if it were a **PSYKER**. If this unit is a **PSYKER**, then in each enemy Psychic phase, it can instead attempt to Deny the Witch one additional time.
4	**Bladesman's Honour** *Awarded to the most superlative duellists of the Chapter, this honour badge is shaped like a dagger and proclaims the bearer's skill at arms.* Improve the Weapon Skill of each model in this unit by 1.
5	**Terminator Honours** *Veterans who have earned the honour of waging war in Terminator armour are permitted to wear these badges – smaller representations of the Crux Terminatus – when fighting in their power armour.* Select one model in this unit (if the unit has a unit champion, such as a Space Marine Sergeant, you must select that model). Add 1 to the Attacks and Leadership characteristic of the selected model. In addition, unless the selected model is a **CHARACTER**, you also add 1 to the selected model's Wounds characteristic.
6	**Centurius Service Studs** *These rivets are stamped into a warrior's cranium to record ten, fifty or a hundred years' service. Though described in the Codex, the awarding of studs is not officially required.* At the start of your Command phase, select the Devastator, Tactical or Assault Doctrine (pg 125). Until the start of your next Command phase, each time a model in this unit makes an attack, the doctrine you selected is considered to be active for that attack instead of whatever doctrine is actually active for your army.

HONORIFICS

Honorifics are a new type of Battle Honour that can be given to **ADEPTUS ASTARTES CAPTAIN** units. When such a unit from your army would gain a Battle Honour, you can instead choose for it to gain one of the Honorifics listed below. You cannot give an Honorific to a unit from the Deathwatch Chapter or the Space Wolves Chapter (or any of its successor Chapters).

Each **CAPTAIN** unit can only have a single Honorific, and your Order of Battle cannot include more than one such unit from the same Chapter with the same Honorific (e.g. you cannot have two **BLOOD ANGELS CAPTAIN** units with the Master of the Watch Honorific, or two **SILVER SKULLS CAPTAIN** units with the Master of Recruits Honorific). As with any Battle Honour, make a note on the unit's Crusade card when it gains an Honorific, and increase its Crusade points total by 1.

If a **CAPTAIN** unit from your army is upgraded to be a Chapter Master using the Chapter Command Requisition (pg 116), that unit loses any Honorific it has (if so, its Crusade points are reduced by 1).

MASTER OF THE KEEP

In some Chapters the 1st Company Captain serves as Master of the Keep. These mighty warriors may serve as the Chapter Master's second in command, be responsible for the Chapter's fortress monastery and speak for the Chapter Master in his absence.

Once per battle, if this unit is on the battlefield, when you use an Adeptus Astartes Battle Tactic Stratagem (pg 102), that Stratagem costs 0 Command points.

MASTER OF THE WATCH

The Captain of the 2nd Company is often responsible for the defence of the Chapter's home world. They are heavily involved with system-wide defence and intelligence assessment of threats to their Chapter's seat of power. Regardless of how much a Chapter involves itself in the affairs of its home world's population, the Master of the Watch takes a keen interest in them.

If this unit is part of your Crusade army and you are the Defender, then you start the battle with an additional 2 Command points.

MASTER OF THE ARSENAL

This Captain, often of the 3rd Company, is responsible for managing and overseeing the Chapter's vast inventory of munitions.

Once per battle, if this unit is on the battlefield, when you use an Adeptus Astartes Wargear Stratagem (pg 104-105), that Stratagem costs 0 Command points.

MASTER OF THE FLEET

The Master of the Fleet is often the Captain of the 4th Company, and is responsible for the Chapter's armada of spacefaring warships. He is expected to be highly skilled not only in commanding a single ship in battle, but also in coordinating all of the Chapter's vessels in the highly complex matters of ship-to-ship combat.

- If this unit is on the battlefield, you can use the Orbital Bombardment Stratagem (pg 104) twice during the battle instead of once.
- While this unit is on the battlefield, each time you use the Orbital Bombardment Stratagem (pg 104), it costs 1 Command point instead of 3.

MASTER OF THE MARCHES

This warrior oversees the deployment of all the Chapter's assets, in addition to their role as Captain of the 5th Company. In so doing they hear all pleas for the Chapter's aid, dismissing those he deems the most unworthy before presenting those that remain to the Chapter Master.

If this unit is part of your Crusade army and you are using the Strategic Reserves rule, you can halve the Command point cost required to place units into Strategic Reserves (rounding fractions down). You can find out more about the Strategic Reserves rule in the Warhammer 40,000 Core Book.

MASTER OF THE RITES

The Master of the Rites is often the Captain of the 6th Company. Among his many duties he is often responsible for preserving and recording the Chapter's martial traditions and ceremonial conventions.

If this unit is part of your Crusade force, then the Warlord Trait Requisition costs 0 Requisition points if the model being given the Warlord Trait is from the same Chapter as this unit.

CHIEF VICTUALLER

Traditionally held by the Captain of the 7th Company, a warrior with this title is responsible for the non-armament provisions the Chapter requires to continue its operations, as well as thousands of serfs and servitors. In this role, a battle-brother must prove himself a master logistician.

If this unit is part of your Crusade force, then the Rearm and Resupply Requisition costs 0 Requisition points if the unit selected for that Requisition is from the same Chapter as this unit.

LORD EXECUTIONER

The Captain of the 8th Company is a martial example to his Chapter's warriors. As Lord Executioner, he dispenses the Chapter's justice – whether that be to the Chapter's hated foes or those within its ranks who fail to meet enormously stringent disciplinary requirements.

If this unit is part of your Crusade army and you are the Attacker, then you start the battle with an additional 2 Command points.

MASTER OF RELICS

The Captain of the 9th Company is often responsible for the maintenance, security and care of the Chapters priceless relics, as well as the recovery of relics that lie as yet undiscovered throughout the galaxy.

If this unit is part of your Crusade force, then the Relic Requisition costs 0 Requisition points if the model gaining the Relic is from the same Chapter as this unit.

MASTER OF RECRUITS AND MASTER OF RECONNAISSANCE

The 10th Company Captain is responsible for training the Chapter's future generations. With ten Vanguard squads at his command, he also serves as the Chapter Master's eyes and ears, and possesses vast amounts of intelligence.

If this unit is part of your Crusade force, then the Fresh Recruits Requisition costs 0 Requisition points if the unit gaining the Fresh Recruits is from the same Chapter as this unit.

'The gauntlet of Maurik reminds us of the sacrifices our brothers made in the Meatgrinder. The Auranescant Banner depicts glories won over four thousand years of history. The blood of ten-score Hrud still sheens the blade of the Leonine Axe. And these are but three of hundreds of ancient artefacts we hold. Each tells a story of our oathsworn duty, of our honour, of our untarnished service. May we add many more.'

- Luko Phrant, Master of Relics, Golden Halos

Hailing from the feral world of Varsavia, the Silver Skulls have adopted the head-taking traditions of their planet's tribal populace. Storming an Ork fortress on the world of Trazolya, the Silver Skulls were eager to slay the Bad Moons Orks, the long-fanged greenskins making for excellent trophies.

CRUSADE RELICS

When an **Adeptus Astartes Character** gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

When a model from your army is given a Crusade Relic, replace all instances of the <Chapter> keyword on that Crusade Relic's rules (if any) with the name of the Chapter that your model is drawn from.

ARTIFICER RELICS

An **Adeptus Astartes Character** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Halo Indomitus

This Iron Halo protects the bearer from harm, whilst proclaiming them to be a mighty hero of the Imperium.

- The bearer has a 4+ invulnerable save.
- Each time the bearer would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

Adamantine Cuirass

This chest plate bears an Aquila crest wrought in adamantine, rendering it proof against even the mightiest blow.

Add 1 to the bearer's Wounds and Toughness characteristics.

Astartes Teleportation Transponder

Incorporating arcane technology found in suits of Terminator armour, this unassuming device allows the bearer to be teleported accurately into the thick of battle from their orbiting spacecraft.

The bearer has the Teleport Strike ability (pg 125).

ANTIQUITY RELICS

An **Adeptus Astartes Character** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Paragon Blade

This blade is a relic of the Great Crusade and is rumoured to have been crafted on Terra. It is now borne by only the greatest heroes of the Space Marine Chapters.

Model with a power sword, master-crafted power sword, relic blade, xenophase blade or executioner relic blade only. This Relic replaces the model's power sword, master-crafted power sword, relic blade, xenophase blade or executioner relic blade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Paragon blade	Melee	Melee	+2	-4	3

Standard of Righteous Hatred

This bloodstained banner lists the atrocities and injustices committed by the Emperor's foes, a reminder of the duty of the Adeptus Astartes to purge the stars of the heretic and the alien.

Ancient model only: Each time a friendly model is destroyed and make an attack as a result of the bearer's Astartes Banner ability (pg 146), that attack scores a hit on a hit roll of 2+, irrespective of any modifiers.

LEGENDARY RELICS

An **Adeptus Astartes Character** model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Vortex Bolts

Crafted long ago in forges lost to the mist of time, these immensely rare rounds create a miniature vortex within the target upon their detonation. Such an event causes catastrophic damage to even the largest enemies, and psykers who miraculously survive are driven mad by the creatures of the warp that flow from the tear in reality.

Model with a bolt weapon (pg 195) only. When you select this Relic, select one bolt weapon the bearer is equipped with. Once per battle, when the bearer shoots with that weapon, you can choose for it to fire a vortex bolt. If you do, you can only make one attack with that weapon, but if it scores a hit, the target suffers D3+3 mortal wounds and the attack sequence ends. In addition, until the end of the battle, subtract 1 from Psychic tests taken for a **Psyker** unit hit by a vortex bolt.

Relic of the Primarch

In the deepest vaults of every Chapter are ancient relics, relics[?] from the personal wargear of their gene-father. Only on the rarest circumstances are these brought to the battlefield to inspire their brothers to even greater deeds. If these relics were to be lost it would be a tragedy on par with the blackest days in the Chapter's history.

Once per battle, in your Command phase, the bearer can unveil the Relic of the Primarch. If it does so, then until the start of your next Command phase:

- Add 1 to the Attacks characteristic of models in <Chapter> units (excluding **Primarch** models) that were within 6" of this model when it unveiled the relic.
- Each time a model in a <Chapter> unit (excluding **Primarch** models) that was within 6" of this model when it unveiled the relic makes a melee attack, add 1 to that attack's [?].

If the bearer is destroyed, then after removing it from play, replace it with an additional objective marker to represent the Relic of the Primarch (set it up as close as possible to the centre of the model's base before it is removed). You can then use the Recover the Relic Agenda (below), in addition to any other Agendas that are being used for this battle.

RECOVER THE RELIC

Adeptus Astartes Agenda

The loss of one of the Primarch's priceless relics is an unfathomable shame that cannot be allowed to pass.

If you control the Relic of the Primarch objective marker at the end of the battle, you can select one unit that is within 3" of that objective marker; that unit gains 3 experience points. If you do not control that objective marker at the end of the battle, then you lose 10 victory points (to a minimum of 0).

Thick smoke hung in the Reclusiam's air, issuing from a dozen censers swayed by hideous robotic cherubim. Twenty Golden Halos lined each side of a long amber-coloured carpet threaded with shimmering black gemstones, their armour and weapons gleaming in the intense firelight of scores of braziers fuelled with lumen-accelerants.

At the head of the aisle, Chaplain Eustakius stood at the top of a series of marble steps, where the carpet ended, next to a vacant stasis casket. His charcoal-black armour was perfectly polished. He had a noble bearing, which deeply contrasted with the savage visage given him by his skull-helm. He read from a large volume, which was bound in gold and Human bone. Its pages had been made from the skin of the most loyal Reclusiam's serfs.

'And so we welcome the Palamas Blade into the Chapter's heart. Many were the foes that it slew. Much was the blood that it spilled. Countless were the Emperor's peoples made safe by its fury. May it serve with its incomparable wrath until Mankind has reclaimed the stars and Humanity has purged the galaxy clean.'

Four Space Marines walked along the carpet, bearing a velvet litter of deep violet. Upon it was a two-handed power sword. Oaths of banishment and protection were etched into its long blade. Its grip was wrapped with black leather inlaid with fine gold thread that depicted haloed lions slaughtering monsters of legend. Its crossguard and pommel were inlaid with rubies, emeralds and

sapphires, each stone perfectly cut. They caught the light, bathing the chamber in radiant colour. Ten robed serfs followed the litter bearers, their heads bowed and hands clasped together in prayer. Their mouths moved as they chanted near silent oaths and wards.

Truly magnificent, Eustakius thought, even as he intoned.

'The Palamas Blade slew the Aeldari reaver-king that terrorised Eldis. It beheaded the Aeldari witch that threatened to throw the world of Paivesh into the empyrean. With great sweeps it slaughtered hundreds of the Great Devourer on the plains of Uzash. Now we lay it to rest until once more its service is needed.'

When the litter reached him, Eustakius lifted the weapon carefully with two hands, its blade in one open palm, its grip in the other. The litter-bearing Space Marines and the following serfs moved to allotted positions.

'Hail the Palamas Blade!' bellowed the Chaplain.

'Hail!' echoed all those in the chamber.

Eustakius turned to the casket. Its armo-glass panels were bordered by strips of gold encrusted with black diamonds. The stones were so well polished Eustakius could see his nightmarish reflection in them. Flat, carved bone images of the Chapter's legendary figures had been placed in the corners of each panel. He placed the sword into the casket with the care of a mother placing her firstborn in its crib. He closed the case. He pressed the runed code-keys of the stasis field. It thrummed into life.

DATASHEETS

This section contains the datasheets that you will need to fight battles with your Space Marines miniatures, as well as an explanation of the selectable keywords found on those datasheets and details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <CHAPTER> KEYWORD

Every datasheet in this section has the <CHAPTER> keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All ADEPTUS ASTARTES units are drawn from a Chapter. When you include such a unit in your army, you must nominate which Chapter it is from and then replace the <CHAPTER> keyword in every instance on its datasheet with the name of your chosen Chapter. This could be one of the Chapters detailed in a Warhammer 40,000 publication, or one of your own design.

Example: If you include a Captain in your army, and you decide he is from the Blood Ravens Chapter, his <CHAPTER> keyword becomes BLOOD RAVENS, and his Rites of Battle ability reads 'While a friendly BLOOD RAVENS CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'

If your army is Battle-forged, you cannot include units from two different Chapters in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

Non-Codex Compliant Chapters

You cannot select Grey Knights or Legion of the Damned when nominating which Chapter a unit is from. In addition, the following restrictions apply:

- Black Templars: LIBRARIAN units cannot be from the Black Templars Chapter.

- Dark Angels: STERNGUARD VETERAN SQUAD and VANGUARD VETERAN SQUAD units cannot be from the Dark Angels Chapter (or any of their successor Chapters).

- Deathwatch: The following units cannot be from the Deathwatch Chapter: ASSAULT SQUAD, ATTACK BIKE SQUAD, BIKE SQUAD, DEVASTATOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD, SCOUT units.

- Space Wolves: The following units cannot be from the Space Wolves Chapter (or any of their successor Chapters): APOTHECARY, ASSAULT SQUAD, DEVASTATOR SQUAD, STERNGUARD VETERAN SQUAD, TACTICAL SQUAD, VANGUARD VETERAN SQUAD.

Successor Chapters

Some rules refer to successor Chapters. If your unit is not from the Deathwatch or a First Founding Chapter (Dark Angels, White Scars, Space Wolves, Imperial Fists, Blood Angels, Iron Hands, Ultramarines, Salamanders or Raven Guard), it is from a successor Chapter, and you must decide which of the aforementioned First Founding Chapters it is a successor of. If the successor Chapter you have chosen is one established in the background, its founding Chapter will often be known (e.g. the Howling Griffons Chapter is a successor of the Ultramarines).

If your successor Chapter does not have a known founding Chapter but has the Inheritors of the Primarch Successor Tactic (pg 96), it is a successor of the Chapter whose Chapter Tactic you selected. Otherwise, select a First Founding Chapter that best fits your Chapter's character. In any case, write down on your army roster which of the First Founding Chapters your Chapter is a successor of.

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 196-201. In addition, some datasheets reference one or more weapon lists (e.g. Melee Weapons list); these can be found on page 195.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described below.

ANGELS OF DEATH

Space Marines are amongst the finest warriors in the Imperium.

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

And They Shall Know No Fear

Space Marines stand unafraid before the terrors of the galaxy.

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

Bolter Discipline

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

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

- The shooting model's target is within half the weapon's range.
- The shooting model is INFANTRY (excluding CENTURION models) and its unit Remained Stationary in your previous Movement phase.
- The shooting model is a TERMINATOR or BIKER.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (as defined on page 195) with the Rapid Fire type.

Shock Assault

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

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

Combat Doctrines

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

If every unit from your army has the ADEPTUS ASTARTES keyword (excluding AGENT OF THE IMPERIUM and UNALIGNED units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

- During the first battle round, the Devastator Doctrine is active for your army.

- During the second battle round, the Tactical Doctrine is active for your army.

- At the start of the third battle round, select either the Tactical Doctrine or Assault Doctrine: until the end of that battle round, the doctrine you selected is active for your army.

- During the fourth and subsequent battle rounds, the Assault Doctrine is active for your army.

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

Devastator Doctrine

The Codex Astartes explains in detail the strategic value of overwhelming firepower applied to key targets at the optimal time in order to eliminate threats and create tactical openings.

While this combat doctrine is active, improve the Armour Penetration characteristic of every Heavy and Grenade weapon that models in this unit are equipped with by 1.

Tactical Doctrine

As the warring armies close upon one another and vicious firefights erupt, the Codex lays out strategies for swiftly seizing the initiative and combining versatility with firepower.

While this combat doctrine is active, improve the Armour Penetration characteristic of every Rapid Fire and Assault weapon that models in this unit are equipped with by 1.

Assault Doctrine

The Codex Astartes leaves no doubt that the killing blow in most engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end.

While this combat doctrine is active, improve the Armour Penetration characteristic of every Pistol and Melee weapon that models in this unit are equipped with by 1.

DEPLOYMENT ABILITIES

The following abilities, which are used during deployment, are common to many ADEPTUS ASTARTES units.

Combat Squads

Space Marine squads can break down into smaller, tactically flexible formations known as combat squads.

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

Death From Above

The Angels of Death launch their attack from all directions. Troops equipped with jump packs and grav-chutes descend from the heavens, guns blazing as they slam into battle.

During deployment, if every model in this unit has this ability, then you can set up this unit high in the skies instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Concealed Positions

Vanguard forces often infiltrate the battlefield ahead of the main advance, taking up forward positions to ambush the foe.

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

Outflank

When necessary, Space Marine units can operate behind enemy lines indefinitely, awaiting the perfect opportunity to appear on the enemy's flank and wreak havoc.

During deployment, if every model in this unit has this ability, then you can set up this unit behind enemy lines instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit wholly within 6" of any battlefield edge and more than 9" away from any enemy models.

Teleport Strike

Space Marine strike cruisers and battle barges contain baroque chambers fitted with ancient technologies that can teleport the Angels of Death into the very heart of battle.

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

PRIMARIS CAPTAIN

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Captain	6"	2+	2+	4	4	6	5	9	3+

A Primaris Captain is equipped with: bolt pistol; master-crafted auto bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Master-crafted auto bolt rifle	24"	Assault 3	4	0	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	3	-
Special issue bolt carbine	24"	Assault 2	4	-2	2	-
Master-crafted power sword	Melee	Melee	+1	-3	2	-

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

WARGEAR OPTIONS

- If this model is not equipped with a master-crafted power sword, its bolt pistol and master-crafted auto bolt rifle can be replaced with one of the following:
  - 1 plasma pistol and 1 power fist.
  - 1 heavy bolt pistol, 1 master-crafted power sword and 1 relic shield.
- This model's master-crafted auto bolt rifle can be replaced with 1 master-crafted stalker bolt rifle.
- If this model is equipped with either a master-crafted auto bolt rifle or a master-crafted stalker bolt rifle, it can be equipped with 1 master-crafted power sword.
- If this model is from the Dark Angels Chapter (or one of its successor Chapters), its master-crafted auto bolt rifle can be replaced with 1 special issue bolt carbine.
- If this model is equipped with a special issue bolt carbine and it is not equipped with a master-crafted power sword, it can be equipped with 1 power fist.

ABILITIES

Angels of Death (pg 124-125)

Iron Halo: This model has a 4+ invulnerable save.

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, CAPTAIN

Leading strike forces of Space Marines from the front lines, Captains exemplify the strength and skill of the warriors under their command. They are paragons of strategic genius with centuries of battlefield experience, and their great deeds are often rewarded with ancient artefacts drawn from the Chapter's vaults.

Master-crafted stalker bolt rifle

Master-crafted auto bolt rifle

Ultramarines Primaris Captain with master-crafted stalker bolt rifle and master-crafted power sword

Dark Angels Primaris Captain with special issue bolt carbine and power fist

Imperial Fists Primaris Captain with master-crafted auto bolt rifle

CAPTAIN WITH MASTER-CRAFTED HEAVY BOLT RIFLE

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain with Master-crafted Heavy Bolt Rifle	5"	2+	2+	4	5	7	5	9	3+

A Captain with Master-crafted Heavy Bolt Rifle is equipped with: master-crafted heavy bolt rifle; master-crafted power sword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted heavy bolt rifle	36"	Rapid Fire 1	5	-1	2	-
Master-crafted power sword	Melee	Melee	+1	-3	2	-

ABILITIES

Angels of Death (pg 124-125)

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

Iron Halo: This model has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, MK X GRAVIS, CAPTAIN

Space Marines on the defence fight with a tenacious fury. Captains will take up heavy bolt rifles so as to lay down punishing fire, and bear Gravis armour to withstand the foe's best attempts to dislodge them. Fighting in such a way, they are a symbol of the Space Marines' indomitable will to never fall.

CAPTAIN IN PHOBOS ARMOUR

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain in Phobos Armour	6"	2+	2+	4	4	6	5	9	3+

A Captain in Phobos Armour is equipped with: bolt pistol; master-crafted instigator bolt carbine; combat knife; frag grenades; krak grenades; camo cloak.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted instigator bolt carbine	30"	Assault 1	4	-2	3	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Camo cloak	Each time a ranged attack is allocated to the bearer while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

ABILITIES

Angels of Death, Concealed Positions (pg 124-125)

Rites of Battle (Aura): While a friendly <CHAPTER> CORE unit is within 6" of this model, each time a model in that unit makes a hit roll of 1

Iron Halo: This model has a 4+ invulnerable save.

Omni-scrambler: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this model.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, PHOBOS, CAPTAIN

All Primaris Space Marines are trained in reconnaissance, stealth and sabotage while in the 10th Company. Donning his Phobos armour, a Captain will combine these skills with his incredible martial prowess and hard-won strategic expertise to lead strike forces of Vanguard warriors on dangerous covert missions.

CAPTAIN IN GRAVIS ARMOUR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain in Gravis Armour	5"	2+	2+	4	5	7	5	9	3+

A Captain in Gravis Armour is equipped with: boltstorm gauntlet; master-crafted power sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltstorm gauntlet (shooting)	12"	Pistol 3	4	-1	1	-
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Master-crafted power sword	Melee	Melee	+1	-3	2	-

ABILITIES

Angels of Death (pg 124-125)

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

Iron Halo: This model has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, MK X GRAVIS, CAPTAIN

Clad in a suit of indomitable Gravis armour, a Space Marine Captain can fearlessly stride into the very fiercest battlefield firestorms. To don Gravis armour is to demonstrate the greatest determination to crush the enemy, no matter how deeply they are entrenched.

CAPTAIN IN TERMINATOR ARMOUR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+

A Captain in Terminator Armour is equipped with: storm bolter; power sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Wrist-mounted grenade launcher	12"	Assault D3	4	-1	1	Blast
Power sword	Melee	Melee	+1	-3	1	-
Relic blade	Melee	Melee	+3	-3	2	-

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

WARGEAR OPTIONS

- This model's storm bolter can be replaced with one of the following: 1 combi-bolter; 1 lightning claw; 1 power fist; 1 thunder hammer; 1 storm shield (maximum 1 per model); 1 weapon from the Combi-weapons list.
- This model's power sword can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 relic blade; 1 thunder hammer; 1 storm shield (maximum 1 per model).
- If this model is equipped with 1 or more power fists, it can be equipped with 1 wrist-mounted grenade launcher.

ABILITIES

Angels of Death, Teleport Strike (pg 124-125)

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

Iron Halo: This model has a 4+ invulnerable save.

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

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

Space Marine Captains are expected to fight from the front, and few kinds of armour enable them to do so as effectively as Terminator plate. Formidably resilient, such a suit protects the Captain against all but the most devastating enemy fire and enables him to deploy by teleport strike right into the heart of the foe.

CAPTAIN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain	6"	2+	2+	4	4	5	4	9	3+

A Captain is equipped with: bolt pistol; master-crafted boltgun; Astartes chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Relic blade	Melee	Melee	+3	-3	2	-
Xenophase blade	Melee	Melee	+1	-4	1	Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack.

OTHER WARGEAR	ABILITIES
Jump pack	The bearer has a Move characteristic of 12", the Death From Above ability and the FLY and JUMP PACK keywords.
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS

- This model's master-crafted boltgun can be replaced with one of the following: 1 storm shield (maximum 1 per model); 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
- This model's Astartes chainsword can be replaced with one of the following: 1 relic blade; 1 weapon from the Melee Weapons list; 1 storm shield (maximum 1 per model).
- If this model is from the Deathwatch Chapter, its Astartes chainsword can be replaced with 1 xenophase blade.
- This model can be equipped with 1 jump pack (Power Rating +1).

ABILITIES

Angels of Death (pg 124-125)

Iron Halo: This model has a 4+ invulnerable save.

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, CAPTAIN

Space Marine Captains have spent centuries with their Chapter. They expect nothing but utter dedication from those they command. Each Space Marine lives up to this standard willingly, knowing there is no sacrifice their Captains haven't made, no enemy they have not slain and no hardship they have not endured.
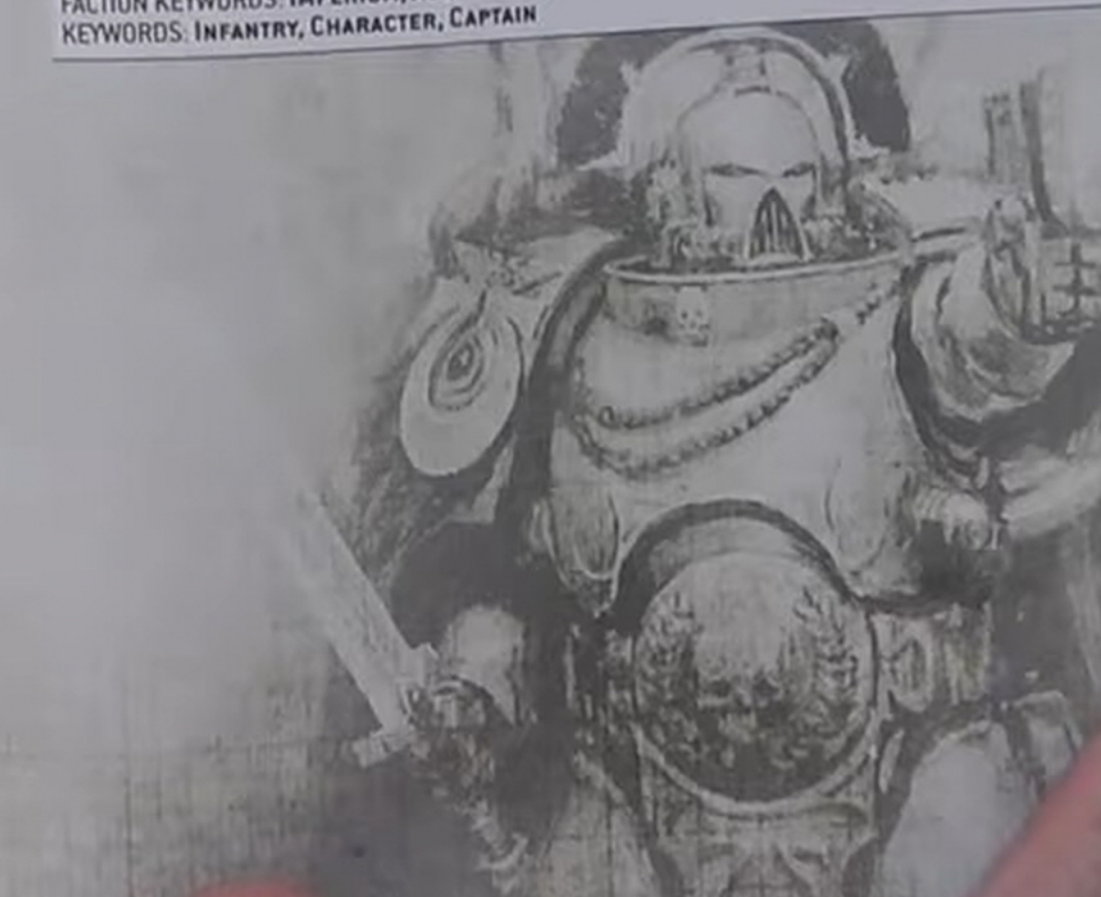
CAPTAIN ON BIKE

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain on Bike	14"	2+	2+	4	5	6	4	9	3+

A Captain on Bike is equipped with: bolt pistol; twin boltgun; Astartes chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

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

WARGEAR OPTIONS

• This model's bolt pistol can be replaced with one of the following: 1 master-crafted boltgun; 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list; 1 weapon from the Melee Weapons list.
• This model's Astartes chainsword can be replaced with one of the following: 1 weapon from the Melee Weapons list; 1 storm shield.

ABILITIES

Angels of Death (pg 124-125)

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

Iron Halo: This model has a 4+ invulnerable save.

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: BIKER, CHARACTER, CAPTAIN

When a Captain thunders to war on a Space Marine bike, he can race to the most critical locations on the battlefield. He smashes foes aside, cuts down countless fleeing enemies, or joins his Outriders to carry out reconnaissance missions in person so as to best develop his battle plans with first-hand knowledge.
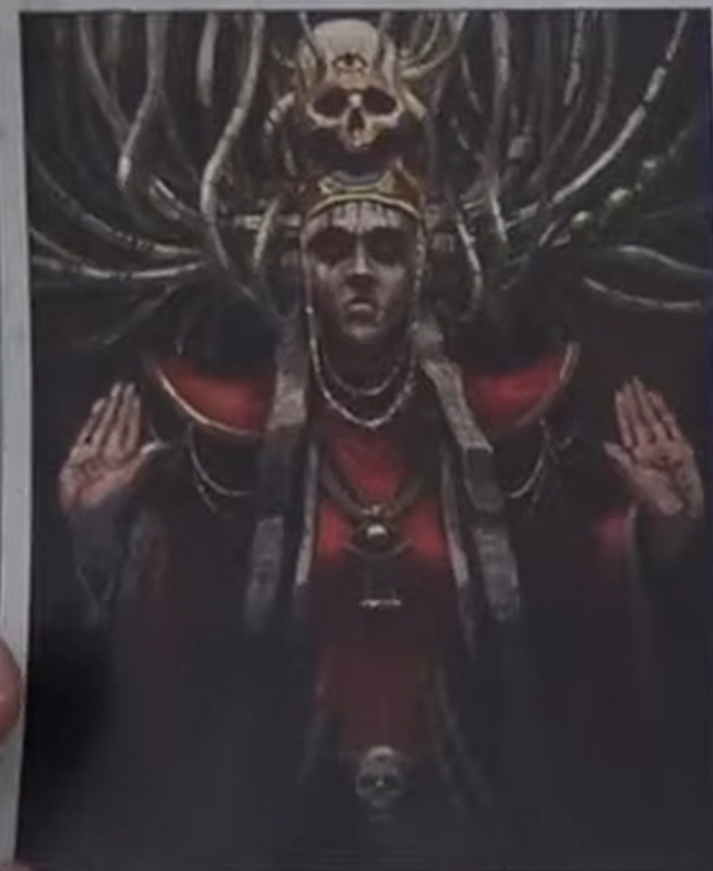
War after war. Journey after journey. The Space Marines are relentless. They itch for battle, itch to draw their blades. They seek no rest, and barely recognise that those who serve them, yet who are not of them, cannot possibly keep pace.

Again and again the Fists order me to plunge my mind into the madness. Demand I linger in its churning morass for longer and longer. What do you see, they demand. What do you hear? They seek everything. News of battles, news of their comrades. Calls for aid, clues to enemy presences. I give it all to them. The starkest, most terrifying images, the most indecipherable and incoherent visions. And it is never enough. Dorn's sons ask more of me, just as they ask more of themselves with each passing time unit. They are never satisfied. The strain of my efforts draws blood on each occasion I conduct my work. I am left shaking, perspiring, drained, exhausted. My Telepathica colleagues fair no better. Were it not for the fact that Humanity's cause is so great, some of us may have yet given up. Only by force of will are some of us alive.

But the Space Marines should not be satisfied. Their task is great. The Imperium reels in every quarter. If Mankind is to survive they must tolerate no complacency, in themselves or in others. They must always fight harder. They must not stop. For all our sakes.

- Helicta Chemin, Astropath

PRIMARIS LIEUTENANT

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Lieutenant	6"	2+	2+	4	4	5	4	8	3+

A Primaris Lieutenant is equipped with: bolt pistol; master-crafted auto bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted auto bolt rifle	24"	Assault 3	4	0	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	3	-
Neo-volkite pistol	15"	Pistol 2	5	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Special issue bolt carbine	24"	Assault 2	4	-2	2	-
Master-crafted power axe	Melee	Melee	+2	-2	2	-

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

WARGEAR OPTIONS

• This model's bolt pistol and master-crafted auto bolt rifle can be replaced with one of the following:
  ○ 1 bolt pistol and 1 master-crafted stalker bolt rifle.
  ○ 1 bolt pistol and 1 master-crafted power sword.
  ○ 1 neo-volkite pistol, 1 master-crafted power sword and 1 storm shield (Power Rating +1).
• If this model is from the Dark Angels Chapter (or one of its successor Chapters), its bolt pistol can be replaced with 1 plasma pistol.
• If this model is from the Space Wolves Chapter (or one of its successor Chapters), its master-crafted auto bolt rifle can be replaced with 1 special issue bolt carbine and 1 master-crafted power axe.

ABILITIES

Angels of Death (pg 124-125)

Company Heroes: If your army is Battle-forged, then for each LIEUTENANT unit included in a Detachment, a second LIEUTENANT unit can be included in that Detachment without taking up an additional Battlefield Role slot.

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, LIEUTENANT

Primaris Lieutenants, in addition to being extremely able tacticians and strategists, are highly skilled warriors. Experts in all the lethal firearms of the Intercessors they so often command and fight alongside, they lay down impressive volleys of bolts even as they bellow orders and coordinate their brothers' fire.

Ultramarines Primaris Lieutenant with master-crafted auto bolt rifle and bolt pistol

Space Wolves Primaris Lieutenant with special issue bolt carbine and master-crafted po...

LIEUTENANT IN REIVER ARMOUR

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lieutenant in Reiver Armour	6"	2+	2+	4	4	5	4	8	3+

A Lieutenant in Reiver Armour is equipped with: master-crafted special issue bolt pistol; combat knife; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted special issue bolt pistol	12"	Pistol 1	4	-2	2	-
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

ABILITIES

Angels of Death (pg 124-125)

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

Terror Troops (Aura): While an enemy unit is within 3" of this model, subtract 2 from the Leadership characteristic of models in that unit.

Company Heroes: If your army is Battle-forged, then for each LIEUTENANT unit included in a Detachment, a second LIEUTENANT unit can be included in that Detachment without taking up an additional Battlefield Role slot.

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, PHOBOS, REIVER, SHOCK GRENADE, SMOKESCREEN, LIEUTENANT

When a Space Marine commander needs the enemy broken in terror, he unleashes detachments led by Lieutenants clad in the wargear of the Reiver Squads. With the masterful leadership of the Lieutenant, these forces become more powerful than the sum of their parts, and drive contingents of the foe to flight.

LIEUTENANT IN PHOBOS ARMOUR

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lieutenant in Phobos Armour	6"	2+	2+	4	4	5	4	8	3+

A Lieutenant in Phobos Armour is equipped with: bolt pistol; master-crafted occulus bolt carbine; paired combat blades; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted occulus bolt carbine	24"	Rapid Fire 1	4	0	2	Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Paired combat blades	Melee	Melee	User	-1	1	-

ABILITIES

Angels of Death, Death From Above (pg 124-125)

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

Company Heroes: If your army is Battle-forged, then for each LIEUTENANT unit included in a Detachment, a second LIEUTENANT unit can be included in that Detachment without taking up an additional Battlefield Role slot.

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, PHOBOS, LIEUTENANT

Highly capable combat commanders, Lieutenants can lead independent reconnaissance, sabotage and assassination forces far beyond Imperial lines. They are deadly warriors, and the last sensation of countless foes has been the cold press of a Space Marine Lieutenant's knife to their neck.

LIEUTENANT

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lieutenant	6"	2+	2+	4	4	4	3	8	3+

A Lieutenant is equipped with: bolt pistol; master-crafted boltgun; Astartes chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Jump pack	The bearer has a Move characteristic of 12", the Death From Above ability (pg 125) and the FLY and JUMP PACK keywords.

WARGEAR OPTIONS

- This model's master-crafted boltgun can be replaced with one of the following: 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- This model's Astartes chainsword can be replaced with 1 weapon from the *Melee Weapons* list.
- This model can be equipped with 1 jump pack (Power Rating +1).

ABILITIES

Angels of Death (pg 124-125)

Company Heroes: If your army is Battle-forged, then for each LIEUTENANT unit included in a Detachment, a second LIEUTENANT unit can be included in that Detachment without taking up an additional Battlefield Role slot.

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, LIEUTENANT

Lieutenants constitute a supporting layer of leadership and strategic implementation within Space Marine strike forces. In addition to their own formidable combat prowess, they act as a force multiplier, their tactical capabilities allowing their warriors to adapt far more fluidly to changing situations.

PRIMARIS LIBRARIAN

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Librarian	6"	3+	3+	4	4	5	4	9	3+

A Primaris Librarian is equipped with: bolt pistol; force sword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Force sword	Melee	Melee	+1	-3	D3	-

ABILITIES

Angels of Death (pg 124-125)

Psychic Hood: Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

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

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Librarius discipline (pg 110).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, PSYKER, LIBRARIAN

The physical improvements granted by Primaris implants greatly benefits Librarians. Immense strength and endurance enables them to sustain their furious psychic powers for longer, and in battle their entire bodies crackle with mind-melting energies that they launch at their foes.

LIBRARIAN

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Librarian	6"	3+	3+	4	4	4	3	9	3+

A Librarian is equipped with: bolt pistol, force stave, frag grenades, krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+3	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-

OTHER WARGEAR	ABILITIES
Jump pack	The bearer has a Move characteristic of 12", the Death From Above ability (pg 125) and the FLY and JUMP PACK keywords.

WARGEAR OPTIONS

* This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the Combi-weapons list; 1 weapon from the Pistols list.
* This model's force stave can be replaced with one of the following: 1 force axe; 1 force sword.
* This model can be equipped with 1 jump pack [Power Rating +1].

ABILITIES

Angels of Death (pg 124-125)

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

Psychic Hood: Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Librarius discipline (pg 110).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PSYKER, LIBRARIAN

Librarians are the Space Marines' battle-psykers and keepers of lore. Wielding terrifying empyric energies, with but a thought they can crush a foe's skull, throw up force shields to protect their brethren from incoming fire, and hurl blasts of psychic power.

LIBRARIAN IN PHOBOS ARMOUR

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Librarian in Phobos Armour	6"	3+	3+	4	4	5	4	9	3+

A Librarian in Phobos Armour is equipped with: bolt pistol, force sword, frag grenades, krak grenades, camo cloak.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Force sword	Melee	Melee	+1	-3	D3	-

OTHER WARGEAR	ABILITIES
Camo cloak	Each time a ranged attack is allocated to the bearer while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

ABILITIES

Angels of Death, Concealed Positions (pg 124-125)

Psychic Hood: Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

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

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Obscuration discipline (pg 111).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, PHOBOS, PSYKER, LIBRARIAN
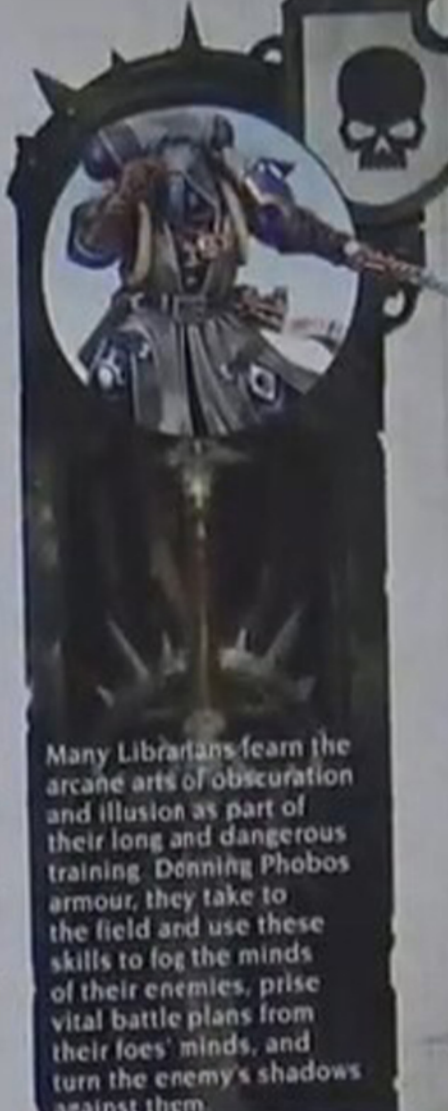
Many Librarians learn the arcane arts of obscuration and illusion as part of their long and dangerous training. Donning Phobos armour, they take to the field and use these skills to fog the minds of their enemies, prise vital battle plans from their foes' minds, and turn the enemy's shadows against them.

LIBRARIAN IN TERMINATOR ARMOUR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Librarian in Terminator Armour	5"	3+	3+	4	4	5	3	9	2+

A Librarian in Terminator Armour is equipped with: force stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+3	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-

WARGEAR OPTIONS

* This model can be equipped with 1 weapon from the Combi-weapons list.
* This model's force stave can be replaced with one of the following: 1 force axe; 1 force sword.

ABILITIES

Angels of Death, Teleport Strike (pg 124-125)

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

Crux Terminatus: This model has a 5+ invulnerable save.

Psychic Hood: Each time a Deny the Witch test is taken for this model, if the unit attempting to manifest the psychic power is within 12" of this model, add 1 to that Deny the Witch test.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Librarius discipline (pg 110).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, TERMINATOR, PSYKER, LIBRARIAN

The powers of a Chapter's Librarians lend a lethal psychic edge to its elite infantry spearheads. Whether it be gruelling boarding actions, ferocious urban combat or on the front line against overwhelming enemy numbers, Librarians in Terminator armour blast at the foe with their powerful psychic energies.

PRIMARIS CHAPLAIN
5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+

A Primaris Chaplain is equipped with: absolvor bolt pistol; crozius arcanum; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	18"	Pistol 1	5	-1	2	-
Crozius arcanum	Melee	Melee	+2	-1	2	-

ABILITIES

Angels of Death (pg 124-125)

Spiritual Leaders (Aura): While a friendly <CHAPTER> CORE unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Rosarius: This model has a 4+ invulnerable save

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

PRIEST

This model knows the *Litany of Hate* and one other litany from the Litanies of Battle (pg 112). In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model this turn. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, PRIEST, CHAPLAIN

Cloak billowing in the heat of battle and absolvor pistol flaring, Primaris Chaplains stride purposefully into battle, the boom of their oration audible even over the furious din of conflict. Without rest they exhort their brothers to victory, steeling their hearts, minds and souls no matter the savagery of the enemy.

PRIMARIS CHAPLAIN ON BIKE
6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Chaplain on Bike	14"	2+	3+	4	5	7	4	9	3+

A Primaris Chaplain on Bike is equipped with: absolvor bolt pistol; twin bolt rifle; crozius arcanum; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	18"	Pistol 1	5	-1	2	-
Twin bolt rifle	30"	Rapid Fire 2	4	-1	1	-
Crozius arcanum	Melee	Melee	+2	-1	2	-

ABILITIES

Angels of Death (pg 124-125)

Rosarius: This model has a 4+ invulnerable save.

Spiritual Leaders (Aura): While a friendly <CHAPTER> CORE unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

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

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

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

PRIEST

This model knows the *Litany of Hate* and one other litany from the Litanies of Battle (pg 112). In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model this turn. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: BIKER, CHARACTER, PRIMARIS, PRIEST, CHAPLAIN

Chaplain takes [...] on a Raider [...]

CHAPLAIN IN TERMINATOR ARMOUR
6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaplain in Terminator Armour	5"	2+	3+	4	4	5	3	9	2+

A Chaplain in Terminator Armour is equipped with: storm bolter; crozius arcanum.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Crozius arcanum	Melee	Melee	+2	-1	2	-

WARGEAR OPTIONS

• This model's storm bolter can be replaced with 1 weapon from the *Combi-weapons* list.

ABILITIES

Angels of Death, Teleport Strike (pg 124-125)

Rosarius: This model has a 4+ invulnerable save.

Spiritual Leaders (Aura): While a friendly <CHAPTER> CORE unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

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

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

PRIEST

This model knows the *Litany of Hate* and one other litany from the Litanies of Battle (pg 112). In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model this turn. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIEST, TERMINATOR, CHAPLAIN

Every Space Marine is roused to war by the litanies of their Chaplains, and never is this spiritual fortification more vital than amidst the blood and horror of boarding actions and beachhead strikes. Thus, Chaplains are trained to wear formidable Terminator armour so they can fight alongside Veteran battle-brothers.

CHAPLAIN
5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaplain	6"	2+	3+	4	4	4	3	9	3+

A Chaplain is equipped with: bolt pistol; crozius arcanum; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Crozius arcanum	Melee	Melee	+2	-1	2	-

OTHER WARGEAR	ABILITIES
Jump pack	The bearer has a Move characteristic of 12", the Death From Above ability (pg 125) and the FLY and JUMP PACK keywords.

WARGEAR OPTIONS

• This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list; 1 power fist.
• This model can be equipped with 1 jump pack (**Power Rating +1**)

ABILITIES

Angels of Death (pg 124-125)

Spiritual Leaders (Aura): While a friendly <CHAPTER> CORE unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Rosarius: This model has a 4+ invulnerable save.

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

PRIEST

This model knows the *Litany of Hate* and one other litany from the Litanies of Battle (pg 112). In your Command phase, if this model is on the battlefield, it can recite one litany it knows that has not already been recited by a friendly model this turn. Roll one D6: on a 3+, the recited litany is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIEST, CHAPLAIN

Chaplains are the guardians of their Chapter's spirit and protectors of its warriors' souls. They uphold the traditions of their brotherhood and keep its relics safe, while on the battlefield they bellow litanies of hatred and faith, their fiery sermons giving grim inspiration to the warriors they accompany.

PRIMARIS TECHMARINE

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Techmarine	6"	3+	2+	4	4	5	4	8	2+

A Primaris Techmarine is equipped with: forge bolter; grav-pistol; Omnissian power axe; servo-arm; mechadendrite; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Forge bolter	24"	Assault 3	5	-1	2	Each time the bearer shoots, it can make attacks with this weapon even if it also makes attacks with Pistols or Grenades.
Grav-pistol	12"	Pistol 1	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.
Mechadendrite	Melee	Melee	+1	0	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.
Omnissian power axe	Melee	Melee	+2	-2	2	-
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.

ABILITIES

Angels of Death (pg 124-125)

Blessing of the Omnissiah: At the end of your Movement phase, this model can repair one friendly <CHAPTER> VEHICLE model within 3" of it. That VEHICLE model regains up to D3 lost wounds. Each model can only be repaired once per turn.

Awaken the Machine Spirits: In your Command phase, this model can awaken one friendly <CHAPTER> VEHICLE model within 3" of it. Until the start of your next Command phase, each time that VEHICLE model makes a ranged attack, add 1 to that attack's hit roll. Each model can only be awakened once per turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, TECHMARINE

Primaris Techmarines stride selflessly through oncoming fire to soothe the machine spirits of wounded war engines, deftly peeling back damaged armour plates to repair burnt-out cabling and bending warped panels back into shape with his servo-arm and mechadendrite.

SERVITORS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4	Servitor	5"	5+	5+	3	3	1	1	6	4+

Every model is equipped with: servo-arm.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-3	1	Blast
- Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.

WARGEAR OPTIONS

- Up to 2 Servitors can each have their servo-arm replaced with one of the following: 1 heavy bolter; 1 multi-melta; 1 plasma cannon.

ABILITIES

Mindlock: While this unit is within 6" of any friendly <CHAPTER> TECHMARINE units, models in this unit have a Weapon Skill and Ballistic Skill characteristic of 4+ and a Leadership characteristic of 9. In addition, if your army is Battle-forged, then for each <CHAPTER> TECHMARINE unit included in a Detachment, one <CHAPTER> SERVITORS unit can be included in that Detachment without taking up a Battlefield Role slot.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, SERVITORS

Mono-task cybernetic slaves, servitors are arcane combinations of lobotomised Human and machine. Fitted with ... of mechanical ...ations, in ...rvitors assist ...nes, either by ... own torrents of ... fire or by carrying ...itional repair work ...eir servo-arms.

TECHMARINE

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Techmarine	6"	3+	2+	4	4	4	3	8	2+

A Techmarine is equipped with: bolt pistol; Omnissian power axe; servo-arm; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Helfrost pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Dispersed	12"	Pistol D3	4	-2	1	Blast
- Focussed	12"	Pistol 1	6	-4	3	-
Plasma cutter	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Omnissian power axe	Melee	Melee	+2	-2	2	-
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.
Tempest hammer	Melee	Melee	x2	-3	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list.
- This model's Omnissian power axe can be replaced with 1 weapon from the *Melee Weapons* list.
- If this model is not equipped with a helfrost pistol, it can be equipped with 1 flamer, 1 plasma cutter, and 1 servo-arm (**Power Rating +1**)
- If this model is from the Space Wolves Chapter (or one of its successor Chapters) and it is not equipped with a plasma cutter, its bolt pistol and Omnissian power axe can be replaced with 1 helfrost pistol and 1 tempest hammer.

ABILITIES

Angels of Death (pg 124-125)

Blessing of the Omnissiah: At the end of your Movement phase, this model can repair one friendly <CHAPTER> VEHICLE model within 3" of it. That VEHICLE model regains up to D3 lost wounds. Each model can only be repaired once per turn.

Awaken the Machine Spirits: In your Command phase, this model can awaken one friendly <CHAPTER> VEHICLE model within 3" of it. Until the start of your next Command phase, each time that VEHICLE model makes a ranged attack, add 1 to that attack's hit roll. Each model can only be awakened once per turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, TECHMARINE

Possessing knowledge of the Omnissiah's deeper mysteries, Techmarines are responsible for the maintenance of their Chapter's arsenal of armoured vehicles. Equipped with a servo-arm and plasma cutter, they can repair terrible battlefield damage, ensuring the Chapter's vehicles continue to wage war.
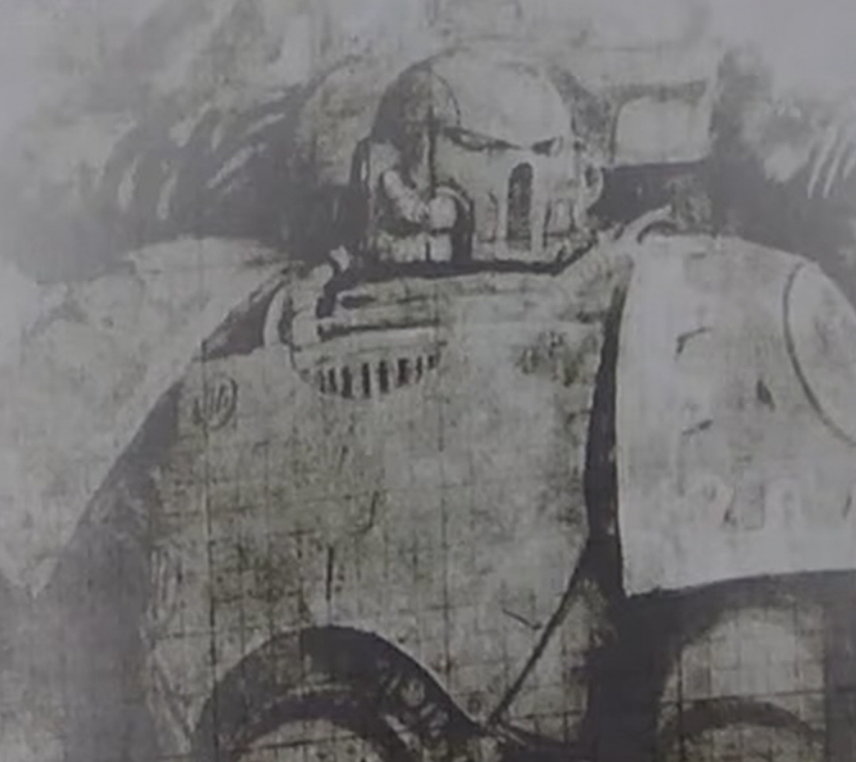
INTERCESSOR SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Intercessor	6"	3+	3+	4	4	2	2	7	3+
1	Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 3	4	0	1	-
Astartes grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	30"	Assault D6	3	0	1	Blast
- Krak grenade	30"	Assault 1	6	-1	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Stalker bolt rifle	36"	Heavy 1	4	-2	2	-

WARGEAR OPTIONS

- All of the models in the unit can have their bolt rifle replaced with 1 auto bolt rifle each.
- All of the models in the unit can have their bolt rifle replaced with 1 stalker bolt rifle each.
- If the Intercessor Sergeant is not equipped with an Astartes chainsword, a power sword, a power fist or a thunder hammer, its bolt rifle, auto bolt rifle or stalker bolt rifle can be replaced with one of the following: 1 hand flamer; 1 plasma pistol; 1 Astartes chainsword; 1 power sword.
- If the Intercessor Sergeant is not equipped with an Astartes chainsword or a power sword, it can be equipped with one of the following: 1 Astartes chainsword; 1 power fist; 1 power sword; 1 thunder hammer.
- For every 5 models in this unit, 1 model equipped with a bolt rifle, auto bolt rifle or stalker bolt rifle can be equipped with 1 Astartes grenade launcher.

ABILITIES

Angels of Death, Combat Squads [pg 124-125]

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, PRIMARIS, INTERCESSORS, INTERCESSOR SQUAD

Intercessor Squads are capable of laying down punishing fire while advancing or holding ground against the enemy. They have access to a range of bolt weaponry suited to varied battlefield assignments, from engaging enemies at long range to cleansing bunker complexes.

Stalker bolt rifle

Auto bolt rifle

Astartes grenade launcher
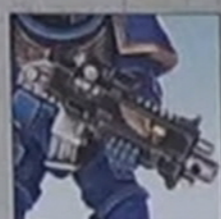
Bolt rifle

...ch Intercessor ...h bolt rifle

Crimson Fists Intercessor with auto bolt rifle

Imperial Fists Intercessor Sergeant with bolt pistol and power fist

Raven Guard Intercessor Sergeant with stalker bolt rifle

ASSAULT INTERCESSOR SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Assault Intercessor	6"	3+	3+	4	4	2	2	7	3+
1	Assault Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

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

ABILITIES

Angels of Death, Combat Squads [pg 124-125]

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, PRIMARIS, INTERCESSORS, ASSAULT INTERCESSOR SQUAD

Assault Intercessors are amongst the most widespread close support units in a Chapter's arsenal. Firing their heavy bolt pistols as they close upon the foe, they charge into the fray, where they make short work of their enemies with brutal swings of their chainswords.

HEAVY INTERCESSOR SQUAD

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Heavy Intercessor	5"	3+	3+	4	5	3	2	7	3+
1	Heavy Intercessor Sergeant	5"	3+	3+	4	5	3	3	8	3+

If this unit contains 6 or more models, it has **Power Rating 14**. Every model is equipped with: bolt pistol; heavy bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Executor bolt rifle	42"	Heavy 1	5	-2	2	-
Executor heavy bolter	42"	Heavy 2	5	-2	3	-
Heavy bolt rifle	36"	Rapid Fire 1	5	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	2	-
Hellstorm bolt rifle	30"	Assault 3	5	0	1	-
Hellstorm heavy bolter	30"	Heavy 4	5	0	1	-

WARGEAR OPTIONS

- If no model in this unit is equipped with a heavy bolter, you can take one of the following options:
  - All of the models in the unit can have their heavy bolt rifles replaced with 1 hellstorm bolt rifle each.
  - All of the models in the unit can have their heavy bolt rifles replaced with 1 executor bolt rifle each.
- All of the models in the unit can have their heavy bolt rifle replaced with 1 heavy bolter, 1 Heavy Intercessor's heavy auto bolt rifle can be replaced with 1 executor heavy bolter.
- For every 5 models in this unit, 1 Heavy Intercessor's heavy bolt rifle can be replaced with 1 hellstorm heavy bolter, or 1 Heavy Intercessor's heavy stalker bolt rifle can be replaced with 1 executor heavy bolter.

ABILITIES

Angels of Death, Combat Squads [pg 124-125]

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, PRIMARIS, INTERCESSORS, MK X GRAVIS, HEAVY INTERCESSOR SQUAD

Clad in thick Gravis armour, Heavy Intercessors secure ground and are immovable in the defence. Always ready for any sign of enemy counter-attack, they stand firm, laying down volleys of heavy fire that keep all but the most determined or foolhardy enemies at bay.

INFILTRATOR SQUAD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Infiltrator	6"	3+	3+	4	4	2	2	7	3+
1	Infiltrator Sergeant	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; marksman bolt carbine; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

OTHER WARGEAR	ABILITIES
Helix gauntlet	Once per turn, the first time a saving throw is failed for the bearer's unit, the Damage characteristic of that attack is changed to 0.
Infiltrator comms array	The bearer's unit is always considered to be within range of the following aura abilities of any friendly <Chapter> Phobos units that are on the battlefield: Rites of Battle; Tactical Precision.

WARGEAR OPTIONS

- 1 Infiltrator can be equipped with one of the following: 1 helix gauntlet, 1 Infiltrator comms array.

ABILITIES

Angels of Death, Combat Squads, Concealed Positions [pg 124-125]

Omni-scrambler: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, PRIMARIS, PHOBOS, SMOKESCREEN, INFILTRATOR SQUAD

Infiltrator Squads are experts in covert operations and are drilled extensively in self-sufficiency and survival skills. Equipped with omni-scramblers that cripple enemy communications, they wreak havoc among their foes before cutting them down with hails of accurate bolt fire.

INCURSOR SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Incursor	6"	3+	3+	4	4	2	2	7	3+
1	Incursor Sergeant	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 6 or more models, it has **Power Rating 10**. Every model is equipped with: bolt pistol; occulus bolt carbine; paired combat blades; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Occulus bolt carbine	24"	Rapid Fire 1	4	0	1	Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Paired combat blades	Melee	Melee	User	-1	1	-

OTHER WARGEAR	ABILITIES
Haywire mine	Once per battle, when an enemy unit finishes a charge move within Engagement Range of the bearer's unit, the bearer can use its Haywire mine. If it does, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds (if it has the VEHICLE keyword, it suffers 3 mortal wounds instead). *We recommend placing a Haywire Mine model next to the bearer as a reminder, removing it once this ability has been used (a Haywire Mine does not count as a model for any rules purposes).*

WARGEAR OPTIONS

- 1 Incursor can be equipped with 1 haywire mine.

ABILITIES

Angels of Death, Combat Squads, Concealed Positions [pg 124-125]

Multi-spectrum Array: Each time a model in this unit makes a ranged attack, you can ignore any or all hit roll and Ballistic Skill modifiers.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, PRIMARIS, PHOBOS, SMOKESCREEN, INCURSOR SQUAD

...light infantry, ...specialise in ...emy defences ...roying essential ...with a formidable ...auspexes and ...y equipment ...see their en... ...rough walls ...eir movemen... ...with a bur... ...ire or blaze ...them or...

TACTICAL SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Space Marine	6"	3+	3+	4	4	2	1	7	3+
1	Space Marine Sergeant	6"	3+	3+	4	4	2	2	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-

WARGEAR OPTIONS

- The Space Marine Sergeant's bolt pistol can be replaced with one of the following: 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- The Space Marine Sergeant's boltgun can be replaced with one of the following: 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- If this unit contains 9 or fewer models, 1 Space Marine's boltgun can be replaced with one of the following: 1 weapon from the *Heavy Weapons* list; 1 weapon from the *Special Weapons* list.
- If this unit contains 10 models, 1 Space Marine's boltgun can be replaced with 1 weapon from the *Special Weapons* list.
- If this unit contains 10 models, 1 Space Marine's boltgun can be replaced with 1 weapon from the *Heavy Weapons* list.

ABILITIES

Angels of Death, Combat Squads (pg 124-125)

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

Tactical Squads have formed the backbone of Space Marine Chapters for ten thousand years. With access to a wide range of weapons, they can purge swathes of enemy infantry, scour battlefields clean of heavily armoured foes or punch burning holes through tanks.

COMPANY CHAMPION

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Company Champion	6"	2+	3+	4	4	4	4	8	3+

A Company Champion is equipped with: bolt pistol; master-crafted power sword; frag grenades; krak grenades; combat shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted power sword	Melee	Melee	+1	-3	2	-

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

ABILITIES

Angels of Death (pg 124-125)

Honour or Death: This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy CHARACTER unit, it can move up to 6". All other rules for Heroic Interventions within Engagement Range of any enemy CHARACTER unit still apply.

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

Command Squad: For each <Chapter> COMPANY VETERANS unit included in a Detachment, one <Chapter> COMMAND SQUAD COMPANY CHAMPION unit can be included in that Detachment without taking up a Battlefield Role slot.

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, COMMAND SQUAD, COMPANY CHAMPION

Masterful swordsmen, Company Champions meet the foe's greatest warriors in single combat to defend the honour of their Chapter. In doing this they free up their commanders to carry out the business of leading and coordinating the strike force in the fires of war.

SCOUT SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Scout	6"	3+	3+	4	4	1	1	7	4+
1	Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes shotgun	18"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	2	-
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy D6	4	0	1	Blast
- Krak missile	48"	Heavy 1	8	-2	D6	-
Scout sniper rifle	36"	Heavy 1	4	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Camo cloak	Each time a ranged attack is allocated to the bearer while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

WARGEAR OPTIONS

- The Scout Sergeant's bolt pistol can be replaced with one of the following: 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- The Scout Sergeant's boltgun can be replaced with one of the following: 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- Any number of models can each have their boltgun replaced with one of the following: 1 Astartes shotgun, 1 Scout sniper rifle; 1 combat knife.
- 1 Scout's boltgun can be replaced with one of the following: 1 heavy bolter; 1 missile launcher; 1 weapon from the *Special Weapons* list. A model can only take a weapon from the *Special Weapons* list if it is from the Space Wolves Chapter (or one of its successor Chapters).
- If this unit is from the Space Wolves Chapter (or one of its successor Chapters), 1 Scout's boltgun and bolt pistol can be replaced with one of the following:
  - 1 bolt pistol and 1 power axe.
  - 1 bolt pistol and 1 power sword.
  - 1 boltgun and 1 plasma pistol.
- Any number of models can each be equipped with 1 camo cloak.

ABILITIES

Angels of Death, Combat Squads, Concealed Positions, Outflank (pg 124-125)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, SCOUT, SMOKESCREEN, SCOUT SQUAD

Space Marine neophytes, Scouts learn their deadly craft in daring missions independent of the main force. Led by seasoned Veteran Sergeants, they infiltrate enemy positions, clear potential drop zones, set ambushes, sabotage supply lines and complete all manner of other objectives to weaken the foe.

PRIMARIS APOTHECARY

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Apothecary	6"	3+	3+	4	4	5	4	8	3+

A Primaris Apothecary is equipped with: absolvor bolt pistol; reductor pistol; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	18"	Pistol 1	5	-1	2	-
Reductor pistol	3"	Pistol 1	4	-4	2	-

ABILITIES

Angels of Death (pg 124-125)

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

Narthecium (Aura): While a friendly <CHAPTER> INFANTRY or <CHAPTER> BIKER unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, PRIMARIS APOTHECARY

In addition to battlefield surgery, it is the Apothecary's duty to recover the gene-seed of the fallen, and thus preserve the Chapter for later generations. For this task the Primaris Apothecary is equipped to bring peace to those too wounded to save, and efficiently extract their precious progenoid glands.

APOTHECARY

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Apothecary	6"	3+	3+	4	4	4	3	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

ABILITIES

Angels of Death (pg 124-125)

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

Narthecium (Aura): While a friendly <CHAPTER> INFANTRY or <CHAPTER> BIKER unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

Command Squad: For each <CHAPTER> COMPANY VETERANS unit included in a Detachment, one <CHAPTER> COMMAND SQUAD APOTHECARY unit can be included in that Detachment without taking up a Battlefield Role slot.

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

Experts in Space Marine physiology, Apothecaries serve as front-line medics, performing emergency surgery, carrying out transfusions and any other task required. Over the millennia countless lives have been saved by their heroics, with many Apothecaries placing their body between the wounded and the foe.

COMPANY ANCIENT

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Company Ancient	6"	3+	3+	4	4	4	3	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-

WARGEAR OPTIONS

• This model's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the *Combi-weapons list*; 1 weapon from the *Melee Weapons list*; 1 weapon from the *Pistols list*.

ABILITIES

Angels of Death (pg 124-125)

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

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

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

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Infantry, Character, Ancient, Command Squad, Company Ancient

No act can bring greater shame to an Ancient than letting the standard fall from their grip. Such a failure dishonours not just the bearer but their entire company. Thus, those awarded the privilege of bearing their standards into battle are excellent warriors, who well deserve the trust invested in them by their battle-brothers.

PRIMARIS ANCIENT

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primaris Ancient	6"	3+	3+	4	4	5	4	8	3+

A Primaris Ancient is equipped with: bolt pistol; bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-

ABILITIES

Angels of Death (pg 124-125)

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

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

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Infantry, Character, Primaris, Ancient

Ancients bear the Chapter's precious standards. These glorious relics have been present in some of the Chapter's most... battles, their... countless heroic... symbol... breaker...

BLADEGUARD ANCIENT

5 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-

ABILITIES

Angels of Death (pg 124-125)

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

Deeds of Heroism (Aura): While a friendly <Chapter> Bladeguard unit is within 6" of this model, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

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

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

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Infantry, Character, Primaris, Ancient, Bladeguard, Bladeguard Ancient

Bladeguard Ancients bear the honour of carrying their Chapter's precious standards into battle. The most revered of these incorporate the remains of fallen heroes of the Chapter; in their presence, battle-brothers are inspired to emulate the legendary deeds of these paragons of old.

ANCIENT IN TERMINATOR ARMOUR

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

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

WARGEAR OPTIONS

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

ABILITIES

Carrying the Space Marines' sacred banners is a most vital task. Symbols of the Chapter's might, Space Marines will gladly die to preserve them. This makes Ancients frequent targets. Clad in Terminator armour, they are near impervious to enemy fire, ensuring the standard always flies proud.

Angels of Death, Teleport Strike (pg 124-125)

Crux Terminatus: This model has a 5+ invulnerable save.

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

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

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

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

VETERAN INTERCESSOR SQUAD

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Veteran Intercessor	6"	3+	3+	4	4	2	3	8	3+
1	Veteran Intercessor Sergeant	6"	3+	3+	4	4	2	4	9	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 3	4	0	1	-
Astartes grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	30"	Assault D6	3	0	1	Blast
- Krak grenade	30"	Assault 1	6	-1	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Stalker bolt rifle	36"	Heavy 1	4	-2	2	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- All of the models in the unit can have their bolt rifle replaced with 1 auto bolt rifle each.
- All of the models in the unit can have their bolt rifle replaced with 1 stalker bolt rifle each.
- All of the models in the unit can have their bolt pistol and bolt rifle replaced with 1 heavy bolt pistol and 1 Astartes chainsword each (maximum 1 Astartes chainsword per model).
- The Veteran Intercessor Sergeant's heavy bolt pistol can be replaced with 1 of the following: 1 hand flamer; 1 plasma pistol.
- If the Veteran Intercessor Sergeant is equipped with a heavy bolt pistol, a plasma pistol or a hand flamer, then its Astartes chainsword can be replaced with one of the following: 1 power fist; 1 power sword; 1 thunder hammer.
- If the Veteran Intercessor Sergeant is not equipped with an Astartes chainsword, a power sword, a power fist or a thunder hammer, its bolt rifle, auto bolt rifle or stalker bolt rifle can be replaced with one of the following: 1 hand flamer; 1 plasma pistol; 1 Astartes chainsword; 1 power sword.
- If the Veteran Intercessor Sergeant is not equipped with an Astartes chainsword; 1 power fist; 1 power sword; 1 thunder hammer; power sword, it can be equipped with one of the following: 1 Astartes chainsword; 1 power fist; 1 power sword; 1 thunder hammer.
- For every 5 models in this unit, 1 model equipped with a bolt rifle, auto bolt rifle or stalker bolt rifle can be equipped with 1 Astartes grenade launcher.

ABILITIES

Since the Ultima Founding, Primaris Space Marines have wrought illustrious records as their tallies of victories have grown longer. Whether they have crossed the Rubicon Primaris, were forged on Mars or recruited directly by their Chapter, they now fight as part of their 1st Company.

Angels of Death, Combat Squads (pg 124-125)

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, PRIMARIS, INTERCESSORS, VETERAN INTERCESSOR SQUAD

BLADEGUARD VETERAN SQUAD
5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Bladeguard Veteran	6"	3+	3+	4	4	3	3	8	3+
1	Bladeguard Veteran Sergeant	6"	3+	3+	4	4	3	4	9	3+

If this unit contains 4 or more models, it has **Power Rating 10**. Every model is equipped with: heavy bolt pistol; master-crafted power sword; frag grenades; krak grenades; storm shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Neo-volkite pistol	15"	Pistol 2	5	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Master-crafted power sword	Melee	Melee	+1	-3	2	-

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

WARGEAR OPTIONS
- The Bladeguard Veteran Sergeant's heavy bolt pistol can be replaced with one of the following: 1 neo-volkite pistol; 1 plasma pistol.
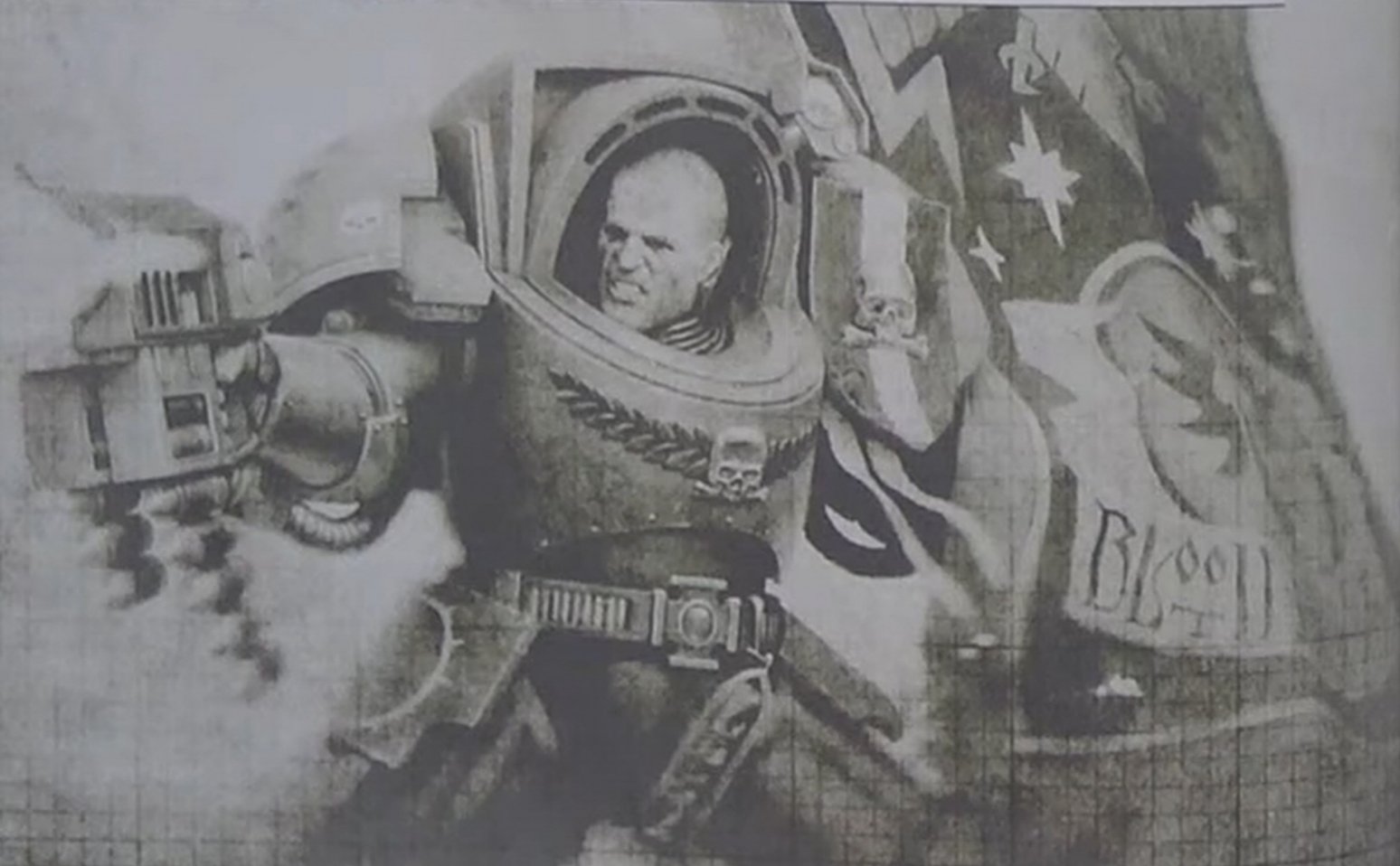
ABILITIES
Angels of Death, Combat Squads (pg 124-125)

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, PRIMARIS, BLADEGUARD, BLADEGUARD VETERAN SQUAD

Templars Blade...

Ultramarines Bladeguard Veteran Sergeant with neo-volkite pistol

White Scars Bladeguard Veteran

COMPANY VETERANS
3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-4	Company Veteran	6"	3+	3+	4	4	2	2	8	3+
1	Company Veteran Sergeant	6"	3+	3+	4	4	2	3	9	3+

If this unit contains 3 or more models, it has **Power Rating 8**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-

OTHER WARGEAR	ABILITIES
Combat shield	The bearer has a 5+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS
- Any number of models can each have their bolt pistol replaced with one of the following: 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list; 1 storm shield (maximum 1 per model).
- Any number of models can each have their boltgun replaced with one of the following: 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list; 1 storm shield (maximum 1 per model).
- Any number of Company Veterans can each have their boltgun replaced with 1 weapon from the *Special Weapons* list.
- If this unit contains 5 models, 1 Company Veteran's boltgun can be replaced with 1 weapon from the *Heavy Weapons* list.
- If this unit is from the Dark Angels Chapter (or one of its successor Chapters), any number of its models that are not equipped with a storm shield can each be equipped with 1 combat shield.

ABILITIES
Angels of Death (pg 124-125)

Bodyguard: While a friendly <CHAPTER> CHARACTER unit that has a Wounds characteristic of 9 or less is within 3" of this unit, enemy models cannot target that CHARACTER unit with ranged attacks.

Command Squad: If a Detachment includes a <CHAPTER> CAPTAIN, then one <CHAPTER> COMPANY VETERANS unit can be included in that Detachment without taking up a Battlefield Role slot.

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, COMMAND SQUAD, COMPANY VETERANS

VANGUARD VETERAN SQUAD

6 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Vanguard Veteran	6"	3+	3+	4	4	2	2	8	3+
1	Vanguard Veteran Sergeant	6"	3+	3+	4	4	2	3	9	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Heavy thunder hammer	Melee	Melee	x2	-3	4	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Relic blade	Melee	Melee	+3	-3	2	-

OTHER WARGEAR	ABILITIES
Jump pack	The bearer has a Move characteristic of 12", the Death From Above ability (pg 125) and the **FLY** and **JUMP PACK** keywords.
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced one of the following: 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list; 1 storm shield (maximum 1 per model).
- Any number of models can each have their Astartes chainsword replaced with one of the following: 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list; 1 storm shield (maximum 1 per model).
- If this unit is from the Deathwatch Chapter, any number of its models can each have their bolt pistol and Astartes chainsword replaced with 1 heavy thunder hammer.
- The Vanguard Veteran Sergeant's Astartes chainsword can be replaced with one 1 relic blade.
- All of the models in the unit can be equipped with 1 jump pack each (**Power Rating +1** if the unit contains 5 models, **Power Rating +2** if the unit contains 6 or more models).

ABILITIES

Angels of Death, Combat Squads (pg 124-125)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, MELTA BOMBS, VANGUARD VETERAN SQUAD

Power axe   Thunder hammer   Power fist   Storm shield   Plasma pistol

Raven Guard Vanguard Veteran with lightning claws

Ultramarines Vanguard Veteran Sergeant with grav-pistol and relic blade

Ultramarines Vanguard Veteran with Astartes chainsword and bolt pistol

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STERNGUARD VETERAN SQUAD

6 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Sternguard Veteran	6"	3+	3+	4	4	2	2	8	3+
1	Sternguard Veteran Sergeant	6"	3+	3+	4	4	2	3	9	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol, special issue boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Special issue boltgun	30"	Rapid Fire 1	4	-2	1	-

WARGEAR OPTIONS

- Any number of models can each have their special issue boltgun replaced with 1 weapon from the *Combi-weapons* list.
- The Sternguard Veteran Sergeant's bolt pistol can be replaced with one of the following: 1 weapon from the *Pistols* list; 1 Astartes chainsword; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword.
- The Sternguard Veteran Sergeant's special issue boltgun can be replaced with one of the following: 1 weapon from the *Pistols* list; 1 Astartes chainsword; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword.
- Up to 2 Sternguard Veterans can each have their special issue boltgun replaced with one of the following: 1 heavy flamer; 1 weapon from the *Heavy Weapons* list; 1 weapon from the *Special Weapons* list.

ABILITIES

Angels of Death, Combat Squads (pg 124-125)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, STERNGUARD VETERAN SQUAD

JUDICIAR

5 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Judiciar	6"	2+	3+	4	4	5	4	9	3+

A Judiciar is equipped with: absolvor bolt pistol; executioner relic blade; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	18"	Pistol 1	5	-1	2	-
Executioner relic blade	Melee	Melee	+3	-3	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

ABILITIES

Angels of Death (pg 124-125)

Blade Parry: This model has a 4+ invulnerable save against melee attacks.

Tempormortis: At the start of the Fight phase, you can select one enemy unit within 3" of this model. That unit is not eligible to fight this phase until after all eligible units from your army have done so.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CHARACTER, PRIMARIS, JUDICIAR

REIVER SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Reiver	6"	3+	3+	4	4	2	2	7	3+
1	Reiver Sergeant	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 6 or more models, it has **Power Rating 10**. Every model is equipped with: special issue bolt pistol, combat knife; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt carbine	24"	Assault 2	4	0	1	-
Special issue bolt pistol	12"	Pistol 1	4	-2	1	-
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Grapnel launcher	The bearer has the Outflank ability (pg 125). When the bearer's unit makes a Normal Move, Advances or Falls Back, the bearer does not count any vertical distance it moves against the total that it can move this turn.
Reiver grav-chute	The bearer has the Death From Above ability (pg 125).

WARGEAR OPTIONS

- All of the models in the unit can have their combat knife replaced with 1 bolt carbine each.
- If the Reiver Sergeant is equipped with a bolt carbine, it can be equipped with 1 combat knife.
- All of the models in the unit can be equipped with 1 Reiver grav-chute each.
- All of the models in the unit can be equipped with 1 grapnel launcher each.

ABILITIES

Angels of Death, Combat Squads (pg 124-125)

Terror Troops (Aura): While an enemy unit is within 3" of this unit, subtract 2 from the Leadership characteristic of models in that unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, PRIMARIS, PHOBOS, REIVER, SHOCK GRENADES, REIVER SQUAD

Rapid-insertion terror troops, Reiver Squads often deploy using grav-chutes and directional fins to land with pinpoint accuracy. Operating with near perfect stealth to reach the optimum location to strike from, when ready they unleash their fury, surging forward with augmented guttural roars and blasts of weapons fire.

Special issue bolt pistol

Bolt carbine

Grapnel launcher

Combat knife

Grav-chute

...with special ...er with grapnel ...d combat knife

Salamanders Reiver with bolt carbine

Raven Guard Reiver with special issue bolt pistol and grav-chute

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AGGRESSOR SQUAD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Aggressor	5"	3+	3+	4	5	3	3	7	3+
1	Aggressor Sergeant	5"	3+	3+	4	5	3	4	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto boltstorm gauntlet (shooting)	18"	Assault 3	4	0	1	-
Flamestorm gauntlet (shooting)	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Fragstorm grenade launcher	18"	Assault D6	4	0	1	Blast
Auto boltstorm gauntlet (melee)	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Flamestorm gauntlet (melee)	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR OPTIONS

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

ABILITIES

Angels of Death, Combat Squads (pg 124-125)

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

Capable of spearheading devastating offences or shattering the most determined enemy assaults. Aggressors are walking ceramite strongpoints. They excel at close-quarters combat and laying down torrents of devastating fire before crushing and crumpling their foes beneath their energised fists

Ultramarines Aggressor with auto boltstorm gauntlets and fragstorm grenade launcher
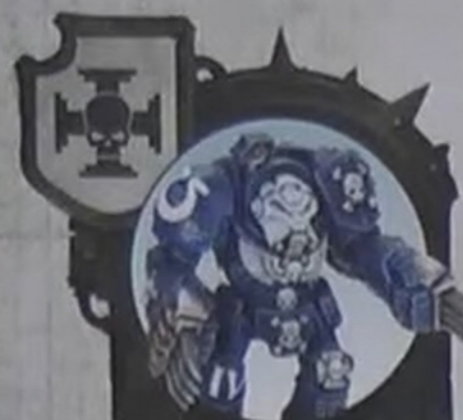
TERMINATOR ASSAULT SQUAD

9 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Assault Terminator	5"	3+	3+	4	4	3	2	8	2+
1	Assault Terminator Sergeant	5"	3+	3+	4	4	3	3	9	2+

If this unit contains 6 or more models, it has **Power Rating 10**. Every model is equipped with: thunder hammer; storm shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR	ABILITIES
Storm shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.
Teleport homer	Once per battle, at the start of your Movement phase, you can remove this unit from the battlefield and then, in the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere wholly within your own deployment zone and more than 9" from any enemy models, or anywhere within 3" of a friendly <Chapter> model and more than 9" from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed. If this unit has split into two units because of its Combat Squads ability (pg 125), only one of those units can use the Teleport Homer ability. *We recommend placing a Teleport Homer model next to the unit as a reminder, removing it once this ability has been used (a Teleport Homer does not count as a model for any rules purposes).*

WARGEAR OPTIONS

• Any number of models can each have their thunder hammer and storm shield replaced with 2 lightning claws.
• The unit can be equipped with 1 teleport homer.

ABILITIES

Angels of Death, Combat Squads, Teleport Strike (pg 124-125)

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

Crux Terminatus: Every model in this unit has a 5+ invulnerable save.

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

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Infantry, Core, Terminator, Terminator Assault Squad

Terminator Assault Squads are armed with devastating close combat weaponry perfect for ferocious vanguard assaults and savage boarding actions. They rush to engage the enemy's greatest warriors, shredding the foe with lightning claws or shattering their skulls with thunder hammers.

TERMINATOR SQUAD

9 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Terminator	5"	3+	3+	4	4	3	2	8	2+
1	Terminator Sergeant	5"	3+	3+	4	4	3	3	9	2+

If this unit contains 6 or more models, it has **Power Rating 10**. The Terminator Sergeant is equipped with: storm bolter; power sword. Every Terminator is equipped with: storm bolter; power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Cyclone missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	36"	Heavy 2D6	4	0	1	Blast
- Krak missile	36"	Heavy 2	8	-2	D6	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a Vehicle model, that attack has a Damage characteristic of 3.
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power sword	Melee	Melee	+1	-3	1	-

OTHER WARGEAR	ABILITIES
Teleport homer	Once per battle, at the start of your Movement phase, you can remove this unit from the battlefield and then, in the Reinforcements step of your next Movement phase, you can set this unit back up on the battlefield, anywhere wholly within your own deployment zone and more than 9" from any enemy models, or anywhere within 3" of a friendly <Chapter> model and more than 9" from any enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed. If this unit has split into two units because of its Combat Squads ability (pg 125), only one of those units can use the Teleport Homer ability. *We recommend placing a Teleport Homer model next to the unit as a reminder, removing it once this ability has been used (a Teleport Homer does not count as a model for any rules purposes).*

WARGEAR OPTIONS

• For every 5 models this unit contains, 1 Terminator's storm bolter can be replaced with one of the following: 1 assault cannon; 1 heavy flamer; 1 storm bolter and 1 cyclone missile launcher.
• Any number of models can each have their power fist replaced with 1 chainfist.
• The unit can be equipped with 1 teleport homer.

ABILITIES

Angels of Death, Combat Squads, Teleport Strike (pg 124-125)

Crux Terminatus: Every model in this unit has a 5+ invulnerable save.

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

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

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Infantry, Core, Terminator, Terminator Squad

Terminator armour is a marvel of technology that enables its wearer to survive anything, from the stresses of teleportation to earth-shaking artillery bombardments. So equipped, Terminator Squads can appear in the midst of the foe or stride unstoppably across the field towards them, firing their weapons all the while.

RELIC TERMINATOR SQUAD — 9 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Relic Terminator	5"	3+	3+	4	4	3	2	8	2+
1	Relic Terminator Sergeant	5"	3+	3+	4	4	3	3	9	2+

If this unit contains 6 or more models, it has **Power Rating 18**. Every model is equipped with: combi-bolter; power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Grenade harness	12"	Assault D6	4	-1	1	Blast
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Plasma blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Volkite charger	20"	Heavy 2	5	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a **VEHICLE** model, that attack has a Damage characteristic of 3.
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power sword	Melee	Melee	+1	-3	1	-

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Relic Terminator's combi-bolter can be replaced with one of the following: 1 heavy flamer; 1 reaper autocannon.
- For every 5 models in this unit, 1 model can be equipped with 1 grenade harness.
- Any number of models can each have their combi-bolter replaced with 1 lightning claw.
- Any number of models can each have their power fist replaced with one of the following: 1 chainfist, 1 lightning claw.
- The Relic Terminator Sergeant's combi-bolter can be replaced with one of the following: 1 plasma blaster; 1 volkite charger.
- The Relic Terminator Sergeant's power fist can be replaced with 1 power sword.

ABILITIES

Angels of Death, Combat Squads, Teleport Strike (pg 124-125)

Crux Terminatus: Every model in this unit has a 5+ invulnerable save.

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, TERMINATOR, RELIC TERMINATOR SQUAD

Many Chapters possess suits of Terminator armour – such as those of the Cataphractii or Tartaros variety – that date back to the Great Crusade. Each is revered as a relic of the Chapter, and those privileged enough to wear them fight all the harder knowing the legacy of glory and sacrifice they bear.

CENTURION ASSAULT SQUAD — 9 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Assault Centurion	5"	3+	3+	5	5	4	3	7	2+
1	Assault Centurion Sergeant	5"	3+	3+	5	5	4	4	8	2+

If this unit contains 4 or more models, it has **Power Rating 18**. Every model is equipped with: 2 flamers; siege drills; Centurion assault launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Siege drills	Melee	Melee	x2	-4	3	-

OTHER WARGEAR	ABILITIES
Centurion assault launcher	While the bearer is on the battlefield, its unit has the **ASSAULT LAUNCHERS** keyword.

WARGEAR OPTIONS

- Any number of models can each have their 2 flamers replaced with 2 meltaguns.
- Any number of models can each have their Centurion assault launcher replaced with 1 hurricane bolter.

ABILITIES

Angels of Death, Combat Squads (pg 124-125)

Omniscope: Each time a model in this unit makes a ranged attack, if this unit contains a Centurion Sergeant, then the target does not receive the benefits of cover against that attack.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CENTURION, CENTURION ASSAULT SQUAD

There are few technologies better adapted for siege warfare than the Centurion Warsuit. Wading into thunderous storms of enemy fire, Centurion Assault Squads use their roaring siege drills to crack open armoured bunkers and tear apart tanks.

INVICTOR TACTICAL WARSUIT — 8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Invictor Tactical Warsuit (7+ wounds remaining)	10"	3+	3+	7	6	13	4	8	3+
	Invictor Tactical Warsuit (4-6 wounds remaining)	8"	4+	4+	7	6	N/A	4	8	3+
	Invictor Tactical Warsuit (1-3 wounds remaining)	6"	5+	5+	7	6	N/A	4	8	3+

An Invictor Tactical Warsuit is equipped with: fragstorm grenade launcher; heavy bolter; incendium cannon; twin ironhail heavy stubber; Invictor fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	Blast
Heavy bolter	36"	Heavy 3	5	-1	2	-
Incendium cannon	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin ironhail heavy stubber	36"	Heavy 8	4	-1	1	-
Twin ironhail autocannon	48"	Heavy 6	7	-1	2	-
Invictor fist	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS

- This model's incendium cannon can be replaced with 1 twin ironhail autocannon.

ABILITIES

Angels of Death, Concealed Positions (pg 124-125)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, INVICTOR TACTICAL WARSUIT
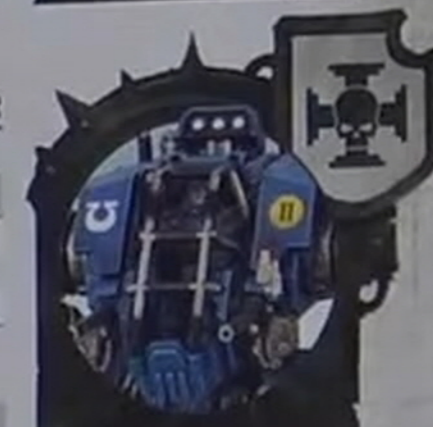
Outfitted with silent reactors and servos, the Invictor Tactical Warsuit is a combat walker ideally suited to support Vanguard operations and function independently from a main Space Marine strike force. In battle they are piloted by hand-picked warriors dedicated to defending their battle-brothers.

DREADNOUGHT

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Dreadnought	6"	3+	3+	6	7	8	4	8	3+

A Dreadnought is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Great wolf claw	Melee	Melee	+4	-2	3	Each time an attack is made with this weapon, you can re-roll the wound roll.

WARGEAR OPTIONS

- This model's assault cannon can be replaced with 1 weapon from the *Dreadnought Weapons* list.
- This model's Dreadnought combat weapon and storm bolter can be replaced with one of the following:
  - 1 missile launcher.
  - 1 Dreadnought combat weapon and 1 heavy flamer.
- If this model is from the Space Wolves Chapter (or one of its successor Chapters), its Dreadnought combat weapon can be replaced with 1 great wolf claw.

ABILITIES

Angels of Death (pg 124-125)

Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, CORE, SMOKESCREEN, DREADNOUGHT

Dreadnoughts are bipedal combat walkers piloted by centuries-old fallen heroes of the Chapter, kept alive by esoteric technologies in an ancient sarcophagus at the Dreadnought's heart. Equipped with devastating heavy weapons, they can annihilate the enemy from afar or crush them to paste in brutal melee.

CONTEMPTOR DREADNOUGHT

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Contemptor Dreadnought	8"	3+	3+	7	7	9	4	8	3+

A Contemptor Dreadnought is equipped with: combi-bolter; multi-melta; Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Kheres-pattern assault cannon	24"	Heavy 6	7	-1	1	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS

- This model's multi-melta can be replaced with 1 kheres-pattern assault cannon.

ABILITIES

Angels of Death (pg 124-125)

Atomantic Shielding: This model has a 5+ invulnerable save.

Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, CORE, DREADNOUGHT, CONTEMPTOR DREADNOUGHT

During the Great Crusade, hundreds of Contemptor Dreadnoughts strode the battlefield in the Emperor's name. Now but a few remain. They are powerful, with atomantic generators that shield them from harm while wielding weapons that can infantry and alike.

VENERABLE DREADNOUGHT

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Venerable Dreadnought	6"	2+	2+	6	7	8	4	8	3+

A Venerable Dreadnought is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Fenrisian great axe		Each time an attack is made with this weapon, select one of the profiles below to make that attack with.				
- Cleave	Melee	Melee	+4	-3	D3+3	Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.
- Scythe	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Great wolf claw	Melee	Melee	+4	-2	3	Each time an attack is made with this weapon, you can re-roll the wound roll.

OTHER WARGEAR	ABILITIES
Blizzard shield	The bearer has a 4+ invulnerable save.

WARGEAR OPTIONS

- This model's assault cannon can be replaced with 1 weapon from the *Dreadnought Weapons* list.
- This model's Dreadnought combat weapon and storm bolter can be replaced with one of the following:
  - 1 missile launcher.
  - 1 Dreadnought combat weapon and 1 heavy flamer.
- If this model is from the Space Wolves Chapter (or one of its successor Chapters), its Dreadnought combat weapon can be replaced with 1 great wolf claw.
- If this model is from the Space Wolves Chapter (or one of its successor Chapters), its assault cannon and Dreadnought combat weapon can be replaced with 1 Fenrisian great axe and 1 blizzard shield.

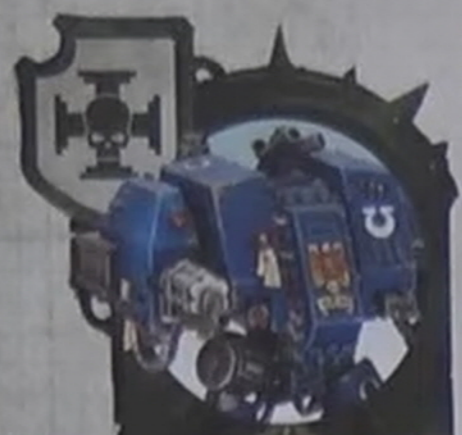## ABILITIES

Angels of Death (pg 124-125)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Unyielding Ancient: Each time this model would lose a wound, roll one D6: on a 6, that wound is not lost.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, CORE, DREADNOUGHT, SMOKESCREEN, VENERABLE DREADNOUGHT
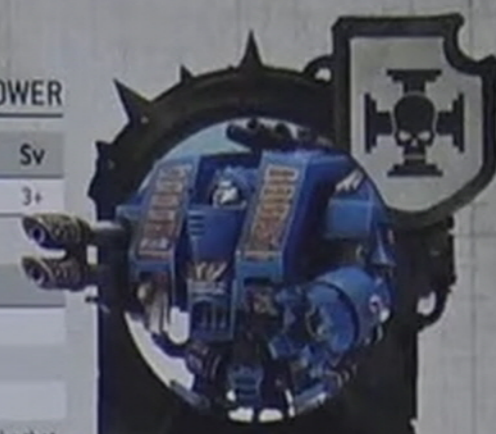
Among the most ancient war machines fighting upon the battlefields of the 41st Millennium, Venerable Dreadnoughts are holders of knowledge all but lost and maintainers of traditions all but forgotten. Every battle-brother of their Chapter reveres them, and all take heed when they lend their invaluable wisdom and might.
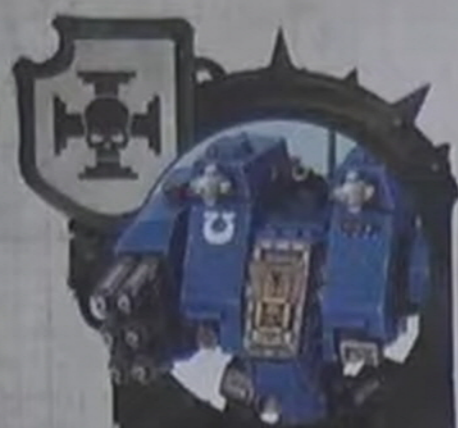
IRONCLAD DREADNOUGHT
8 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Ironclad Dreadnought	6"	3+	3+	6	8	8	4	8	3+

An Ironclad Dreadnought is equipped with: meltagun; storm bolter; Ironclad combat weapon; seismic hammer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Dreadnought chainfist	Melee	Melee	x2	-4	203	Each time an attack made with this weapon is allocated to a **VEHICLE** model, that attack has a Damage characteristic of 6.
Ironclad combat weapon	Melee	Melee	x2	-3	3	-
Seismic hammer	Melee	Melee	x2	-4	5	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR	ABILITIES
Ironclad assault launchers	The bearer has the **ASSAULT LAUNCHERS** keyword.

WARGEAR OPTIONS

- This model's seismic hammer can be replaced with 1 Dreadnought chainfist.
- This model's Ironclad combat weapon and storm bolter can be replaced with 1 hurricane bolter.
- This model's storm bolter can be replaced with 1 heavy flamer.
- This model's meltagun can be replaced with 1 heavy flamer.
- This model can be equipped with up to 2 hunter-killer missiles.
- This model can be equipped with 1 Ironclad assault launchers.

ABILITIES

Angels of Death (pg 124-125)

Wrecker: Each time this model makes a melee attack, if it is equipped with an Ironclad combat weapon, re-roll a hit roll of 1.

Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, CORE, DREADNOUGHT, SMOKESCREEN, IRONCLAD DREADNOUGHT

Clad with slabs of ceramite plating and equipped to rend ferrocrete or reduce thick walls to rubble, the Ironclad Dreadnought has been perfected for siege warfare. It is akin to a giant battering ram, pummelling through enemy positions while flooding them with burning promethium and torrents of mass-reactive bolts.

REDEMPTOR DREADNOUGHT
9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Redemptor Dreadnought (7+ wounds remaining)	8"	3+	3+	7	7	13	4	8	3+
	Redemptor Dreadnought (4-6 wounds remaining)	6"	4+	4+	7	7	N/A	4	8	3+
	Redemptor Dreadnought (1-3 wounds remaining)	4"	5+	5+	7	7	N/A	4	8	3+

A Redemptor Dreadnought is equipped with: 2 fragstorm grenade launchers; heavy flamer; heavy onslaught gatling cannon; Redemptor fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	Blast
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy onslaught gatling cannon	30"	Heavy 12	6	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Macro plasma incinerator		Before selecting targets, select one of the profiles below to make attacks with.				
- Standard	36"	Heavy D6	8	-4	2	Blast
- Supercharge	36"	Heavy D6	9	-4	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Onslaught gatling cannon	24"	Heavy 8	5	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Redemptor fist	Melee	Melee	x2	-3	D3+3	-

WARGEAR OPTIONS

- This model can be equipped with 1 Icarus rocket pod.
- This model's heavy flamer can be replaced with 1 onslaught gatling cannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 macro plasma incinerator.
- This model's 2 fragstorm grenade launchers can be replaced with 2 storm bolters.

ABILITIES

Angels of Death (pg 124-125)

**Duty Eternal:** Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

**Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, CORE, DREADNOUGHT, REDEMPTOR DREADNOUGHT

Redemptor Dreadnoughts are some of the largest of their kind ever fielded by the Adeptus Astartes. Armed to the teeth, they can be equipped to utterly destroy virtually any kind of battlefield target with hails of solid shot or super-heated plasma.

ASSAULT SQUAD

5 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Assault Marine	6"	3+	3+	4	4	2	1	7	3+
1	Assault Marine Sergeant	6"	3+	3+	4	4	2	2	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Eviscerator	Melee	Melee	+3	-4	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR	ABILITIES
Jump pack	The bearer has a Move characteristic of 12", the Death From Above ability (pg 125) and the **FLY** and **JUMP PACK** keywords.
Combat shield	The bearer has a 5+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS

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

ABILITIES

Angels of Death, Combat Squads (pg 124-125)

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

Experts in brutal close-quarters fighting, Assault Squads take pride in drawing the most gruelling battlefield assignments. Thanks to their powerful jump packs they soar over the battlefield, slamming into the foe and cutting them down before shooting off to the next.

Bolt pistol

Ultramarines Assault Marine with jump pack and flamer

Ultramarines Sergeant with jump pack and eviscerator

Blood Angels Sergeant with thunder hammer, bolt pistol and combat shield

Dark Angels Sergeant with plasma pistol and power sword

OUTRIDER SQUAD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Outrider	14"	3+	3+	4	5	4	2	7	3+
1	Outrider Sergeant	14"	3+	3+	4	5	4	3	8	3+

Every model is equipped with: heavy bolt pistol; twin bolt rifle; Astartes chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Twin bolt rifle	30"	Rapid Fire 2	4	-1	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

ABILITIES

Angels of Death (pg 124-125)

Devastating Charge: Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add 2 to the Attacks characteristic of models in this unit.

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

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: BIKER, CORE, PRIMARIS, OUTRIDER SQUAD

Outrider Squads advance ahead of the main Space Marine lines, guard flanks of larger formations and hunt down enemy infiltrators. When battle is joined, they conduct lightning fast hit-and-run attacks on defended positions, and run down those who would try to escape the vengeance of the Chapter.

INVADER ATV SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Invader ATV	14"	3+	3+	4	5	8	4	7	3+

If this unit contains 2 models, it has **Power Rating 8**. If this unit contains 3 models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; onslaught gatling cannon; twin auto bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Multi-melta	24"	Heavy 2	8	-4	D6	
Onslaught gatling cannon	24"	Heavy 8	5	-1	1	-
Twin auto bolt rifle	24"	Assault 6	4	0	1	-

WARGEAR OPTIONS

- Any number of models can each have their onslaught gatling cannon replaced with 1 multi-melta.

ABILITIES

Angels of Death (pg 124-125)

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

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

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: BIKER, PRIMARIS, INVADER ATV SQUAD

The Invader is a highly flexible all-terrain vehicle, perfectly adapted to an aggressive reconnaissance role. Outfitted with either a multi-melta or onslaught gatling cannon, it can rapidly deliver punishing fire against vulnerable parts of the enemy line, or swiftly engage and destroy scouting elements of opposing forces.

BIKE SQUAD

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
2-7	Space Marine Biker	14"	3+	3+	4	5	3	1	7	3+
1	Biker Sergeant	14"	3+	3+	4	5	3	2	8	3+
0-1	Attack Bike	14"	3+	3+	4	5	4	2	7	3+

If this unit contains between 3 and 5 Space Marine Biker models, it has **Power Rating 9**. If this unit contains 6 or more Space Marine Biker models, it has **Power Rating 12**. If this unit contains an Attack Bike model, it has **Power Rating +2**.
• The Biker Sergeant and every Space Marine Biker is equipped with: bolt pistol; twin boltgun; frag grenades; krak grenades.
• An Attack Bike is equipped with: bolt pistol; heavy bolter; twin boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	2	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

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

ABILITIES

Angels of Death, Combat Squads [pg 124-125]

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

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

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

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

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

Deployed in rapid-assault missions based on intelligence gathered by Scouts and Vanguard forces. Bikers can smash through enemy lines, battlefield obstacles and even ferrocrete walls due to the raw fury of their mounts' engines. Their sheer bulk belies their phenomenal power, speed and manoeuvrability.
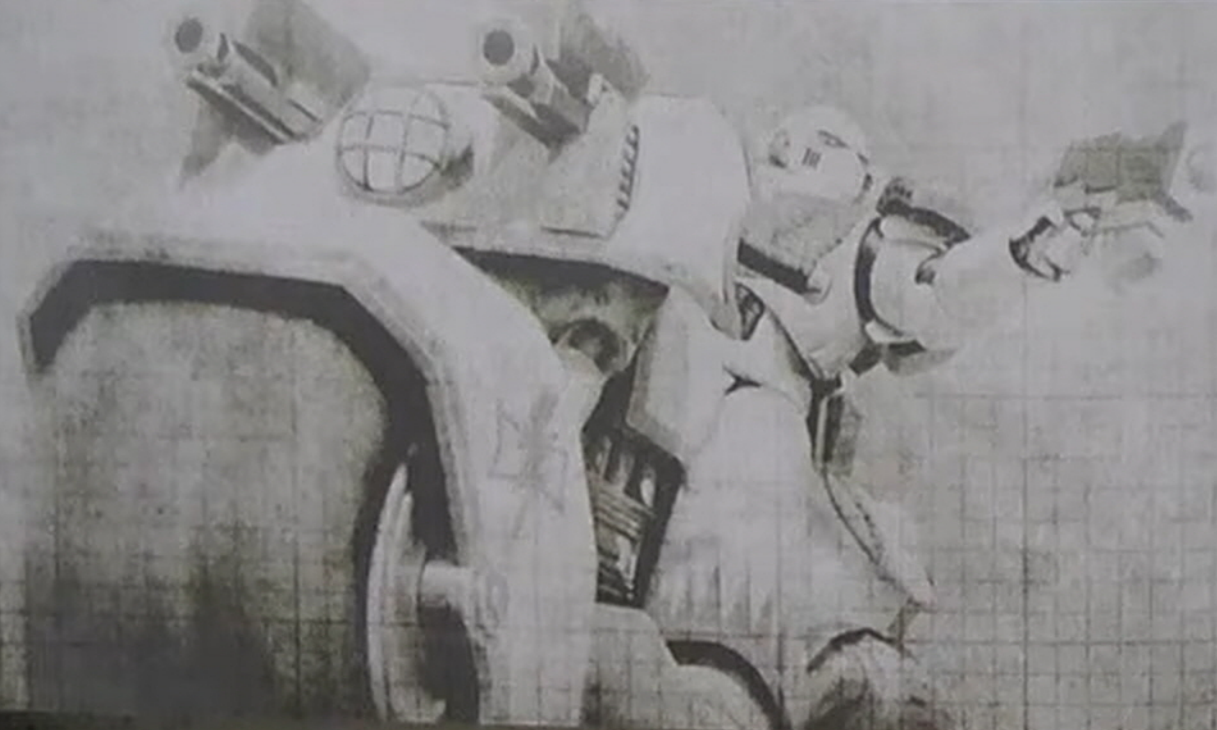
SCOUT BIKE SQUAD

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-8	Scout Biker	16"	3+	3+	4	5	2	1	7	4+
1	Scout Biker Sergeant	16"	3+	3+	4	5	2	2	8	4+

If this unit contains between 4 and 6 models, it has **Power Rating 9**. If it contains 7 or more models, it has **Power Rating 13**.
Every model is equipped with: Astartes shotgun; bolt pistol; twin boltgun; combat knife; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	30"	Assault D6	3	0	1	Blast
- Krak grenade	30"	Assault 1	6	-1	D3	-
Astartes shotgun	18"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

• The Scout Biker Sergeant's bolt pistol can be replaced with one of the following: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list.
• Any number of models can each have their twin boltgun replaced with 1 Astartes grenade launcher.

ABILITIES

Angels of Death, Combat Squads, Outflank [pg 124-125]

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: BIKER, CORE, SCOUT, SMOKESCREEN, SCOUT BIKE SQUAD

Fast-moving recon and disruption units. Scout Bike Squads operate far beyond friendly lines. They booby trap neutral ground, sever the foe's communications links, burn enemy supplies, seek out weaknesses in defences and set up locator beacons to draw down the Space Marines' fearsome orbital strikes.

ATTACK BIKE SQUAD

2 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	2	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

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

ABILITIES

Angels of Death (pg 124-125)

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

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

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

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

SUPPRESSOR SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Suppressor	12"	3+	3+	4	4	2	2	7	3+
1	Suppressor Sergeant	12"	3+	3+	4	4	2	3	8	3+

Every model is equipped with: accelerator autocannon; bolt pistol; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Accelerator autocannon	48"	Heavy 3	7	-1	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-

ABILITIES

Angels of Death, Death From Above (pg 124-125)

Suppressing Fire: Each time a model in this unit makes an attack with an accelerator autocannon against an enemy **INFANTRY** unit, if a hit is scored, that enemy unit cannot fire Overwatch this turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, PRIMARIS, FLY, JUMP PACK, SMOKESCREEN, SUPPRESSOR SQUAD

INCEPTOR SQUAD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Inceptor	10"	3+	3+	4	5	3	2	7	3+
1	Inceptor Sergeant	10"	3+	3+	4	5	3	3	8	3+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault bolter	18"	Assault 3	5	-1	1	-
Plasma exterminator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault D3	7	-3	1	Blast
- Supercharge	18"	Assault D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

WARGEAR OPTIONS

- All of the models in the unit can have their 2 assault bolters replaced with 2 plasma exterminators each.

ABILITIES

Angels of Death, Combat Squads, Death From Above (pg 124-125)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, PRIMARIS, FLY, JUMP PACK, MK X GRAVIS, INCEPTOR SQUAD

Ultramarines Inceptor
with assault bolters

Ultramarines Inceptor Sergeant
with assault bolters

Ultramarines Inceptor Sergeant
with plasma exterminators

STORM SPEEDER HAILSTRIKE **8** POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Storm Speeder Hailstrike (6+ wounds remaining)	16"	3+	3+	5	6	10	3	7	3+
	Storm Speeder Hailstrike (3-5 wounds remaining)	12"	3+	4+	5	6	N/A	2	7	3+
	Storm Speeder Hailstrike (1-2 wounds remaining)	8"	3+	5+	5	6	N/A	1	7	3+

A Storm Speeder Hailstrike is equipped with: 2 fragstorm grenade launchers; onslaught gatling cannon; twin ironhail heavy stubber.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	Blast
Onslaught gatling cannon	24"	Heavy 8	5	-1	1	-
Twin ironhail heavy stubber	36"	Heavy 8	4	-1	1	-

ABILITIES

Angels of Death (pg 124-125)

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

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, FLY, STORM SPEEDER, HAILSTRIKE

The Hailstrike is so heavily armed that it can annihilate entire swathes of infantry in fusillades of blistering projectiles. Speeding over the battlefield, its specialised loadout shatters charging formations and shreds barricades and defences.

STORM SPEEDER HAMMERSTRIKE **9** POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Storm Speeder Hammerstrike (6+ wounds remaining)	16"	3+	3+	5	6	10	3	7	3+
	Storm Speeder Hammerstrike (3-5 wounds remaining)	12"	3+	4+	5	6	N/A	2	7	3+
	Storm Speeder Hammerstrike (1-2 wounds remaining)	8"	3+	5+	5	6	N/A	1	7	3+

A Storm Speeder Hammerstrike is equipped with: Hammerstrike missile launcher; 2 krakstorm grenade launchers; melta destroyer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hammerstrike missile launcher	36"	Heavy 2	8	-3	3	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Melta destroyer	24"	Heavy 3	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

ABILITIES

Angels of Death (pg 124-125)

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

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, FLY, STORM SPEEDER, HAMMERSTRIKE

The Hammerstrike excels at rooting out enemies from trench and bunker networks. Sweeping low over the battlefield, it employs searing melta blasts and volleys of rockets to crack the foe's defence lines wide open.

STORM SPEEDER THUNDERSTRIKE **9** POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Storm Speeder Thunderstrike (6+ wounds remaining)	16"	3+	2+	5	6	10	3	7	3+
	Storm Speeder Thunderstrike (3-5 wounds remaining)	12"	3+	3+	5	6	N/A	2	7	3+
	Storm Speeder Thunderstrike (1-2 wounds remaining)	8"	3+	4+	5	6	N/A	1	7	3+

A Storm Speeder Thunderstrike is equipped with: stormfury missiles; Thunderstrike las-talon; twin Icarus rocket pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Stormfury missiles	48"	Heavy 1	10	-3	D6	-
Thunderstrike las-talon	36"	Heavy 2	9	-3	D6	-
Twin Icarus rocket pod	24"	Heavy 2D3	7	-1	2	Blast. Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.

ABILITIES

Angels of Death (pg 124-125)

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

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, FLY, STORM SPEEDER, THUNDERSTRIKE

Thunderstrikes outmanoeuvre the foe at every turn, targeting vulnerable points in armour, fuel tanks and missile hoppers to turn tanks into raging fireballs. Just a single Thunderstrike is capable of destroying armour... breakthrough attempt... when one is... field, few...

LAND SPEEDERS **3** POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Land Speeder	18"	3+	3+	4	6	6	2	7	3+

If this unit contains 2 models, it has **Power Rating 6**. If this unit contains 3 models, it has **Power Rating 9**. Every model is equipped with: heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

WARGEAR OPTIONS

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

ABILITIES

Angels of Death (pg 124-125)

Datalink Telemetry: At the start of your Shooting phase, select one enemy unit that is within 18" of and visible to this unit. Until the end of the phase, each time a friendly <CHAPTER> WHIRLWIND model makes an attack with a weapon that has the Blast ability against the selected unit, add 1 to that attack's hit roll.

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

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, FLY, LAND SPEEDERS

The remarkable grav-drives utilised by Land Speeders enables them to perform seemingly impossible feats of manoeuvrability even as they strike against the enemy. Such adaptability makes them ideal for a variety of tasks, such as scouting and counter-reconnaissance.

LAND SPEEDER TORNADOES

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Land Speeder Tornado	16"	3+	3+	4	6	6	2	7	3+

If this unit contains 2 models, it has **Power Rating 8**. If this unit contains 3 models, it has **Power Rating 12**. Every model is equipped with: assault cannon; heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

WARGEAR OPTIONS
- Any number of models can each have their heavy bolter replaced with 1 multi-melta.
- Any number of models can each have their assault cannon replaced with 1 heavy flamer.

ABILITIES

Angels of Death (pg 124-125)

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

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, FLY, LAND SPEEDER, LAND SPEEDER TORNADOES

The Land Speeder Tornado is a highly mobile, multi-threat skimmer that can deal far more death and destruction than its relatively small profile suggests. In battle it serves as a mobile firebase, able to bring multiple heavy weapons to bear wherever the need is greatest.

LAND SPEEDER TYPHOONS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Land Speeder Typhoon	16"	3+	3+	4	6	6	2	7	3+

If this unit contains 2 models, it has **Power Rating 12**. If this unit contains 3 models, it has **Power Rating 18**. Every model is equipped with: heavy bolter; Typhoon missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Typhoon missile launcher		Before selecting targets, select one of the profiles below to make attacks with.				
- Frag missile	48"	Heavy 2D6	4	0	1	Blast
- Krak missile	48"	Heavy 2	8	-2	D6	-

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

ABILITIES

Angels of Death (pg 124-125)

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

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, FLY, LAND SPEEDER, LAND SPEEDER TYPHOONS

Mounting a formidable multi-missile launcher, the Land Speeder Typhoon launches flurries of projectiles at its targets. Such a barrage shatters cover, infantry assaults and formations are broken. Nor is enemy armour safe, for the Typhoon's armour-piercing warheads allow it to pick off battle tanks and transports.

HELLBLASTER SQUAD

8 POWER

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Hellblaster	6"	3+	3+	4	4	2	2	7	3+
1	Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 6 or more models, it has **Power Rating 16**. Every model is equipped with: bolt pistol; plasma incinerator; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault plasma incinerator		Before selecting targets, select one of the profiles below to make attacks with.				
- Standard	24"	Assault 3	6	-4	1	-
- Supercharge	24"	Assault 3	7	-4	2	Plasma Weapon (see below)
Heavy plasma incinerator		Before selecting targets, select one of the profiles below to make attacks with.				
- Standard	36"	Heavy 1	8	-4	2	-
- Supercharge	36"	Heavy 1	9	-4	3	Plasma Weapon (see below)
Plasma incinerator		Before selecting targets, select one of the profiles below to make attacks with.				
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	Plasma Weapon (see below)

WARGEAR OPTIONS
- All of the models in the unit can have their plasma incinerator replaced with 1 assault plasma incinerator each.
- All of the models in the unit can have their plasma incinerator replaced with 1 heavy plasma incinerator each.
- The Hellblaster Sergeant's bolt pistol can be replaced with 1 plasma pistol.

ABILITIES

Angels of Death, Combat Squads (pg 124-125)

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, PRIMARIS, HELLBLASTER SQUAD

Few foes can survive the incandescent fury of the Hellblaster Squad. Whether they be Tyranid Hive Tyrant, Ork Warboss or Heretic Astartes battle tank, all are reduced to ash and slag by searing, well-aimed plasma fire pouring from the Hellblasters' ferocious weapons.

Plasma pistol

Bolt pistol

Assault plasma incinerator

Heavy plasma incinerator

Iron Hands Hellblaster Sergeant with heavy plasma incinerator and phaeron pistol

Blood Angels Hellblaster with assault plasma incinerator

Ultramarines Hellblaster with heavy plasma incinerator

Imperial Fists Hellblaster with plasma incinerator

ELIMINATOR SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Eliminator	6"	3+	2+	4	4	2	2	7	3+
1	Eliminator Sergeant	6"	3+	2+	4	4	2	3	8	3+

Every model is equipped with: bolt pistol; bolt sniper rifle; frag grenades; krak grenades; camo cloak.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt sniper rifle		Before selecting targets, select one of the profiles below to make attacks with. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.				
- Executioner round	36"	Heavy 1	5	-1	1	Each time an attack is made with this weapon profile, add 1 to that attack's hit roll. Targets do not receive the benefits of cover against attacks made with this weapon profile.
- Hyperfrag round	36"	Heavy D3	5	0	1	Blast
- Mortis round	36"	Heavy 1	5	-2	1	Each time an attack is made with this weapon profile, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Instigator bolt carbine	24"	Assault 1	4	-1	2	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
Las fusil	36"	Heavy 1	8	-3	3	-

OTHER WARGEAR	ABILITIES
Camo cloak	Each time a ranged attack is allocated to the bearer while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

WARGEAR OPTIONS
- The Eliminator Sergeant's bolt sniper rifle can be replaced with one of the following: 1 instigator bolt carbine; 1 las fusil.
- All of the Eliminators in the unit can have their bolt sniper rifle replaced with 1 las fusil each.

ABILITIES

Angels of Death, Concealed Positions (pg 124-125)

Covering Fire: In your Shooting phase, after this unit has shot, if it is not within Engagement Range of any enemy units and contains an Eliminator Sergeant equipped with an instigator bolt carbine, it can make a Normal Move as if it were your Movement phase.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Infantry, Core, Primaris, Phobos, Eliminator Squad

Eliminator Squads are peerless assassins, deadly marksmen who haunt the shadows of the battlefield unseen by the enemy. For hours they will lie in wait to take the perfect shot, their sophisticated scopes feeding them essential data to ensure they never fail to make the kill.

Camo cloaks

Bolt sniper rifle

Instigator bolt carbine

Raven Guard Eliminator with las fusil

Ultramarines Eliminator Sergeant

Imperial Fists Eliminator

CENTURION DEVASTATOR SQUAD

14 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Devastator Centurion	5"	3+	3+	5	5	4	3	7	2+
1	Devastator Centurion Sergeant	5"	3+	3+	5	5	4	4	8	2+

If this unit contains 4 or more models, it has Power Rating 28. Every model is equipped with: grav-cannon; hurricane bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Centurion missile launcher	36"	Assault D3	8	-2	D3	Blast
Grav-cannon	30"	Heavy 4	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-

WARGEAR OPTIONS
- Any number of models can each have their hurricane bolter replaced with 1 Centurion missile launcher.
- Any number of models can each have their grav-cannon replaced with one of the following: 2 heavy bolters; 2 lascannons.

ABILITIES

Angels of Death, Combat Squads (pg 124-125)

Omniscope: Each time a model in this unit makes a ranged attack, if this unit contains a Centurion Sergeant, then the target does not receive the benefits of cover against that attack.

Decimator Protocols: Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Infantry, Centurion, Centurion Devastator Squad

Centurion Devastator Squads dominate the field of battle, the presence of but one dictating the flow of the entire action. They frequently operate closely with Stormraven Gunships, which transport the Space Marines inside their bulky warsuits to the next position, where the function as an armoured firebase.

ERADICATOR SQUAD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Eradicator	5"	3+	3+	4	5	3	2	7	3+
1	Eradicator Sergeant	5"	3+	3+	4	5	3	3	8	3+

If this unit contains 4 or more models, it has Power Rating 12. Every model is equipped with: bolt pistol; melta rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy melta rifle	24"	Heavy 1	8	-4	D6+2	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+4.
Melta rifle	24"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

WARGEAR OPTIONS
- All of the models in the unit can have their melta rifle replaced with 1 heavy melta rifle each.
- For every 3 models in this unit, 1 Eradicator's melta rifle or heavy melta rifle can be replaced with 1 multi-melta.

ABILITIES

Angels of Death, Combat Squads (pg 124-125)

Total Obliteration: In your Shooting phase, each time this unit is selected to shoot, if it has not Advanced this turn, it can unleash total obliteration. If it does, select one enemy unit; models in this unit can shoot twice this phase, but they can only make attacks that target that enemy unit (and only if that enemy unit is an eligible target for those attacks).

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Infantry, Core, Primaris, Mk X Gravis, Eradicator Squad

Before the molten ire of an Eradicator Squad, heavy armour and defended positions stand little chance. Eradicators wear the heavier Gravis-pattern of Mk X power armour, allowing them to stride unharmed through waves of incoming fire before bringing their own destructive weaponry to bear at close range.

DEVASTATOR SQUAD

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Devastator Marine	6"	3+	3+	4	4	2	1	7	3+
1	Devastator Marine Sergeant	6"	3+	3+	4	4	2	2	8	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-

OTHER WARGEAR	ABILITIES
Armorium cherub	Once per battle, in your Shooting phase, after this unit has shot, one model in this unit can immediately shoot with one of its ranged weapons again.
	We recommend placing an Armorium Cherub model next to the unit as a reminder, removing it once this ability has been used (an Armorium Cherub does not count as a model for any rules purposes).

WARGEAR OPTIONS

- The Devastator Marine Sergeant's bolt pistol can be replaced with one of the following: 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- The Devastator Marine Sergeant's boltgun can be replaced with one of the following: 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- Up to 4 Devastator Marines can each have their boltgun replaced with 1 weapon from the *Heavy Weapons* list.
- The unit can be equipped with 1 Armorium Cherub.

ABILITIES

Angels of Death, Combat Squads (pg 124-125)

Signum: In your Shooting phase, each time this unit shoots, if it contains a Devastator Marine Sergeant, you can select one model in this unit. Until the end of the phase, that model has a Ballistic Skill characteristic of 2+.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, CORE, DEVASTATOR SQUAD

Devastator Squads pound the enemy at long range with overwhelming heavy weapons fire, annihilating any caught in the ferocious blasts of their weapons. Once they have secured the perfect firing position, they hold it firmly, providing their battle-brothers with intense covering fire as they advance.

Missile launcher

Grav-cannon

Heavy bolter

Armorium Cherub

Ultramarines Devastator Sergeant with combi-grav and signum

Dark Angels Devastator with plasma cannon

Blood Angels Devastator with multi-melta

Ultramarines Devastator with lascannon

THUNDERFIRE CANNON

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Thunderfire Cannon	3"	6+	2+	3	6	4	1	8	2+
1	Techmarine Gunner	6"	3+	2+	4	4	4	3	8	2+

The Thunderfire Cannon is equipped with: thunderfire cannon. The Techmarine Gunner is equipped with: bolt pistol, flamer; plasma cutter; 2 servo-arms.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma cutter	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Thunderfire cannon	60"	Heavy 4D3	4	0	1	Blast. This weapon can target units that are not visible to the bearer.
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.

ABILITIES

Angels of Death (pg 124-125)

Crewed Artillery: After this unit is set up on the battlefield for the first time, it is split into two units, one containing the ARTILLERY model and the other the GUNNER model. If at the end of any phase, the GUNNER unit is not within 3" of its ARTILLERY unit, that ARTILLERY unit is destroyed.

Operated Artillery: While a GUNNER unit is within 3" of its ARTILLERY unit, enemy models cannot target that GUNNER unit with ranged weapons.

Blessing of the Omnissiah: At the end of your Movement phase, a Techmarine Gunner can repair one friendly <CHAPTER> VEHICLE model within 3" of it. That VEHICLE model regains up to D3 lost wounds. Each model can only be repaired once per turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS (THUNDERFIRE CANNON): VEHICLE, ARTILLERY, THUNDERFIRE CANNON
KEYWORDS (TECHMARINE GUNNER): INFANTRY, CHARACTER, GUNNER

A massive, multi-barrelled artillery piece mounted on heavy, grinding tracks, the Thunderfire Cannon can tear apart the enemy's assaults and blow huge holes in their strongpoints in relentless barrages of shells. Able to traverse all kinds of difficult terrain, it excels in supporting Space Marine attacks or shoring up defences.

FIRESTRIKE SERVO-TURRETS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Firestrike Servo-turret	3"	3+	2+	4	5	5	2	8	2+

If this unit contains 2 models, it has **Power Rating 12**. If this unit contains 3 models, it has **Power Rating 18**. Every model is equipped with: twin las-talon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin accelerator autocannon	48"	Heavy 6	7	-1	2	-
Twin las-talon	24"	Heavy 4	9	-3	D6	-

WARGEAR OPTIONS

- Any number of models can each have their twin las-talon replaced with 1 twin accelerator autocannon.

ABILITIES

Angels of Death (pg 124-125)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, ARTILLERY, FIRESTRIKE SERVO-TURRETS

Primarily a defensive weapon, the Firestrike Servo-turret lays down withering volleys of fire to secure flanks or the Space Marines' base of operations. Mounted on gravitic ventral plates, they can hover across the battlefield to ideal firing positions from which to slaughter attacking enemies.

HUNTER
6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Hunter (6+ wounds remaining)	10"	6+	3+	6	8	11	3	8	3+
	Hunter (3-5 wounds remaining)	5"	6+	4+	6	8	N/A	D3	8	3+
	Hunter (1-2 wounds remaining)	3"	6+	5+	6	8	N/A	1	8	3+

A Hunter is equipped with: skyspear missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	Each time an attack is made with this weapon against an AIRCRAFT unit, add 2 to that attack's hit roll. Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of D6+6.

WARGEAR OPTIONS
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES
Angels of Death (pg 124-125)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, SMOKESCREEN, HUNTER

The Adeptus Astartes' foremost anti-air vehicle, few foes can evade the missiles of the Hunter's skyspear missile launcher. Its deadly payload homes in on its target and can change direction with preternatural ease, guided as it is by the interred servitor-mummy of one of the Chapter's honoured ballistic serfs.

STALKER
6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Stalker (6+ wounds remaining)	10"	6+	3+	6	8	11	3	8	3+
	Stalker (3-5 wounds remaining)	5"	6+	4+	6	8	N/A	D3	8	3+
	Stalker (1-2 wounds remaining)	3"	6+	5+	6	8	N/A	1	8	3+

A Stalker is equipped with: 2 Icarus stormcannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Icarus stormcannon	48"	Heavy 3	7	-1	2	Each time an attack is made with this weapon against an AIRCRAFT unit, make 2 hit rolls instead of 1 and add 1 to both those hit rolls.

WARGEAR OPTIONS
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES
Angels of Death (pg 124-125)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, SMOKESCREEN, STALKER

The Stalker's phenomenal anti-aircraft kill rate is achieved by a pair of independently-targeting repeating cannons. These are tethered to a servo-mind conclave that cogitates reams of trajectory data to ensure the Stalker's weapons fire exactly where they should, enabling it to cleanse skies darkened by enemy flyers.

WHIRLWIND
7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Whirlwind (6+ wounds remaining)	12"	6+	3+	6	7	11	D3	8	3+
	Whirlwind (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Whirlwind (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Whirlwind is equipped with: Whirlwind vengeance launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	Blast. This weapon can target units that are not visible to the bearer.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	Blast. This weapon can target units that are not visible to the bearer.

WARGEAR OPTIONS
- This model's Whirlwind vengeance launcher can be replaced with 1 Whirlwind castellan launcher.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES
Angels of Death (pg 124-125)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, SMOKESCREEN, WHIRLWIND

Hails of missiles saturate the ground whenever a Whirlwind strikes, creating a carpet of explosions that launches deadly shrapnel or scorching flames in all directions. The Whirlwind fires from concealed positions in support of Space Marine attacks, utilising its speed to keep pace with the assault.

PREDATOR DESTRUCTOR
8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Predator Destructor (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Predator Destructor (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Predator Destructor (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Predator Destructor is equipped with: Predator autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Predator autocannon	48"	Heavy 2D3	7	-1	3	-

WARGEAR OPTIONS
- This model can be equipped with one of the following: 2 heavy bolters; 2 lascannons.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES
Angels of Death (pg 124-125)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, PREDATOR, SMOKESCREEN, PREDATOR DESTRUCTOR
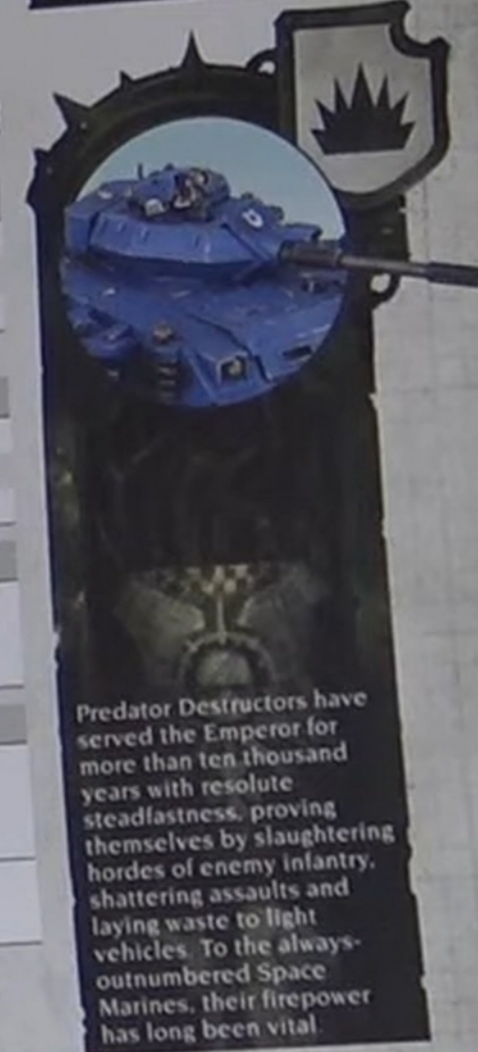
Predator Destructors have served the Emperor for more than ten thousand years with resolute steadfastness, proving themselves by slaughtering hordes of enemy infantry, shattering assaults and laying waste to light vehicles. To the always-outnumbered Space Marines, their firepower has long been vital.

PREDATOR ANNIHILATOR
8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Predator Annihilator (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Predator Annihilator (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Predator Annihilator (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Predator Annihilator is equipped with: twin lascannon.

| WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS
- This model can be equipped with one of the following: 2 heavy bolters, 2 lascannons.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES
Angels of Death (pg 124-125)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, PREDATOR, SMOKESCREEN, PREDATOR ANNIHILATOR

Predator Annihilators excel at leading armoured spearheads, moving at high speed and firing all the while. Their crews take pride in their particularly ferocious machine spirits, and gladly thunder into the fiercest fighting to blow apart enemy armoured columns and dense bunker complexes.

GLADIATOR LANCER
11 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Gladiator Lancer (7+ wounds remaining)	10"	6+	3+	7	8	12	3	8	3+
	Gladiator Lancer (4-6 wounds remaining)	5"	6+	4+	7	8	N/A	D3	8	3+
	Gladiator Lancer (1-3 wounds remaining)	3"	6+	5+	7	8	N/A	1	8	3+

A Gladiator Lancer is equipped with: Lancer laser destroyer, 2 storm bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	Blast
Lancer laser destroyer	72"	Heavy 2	10	-3	D3+3	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-

OTHER WARGEAR	ABILITIES
Auto launchers	The bearer has the SMOKESCREEN keyword.

WARGEAR OPTIONS
- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.
- This model can be equipped with 1 auto launchers.

ABILITIES
Angels of Death (pg 124-125)

Aquilon Optics: Each time this model makes an attack with a Lancer laser destroyer, add 1 to that attack's hit roll.

Hover Tank: Distances are always measured to and from this model's hull.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, GLADIATOR, REPULSOR FIELD, GLADIATOR LANCER

With pinpoint accuracy, the Gladiator Lancer picks off the heaviest enemy armour, laser destroyer punching smouldering holes in their hulls. Such is the range of its heavy cannon that it can eliminate threats to the Space Marines before they encounter them, storming past burning wrecks to claim their objectives.

GLADIATOR REAPER — 12 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Gladiator Reaper (7+ wounds remaining)	10"	6+	3+	7	8	12	3	8	3+
	Gladiator Reaper (4-6 wounds remaining)	5"	6+	4+	7	8	N/A	D3	8	3+
	Gladiator Reaper (1-3 wounds remaining)	3"	6+	5+	7	8	N/A	1	8	3+

A Gladiator Reaper is equipped with: 2 tempest bolters; twin heavy onslaught gatling cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tempest bolter	30"	Rapid Fire 4	4	-1	1	-
Twin heavy onslaught gatling cannon	30"	Heavy 24	6	-1	1	-

OTHER WARGEAR	ABILITIES
Auto launchers	The bearer has the SMOKESCREEN keyword.

WARGEAR OPTIONS
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.
- This model can be equipped with 1 auto launchers.

ABILITIES

Angels of Death (pg 124-125)

Hover Tank: Distances are always measured to and from this model's hull.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, GLADIATOR, REPULSOR FIELD, GLADIATOR REAPER

GLADIATOR VALIANT — 13 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Gladiator Valiant (7+ wounds remaining)	10"	6+	3+	7	8	12	3	8	3+
	Gladiator Valiant (4-6 wounds remaining)	5"	6+	4+	7	8	N/A	D3	8	3+
	Gladiator Valiant (1-3 wounds remaining)	3"	6+	5+	7	8	N/A	1	8	3+

A Gladiator Valiant is equipped with: 2 multi-meltas; twin las-talon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Twin las-talon	24"	Heavy 4	9	-3	D6	

OTHER WARGEAR	ABILITIES
Auto launchers	The bearer has the SMOKESCREEN keyword.

WARGEAR OPTIONS
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.
- This model can be equipped with 1 auto launchers.

ABILITIES

Angels of Death (pg 124-125)

Hover Tank: Distances are always measured to and from this model's hull.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, GLADIATOR, REPULSOR FIELD, GLADIATOR VALIANT

VINDICATOR — 7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vindicator (6+ wounds remaining)	10"	6+	3+	6	8	11	3	8	3+
	Vindicator (3-5 wounds remaining)	5"	6+	4+	6	8	N/A	D3	8	3+
	Vindicator (1-2 wounds remaining)	3"	6+	5+	6	8	N/A	1	8	3+

A Vindicator is equipped with: demolisher cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast

OTHER WARGEAR	ABILITIES
Vindicator siege shield	Each time a ranged attack is allocated to the bearer, add 1 to any armour saving throw made against that attack.

WARGEAR OPTIONS
- This model can be equipped with 1 Vindicator siege shield.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

Angels of Death (pg 124-125)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, SMOKESCREEN, VINDICATOR

LAND RAIDER — 15 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Land Raider (9+ wounds remaining)	10"	6+	3+	8	8	16	6	9	2+
	Land Raider (5-8 wounds remaining)	5"	6+	4+	8	8	N/A	D6	9	2+
	Land Raider (1-4 wounds remaining)	3"	6+	5+	8	8	N/A	D3	9	2+

A Land Raider is equipped with: twin heavy bolter; 2 twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 multi-melta.

ABILITIES

Angels of Death (pg 124-125)

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 <CHAPTER> INFANTRY models. Each JUMP PACK, WULFEN or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models. It cannot transport PRIMARIS models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, TRANSPORT, MACHINE SPIRIT, SMOKESCREEN, LAND RAIDER

When the cannons of the Gladiator Reaper spin to full pitch, the droning makes the teeth of all nearby itch with the intensity of the vibrations. Within seconds, thousands of spent casings pour over the battle tank's armoured hide as enemies are erased from existence by the storm of fire.

The Valiant lays down blistering volleys of fire as it escorts transports and its infantry in fighting, crossing watercourses, highlands and lava fields with the greatest of ease.

The Vindicator is a dedicated siege tank. It can smash obstacles aside with its massive shield, rumbling into the perfect firing position to unleash its demolisher cannon, a weapon so destructive it can blow apart enemy fortifications, annihilate columns of infantry and shatter armoured tanks with terrifying ease.

Land Raiders are mobile fortresses that bear squads of Space Marines through the most furious firestorms without so much as a scratch. Their machine spirits are so potent that if the crew are slain they will take over, making the tank a truly formidable asset.

LAND RAIDER CRUSADER

15 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Land Raider Crusader (9+ wounds remaining)	10"	6+	3+	8	8	16	6	9	2+
	Land Raider Crusader (5-8 wounds remaining)	5"	6+	4+	8	8	N/A	D6	9	2+
	Land Raider Crusader (1-4 wounds remaining)	3"	6+	5+	8	8	N/A	D3	9	2+

A Land Raider Crusader is equipped with: 2 hurricane bolters; twin assault cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 multi-melta.

ABILITIES

Angels of Death (pg 124-125)

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 16 <Chapter> Infantry models. Each Jump Pack, Wulfen or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models. It cannot transport Primaris models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Vehicle, Land Raider, Transport, Assault Launchers, Smokescreen, Machine Spirit, Land Raider Crusader

The Land Raider Crusader is a superlative assault tank. Its bulk enables it to crush enemy defences, and its prodigious firepower cuts their defenders to ribbons. With an enhanced transport capacity, once it has stormed enemy defences, Space Marines pour from its hatches to slaughter those foes who remain.

LAND RAIDER REDEEMER

15 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Land Raider Redeemer (9+ wounds remaining)	10"	6+	3+	8	8	16	6	9	2+
	Land Raider Redeemer (5-8 wounds remaining)	5"	6+	4+	8	8	N/A	D6	9	2+
	Land Raider Redeemer (1-4 wounds remaining)	3"	6+	5+	8	8	N/A	D3	9	2+

A Land Raider Redeemer is equipped with: 2 flamestorm cannons; twin assault cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamestorm cannon	12"	Heavy D6	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin assault cannon	24"	Heavy 12	6	-1	1	-

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 multi-melta.

ABILITIES

Angels of Death (pg 124-125)

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 12 <Chapter> Infantry models. Each Jump Pack, Wulfen or Terminator model takes the space of 2 models and each Centurion model takes the space of 3 models. It cannot transport Primaris models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Vehicle, Land Raider, Transport, Assault Launchers, Machine Spirit, Smokescreen, Land Raider Redeemer

In brutal urban combat, it can be impossible to root out entrenched foes. Not so for the Land Raider Redeemer. When it engages its flamestorm cannons, any caught in the raging inferno of burning promethium that follows are doomed, and bunkers, pill boxes, ruined factorums and shattered hab-blocks are cleansed of the enemy.

REPULSOR

16 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Repulsor (9+ wounds remaining)	10"	6+	3+	8	8	16	6	9	3+
	Repulsor (5-8 wounds remaining)	5"	6+	4+	8	8	N/A	D6	9	3+
	Repulsor (1-4 wounds remaining)	3"	6+	5+	8	8	N/A	D3	9	3+

A Repulsor is equipped with: heavy onslaught gatling cannon; Icarus ironhail heavy stubber; ironhail heavy stubber; 2 krakstorm grenade launchers; 2 storm bolters; twin heavy bolter; hunter-slayer missile; auto launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	Blast
Heavy onslaught gatling cannon	30"	Heavy 12	6	-1	1	-
Hunter-slayer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-slayer missile it is equipped with once per battle. This weapon can target units that are not visible to the bearer.
Icarus ironhail heavy stubber	36"	Heavy 4	4	-1	1	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Icarus rocket pod	24"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Ironhail heavy stubber	36"	Heavy 4	4	-1	1	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Las-talon	24"	Heavy 2	9	-3	D6	-
Onslaught gatling cannon	24"	Heavy 8	5	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

OTHER WARGEAR	ABILITIES
Auto launchers	The bearer has the SMOKESCREEN keyword.

WARGEAR OPTIONS

- This model can be equipped with 1 additional ironhail heavy stubber.
- This model's twin heavy bolter can be replaced with 1 twin lascannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 las-talon.
- One of this model's ironhail heavy stubbers can be replaced with 1 onslaught gatling cannon.
- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model's auto launchers can be replaced with 2 fragstorm grenade launchers.
- This model's Icarus ironhail heavy stubber can be replaced with one of the following: 1 fragstorm grenade launcher; 1 Icarus rocket pod; 1 storm bolter.

ABILITIES

Angels of Death (pg 124-125)

Hover Tank: Distances are always measured to and from this model's hull.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 <CHAPTER> PRIMARIS INFANTRY models. Each Mk X Gravis model takes up the space of 2 models. It cannot transport JUMP PACK models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, TRANSPORT, MACHINE SPIRIT, REPULSOR FIELD, REPULSOR

Clad in advanced armour plating and armed for any battlefield situation, the Repulsor not only transports its passengers safely, it also provides superb fire support. Dangerous terrain is little impediment to it, its ventral plates channelling gravitic energies that crush obstacles beneath the vehicle's mass.

REPULSOR EXECUTIONER

19 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Repulsor Executioner (9+ wounds remaining)	10"	6+	3+	8	8	16	6	9	3+
	Repulsor Executioner (5-8 wounds remaining)	5"	6+	4+	8	8	N/A	D6	9	3+
	Repulsor Executioner (1-4 wounds remaining)	3"	6+	5+	8	8	N/A	D3	9	3+

A Repulsor Executioner is equipped with: 2 fragstorm grenade launchers; heavy onslaught gatling cannon; macro plasma incinerator; 2 storm bolters; twin Icarus ironhail heavy stubber; auto launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	Blast
Heavy laser destroyer	72"	Heavy 2	12	-4	D3+3	-
Heavy onslaught gatling cannon	30"	Heavy 12	6	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Ironhail heavy stubber	36"	Heavy 4	4	-1	1	-
Macro plasma incinerator		Before selecting targets, select one of the profiles below to make attacks with.				
- Standard	36"	Heavy D6	8	-4	2	Blast
- Supercharge	36"	Heavy D6	9	-4	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin Icarus ironhail heavy stubber	36"	Heavy 8	4	-1	1	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.

OTHER WARGEAR	ABILITIES
Auto launchers	The bearer has the SMOKESCREEN keyword.

WARGEAR OPTIONS

- This model's macro plasma incinerator can be replaced with 1 heavy laser destroyer.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

ABILITIES

Angels of Death (pg 124-125)

Aquilon Optics: Each time this model makes an attack with its heavy laser destroyer or macro plasma incinerator, add 1 to that attack's hit roll.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Hover Tank: Distances are always measured to and from this model's hull.

TRANSPORT

This model has a transport capacity of 6 <CHAPTER> PRIMARIS INFANTRY models. Each Mk X Gravis model takes up the space of 2 models. It cannot transport JUMP PACK models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, TRANSPORT, MACHINE SPIRIT, REPULSOR FIELD, REPULSOR EXECUTIONER

Based on the Repulsor chassis, the Repulsor Executioner sacrifices some transport capacity to accommodate powerful turret weaponry. Even the largest battle tanks can be crippled by the beam of a heavy laser destroyer, whilst the incinerating blasts of the macro plasma incinerator can obliterate infantry formations.

RHINO

4 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Rhino (6+ wounds remaining)	12"	6+	3+	6	7	10	3	8	3+
	Rhino (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Rhino (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Rhino is equipped with: storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 additional storm bolter.

ABILITIES

Angels of Death (pg 124-125)

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 <CHAPTER> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS, WULFEN or CENTURION models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, TRANSPORT, SMOKESCREEN, RHINO

RAZORBACK

6 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Razorback (6+ wounds remaining)	12"	6+	3+	6	7	10	3	8	3+
	Razorback (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Razorback (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Razorback is equipped with: twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following: 1 twin lascannon; 1 twin assault cannon.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

Angels of Death (pg 124-125)

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 <CHAPTER> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS, WULFEN or CENTURION models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, TRANSPORT, SMOKESCREEN, RAZORBACK

IMPULSOR

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Impulsor (6+ wounds remaining)	14"	6+	3+	7	7	11	3	8	3+
	Impulsor (3-5 wounds remaining)	7"	6+	4+	7	7	N/A	D3	8	3+
	Impulsor (1-2 wounds remaining)	4"	6+	5+	7	7	N/A	1	8	3+

An Impulsor is equipped with: 2 storm bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bellicatus missile array		Before selecting targets, select one of the profiles below to make attacks with.				
- Krak missiles	48"	Heavy 1	8	-2	D6	
- Frag missiles	48"	Heavy D6	4	0	1	Blast
- Icarus missiles	48"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon profile against an AIRCRAFT unit, add 1 to that attack's hit roll.
Fragstorm grenade launcher	18"	Assault D6	4	0	1	Blast
Ironhail heavy stubber	36"	Heavy 4	4	-1	1	-
Ironhail skytalon array	36"	Heavy 8	4	-1	1	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

OTHER WARGEAR	ABILITIES
Shield dome	The bearer has a 5+ invulnerable save.
Orbital comms array	In your Command phase, one model from your army with an orbital comms array that has not been used this battle can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a CHARACTER. On a 4+, that unit suffers D3 mortal wounds.

WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with one of the following: 1 shield dome; 1 orbital comms array; 1 bellicatus missile array; 1 ironhail skytalon array.

ABILITIES

Angels of Death (pg 124-125)

Assault Vehicle: Units embarked within this transport can disembark even if it has made a Normal Move this phase. Any unit that disembarks after this transport has made a Normal Move cannot charge this turn.

Hover Tank: Distances are always measured to and from this model's hull.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 <CHAPTER> PRIMARIS INFANTRY models. It cannot transport JUMP PACK or MK X GRAVIS models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, TRANSPORT, REPULSOR FIELD, IMPULSOR

DROP POD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Drop Pod	-	-	3+	6	6	8	-	8	3+

A Drop Pod is equipped with: storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwind launcher	12"	Heavy D6	5	0	1	Blast
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 deathwind launcher

ABILITIES

Angels of Death, Death From Above (pg 124-125)

Drop Pod Assault: This transport must start the battle set up high in the skies (see Death From Above, page 125) but neither it, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This transport can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this transport must immediately disembark after it has been set up on the battlefield, and they must be set up more than 9" away from any enemy models. After this transport has been set up on the battlefield, no units can embark within it.

Explodes: When this transport is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

TRANSPORT

This model has a transport capacity of 10 <CHAPTER> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS, WULFEN or CENTURION models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, TRANSPORT, DROP POD

LAND SPEEDER STORM

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Land Speeder Storm	18"	3+	3+	4	6	7	2	7	4+

A Land Speeder Storm is equipped with: cerberus launcher; heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cerberus launcher	18"	Heavy D6	4	0	1	Blast
Heavy bolter	36"	Heavy 3	5	-1	2	-

ABILITIES

Angels of Death, Outflank (pg 124-125)

Assault Vehicle: Units embarked within this transport can disembark even if it has made a Normal Move this phase. Any unit that disembarks after this transport has made a Normal Move cannot charge this turn.

Open-topped: In your Shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. If this transport made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

TRANSPORT

This model has a transport capacity of 5 <CHAPTER> SCOUT INFANTRY models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, LAND SPEEDER, SCOUT, FLY, TRANSPORT, LAND SPEEDER STORM

STORMHAWK INTERCEPTOR

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Stormhawk Interceptor (6+ wounds remaining)	20-60"	6+	3+	6	7	10	3	8	3+
	Stormhawk Interceptor (3-5 wounds remaining)	20-45"	6+	4+	6	7	N/A	3	8	3+
	Stormhawk Interceptor (1-2 wounds remaining)	20-30"	6+	5+	6	7	N/A	1	8	3+

A Stormhawk Interceptor is equipped with: 2 assault cannons; skyhammer missile launcher; las-talon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	2	-
Icarus stormcannon	48"	Heavy 3	7	-1	2	Each time an attack is made with this weapon against an AIRCRAFT unit, make 2 hit rolls instead of 1 and add 1 to both those hit rolls.
Las-talon	24"	Heavy 2	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Typhoon missile launcher		Before selecting targets, select one of the profiles below to make attacks with.				
- Frag missile	48"	Heavy 2D6	4	0	1	Blast
- Krak missile	48"	Heavy 2	8	-2	D6	-

OTHER WARGEAR	ABILITIES
Infernum halo-launcher	When a ranged attack made by an AIRCRAFT model is allocated to the bearer, add 1 to any armour saving throw made against that attack.

WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following: 2 heavy bolters; 1 typhoon missile launcher.
- This model's las-talon can be replaced with 1 Icarus stormcannon.

ABILITIES

Angels of Death (pg 124-125)

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, AIRCRAFT, FLY, STORMHAWK INTERCEPTOR

The Land Speeder Storm is equipped with additional sensor arrays and baffled engines to make it the perfect transport for Scout Squads being secretly inserted into enemy territory. Countless victories in the annals of many Chapters can be attributed to the surprise attacks carried out by this vehicle and its occupants.

Launched from ships in low orbit, Drop Pods full of Space Marines slam into the battlefield, their hatches blowing open upon the violent impact. Within seconds, the squad bursts out with weapons firing. Such deadly strikes send the foe into disarray as the rear of their lines are torn apart in the furious assault.

Stormhawk Interceptors are high-altitude fighter craft designed solely for achieving aerial supremacy. Dropped from mag-cradles aboard orbiting craft, these ceramite-plated vehicles engage enemy air assets in brutal dogfights and are protected by countermeasures that launch blazing flares.

STORMTALON GUNSHIP

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Stormtalon Gunship (6+ wounds remaining)	20-50"	6+	3+	6	6	10	3	8	3+
	Stormtalon Gunship (3-5 wounds remaining)	20-40"	6+	4+	6	6	N/A	D3	8	3+
	Stormtalon Gunship (1-2 wounds remaining)	20-30"	6+	5+	6	6	N/A	1	8	3+

A Stormtalon Gunship is equipped with: skyhammer missile launcher; twin assault cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Typhoon missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy 2D6	4	0	1	Blast
- Krak missile	48"	Heavy 2	8	-2	D6	-

WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following: 2 heavy bolters; 2 lascannons; 1 typhoon missile launcher.

ABILITIES

Angels of Death (pg 124-125)

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Supersonic abilities.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, AIRCRAFT, FLY, STORMTALON GUNSHIP

Fast and manoeuvrable, the Stormtalon is an aerial interceptor optimised for escorting Stormraven Gunships. While fast enough to engage in aerial combat, its pilot can switch on the Stormtalon's repulsor systems, making it agile enough to closely support infantry in defence or on the attack.

STORMRAVEN GUNSHIP

17 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Stormraven Gunship (8+ wounds remaining)	20-45"	6+	3+	8	7	14	6	9	3+
	Stormraven Gunship (4-7 wounds remaining)	20-35"	6+	4+	8	7	N/A	D6	9	3+
	Stormraven Gunship (1-3 wounds remaining)	20-25"	6+	5+	8	7	N/A	D3	9	3+

A Stormraven Gunship is equipped with: 2 stormstrike missile launchers; twin assault cannon; typhoon missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin heavy plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
Standard	36"	Heavy 2D3	7	-3	2	Blast
Supercharge	36"	Heavy 2D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 4	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Typhoon missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy 2D6	4	0	1	Blast
- Krak missile	48"	Heavy 2	8	-2	D6	-

WARGEAR OPTIONS

- This model's twin assault cannon can be replaced with one of the following: 1 twin heavy plasma cannon; 1 twin lascannon.
- This model's typhoon missile launcher can be replaced with one of the following: 1 twin heavy bolter; 1 twin multi-melta.
- This model can be equipped with 2 hurricane bolters.

ABILITIES

Angels of Death (pg 124-125)

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Supersonic abilities.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 12 <CHAPTER> INFANTRY models and 1 <CHAPTER> DREADNOUGHT model. Each JUMP PACK, WULFEN or TERMINATOR model takes the space of two INFANTRY models and each CENTURION model takes the space of three INFANTRY models. It cannot transport PRIMARIS models or DREADNOUGHT models that have a Wounds characteristic of 13 or more.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, AIRCRAFT, TRANSPORT, FLY, MACHINE SPIRIT, STORMRAVEN GUNSHIP

The Stormraven superbly combines the role of reliable combat dropship and deadly aerial combatant. A capacious troop bay and thick layers of armour allow it to effectively transport squads of Space Marines – and thanks to its magna-grapples, even a Dreadnought – into the very heart of the battle.

HAMMERFALL BUNKER

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1	Hammerfall Bunker (8+ wounds remaining)	-	-	4+	6	8	14	-	7	3+
	Hammerfall Bunker (4-7 wounds remaining)	-	-	5+	6	8	N/A	-	7	3+
	Hammerfall Bunker (1-3 wounds remaining)	-	-	6+	6	8	N/A	-	7	3+

A Hammerfall Bunker is equipped with: Hammerfall heavy bolter array; Hammerfall missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hammerfall heavy bolter array	36"	Heavy 3	5	-1	2	-
Hammerfall heavy flamer array	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hammerfall missile launcher		Before selecting targets, select one of the profiles below to make attacks with.				
- Superfrag missile	72"	Heavy 2D6	6	0	1	Blast
- Superkrak missile	72"	Heavy 2	10	-2	D6	-

WARGEAR OPTIONS

- This model's Hammerfall heavy bolter array can be replaced with 1 Hammerfall heavy flamer array.

ABILITIES

Angels of Death (pg 124-125)

Defensive Array: In your Shooting phase, each time this model is selected to shoot, its Hammerfall heavy bolter array or its Hammerfall heavy flamer array can target, and resolve attacks against, every eligible enemy unit. Each time this model fires Overwatch, it only resolves attacks with its weapons against the charging unit, but when doing so the Type of its Hammerfall heavy bolter array is changed to Heavy 6, and the Type of its Hammerfall heavy flamer array is changed to Heavy 2D6.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: VEHICLE, BUILDING, HAMMERFALL BUNKER

Hammerfall Bunkers are launched from the Space Marines' warships in the same manner as Drop Pods. Automated area-denial assets crewed by hard-wired servitors, they have all kinds of battlefield roles, including securing beachheads, hampering enemy assaults and wreaking havoc behind the foe's lines.
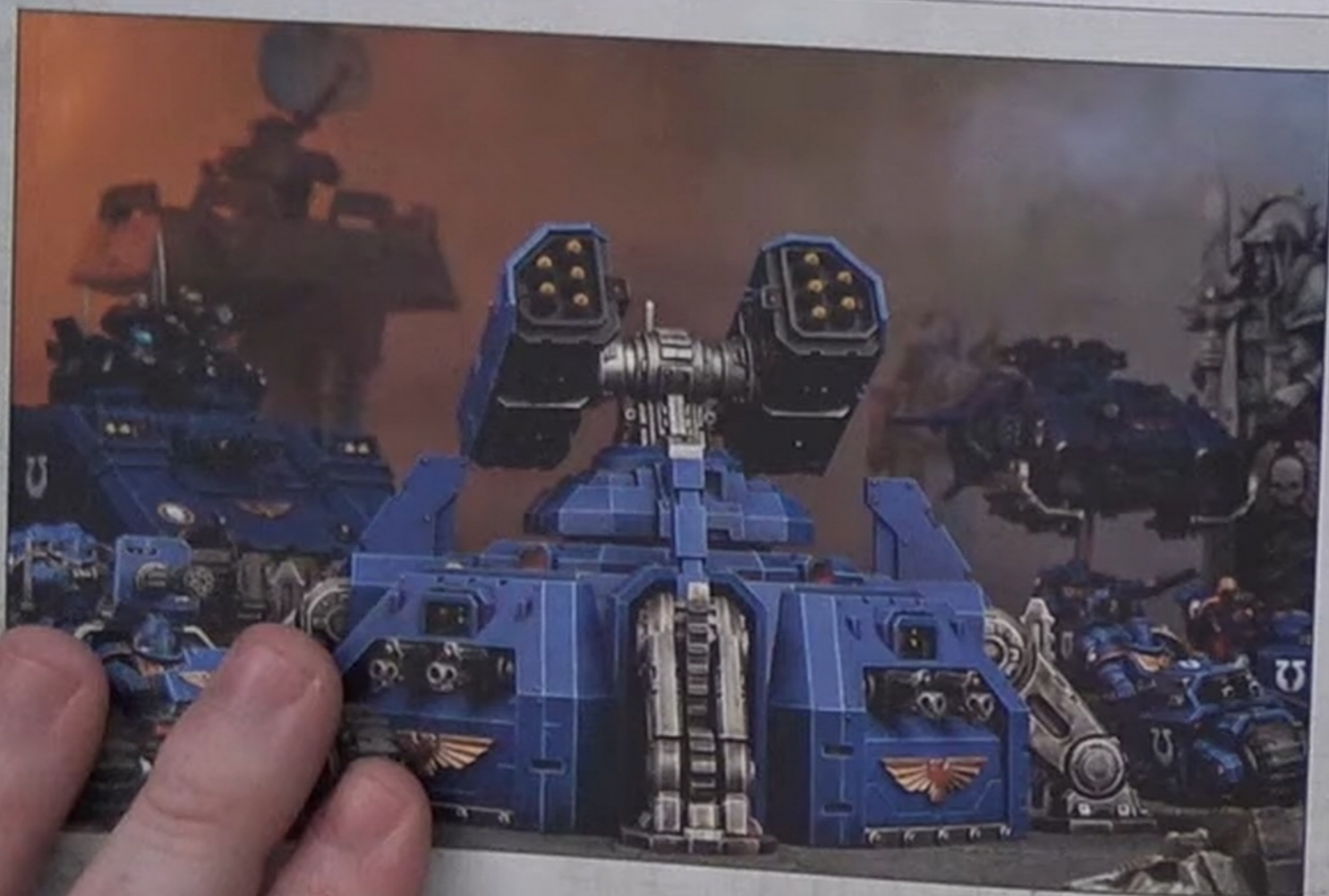
WEAPON PROFILES

On pages 196-201 you will find the profiles for all the weapons that Space Marine models can be equipped with. Note that some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book.

WEAPON LISTS

The wargear options section of some datasheets in this Codex refer to one of more weapon lists. These lists can be found below:

COMBI-WEAPONS
- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

DREADNOUGHT WEAPONS
- Heavy plasma cannon
- Helfrost cannon*
- Multi-melta
- Twin lascannon

HEAVY WEAPONS
- Grav-cannon
- Heavy bolter
- Heavy flamer**
- Lascannon
- Missile launcher
- Multi-melta
- Plasma cannon

MELEE WEAPONS
- Astartes chainsword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer

PISTOLS
- Bolt pistol
- Hand flamer**
- Grav-pistol
- Inferno pistol**
- Plasma pistol

SPECIAL WEAPONS
- Flamer
- Grav-gun
- Meltagun
- Plasma gun

* Only models from the Space Wolves Chapter (or one of its successor Chapters) can be equipped with this weapon.

** Only models from the Deathwatch Chapter or the Blood Angels Chapter (or one of its successor Chapters) can be equipped with this weapon.

WEAPON DEFINITIONS

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

Bolt Weapons

A bolt weapon is any weapon whose profile includes the word 'bolt' (bolt rifle, boltstorm gauntlet, storm bolter etc.), and any Relic that replaces a bolt weapon (e.g. Primarch's Wrath, page 108). Rules that apply to bolt weapons only apply to the boltgun profile of combi-weapons, and the boltgun profile of Relics that replace combi-weapons. If a bolt weapon has a shooting and melee profile, rules that apply to bolt weapons only apply to the shooting profile of that weapon. Note that the following weapons found in Codex supplements are also bolt weapons:

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

Flame Weapons

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

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

Melta Weapons

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

- Blood Song (meltagun profile)

Plasma Weapons

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

- Lion's Wrath (plasma gun profile)

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Absolver bolt pistol	18"	Pistol 1	5	-1	2	-
Accelerator autocannon	48"	Heavy 3	7	-1	2	-
Assault bolter	18"	Assault 3	5	-1	1	-
Assault cannon	24"	Heavy 6	6	-1	1	-
Assault plasma incinerator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	24"	Assault 3	6	-4	1	-
- Supercharge	24"	Assault 3	7	-4	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Astartes grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	30"	Assault D6	3	0	1	Blast
- Krak grenade	30"	Assault 1	6	-1	D3	-
Astartes shotgun	18"	Assault 2	4	0	1	-
Auto boltstorm gauntlet (shooting)	18"	Assault 3	4	0	1	-
Auto bolt rifle	24"	Assault 3	4	0	1	-
Ballistus missile array	Before selecting targets, select one of the profiles below to make attacks with.					
- Krak missiles	48"	Heavy 1	8	-2	D6	-
- Frag missiles	48"	Heavy D6	4	0	1	Blast
- Icarus missiles	48"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon profile against an AIRCRAFT unit, add 1 to that attack's hit roll.
Bolt carbine	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Bolt sniper rifle	Before selecting targets, select one of the profiles below to make attacks with. Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.					
- Executioner round	36"	Heavy 1	5	-1	1	Each time an attack is made with this weapon profile, add 1 to that attack's hit roll. Targets do not receive the benefits of cover against attacks made with this weapon profile.
- Hyperfrag round	36"	Heavy D3	5	0	1	Blast
- Mortis round	36"	Heavy 1	5	-2	2	Each time an attack is made with this weapon profile, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Boltgun	24"	Rapid Fire 1	4	0	1	-
Boltstorm gauntlet (shooting)	12"	Pistol 3	4	-1	1	-
Centurion missile launcher	36"	Assault D3	8	-2	D3	Blast
Cerberus launcher	18"	Heavy D6	4	0	1	Blast
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Combi-grav	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Grav-gun	18"	Rapid Fire 1	5	-3	1	Each time an attack made with this weapon profile is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Combi-plasma	Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Cyclone missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	36"	Heavy 2D6	4	0	1	Blast
- Krak missile	36"	Heavy 2	8	-2	D6	-
Deathwind launcher	12"	Heavy D6	5	0	1	Blast
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast
Executor bolt rifle	42"	Heavy 1	5	-2	2	-
Executor heavy bolter	42"	Heavy 2	5	-2	3	-
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Flamestorm cannon	12"	Heavy D6	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Flamestorm gauntlet (shooting)	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Forge bolter	24"	Assault 3	5	-1	2	Each time the bearer shoots, it can make attacks with this weapon even if it also makes attacks with Pistols or Grenades.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Fragstorm grenade launcher	18"	Assault D6	4	0	1	Blast
Grav-cannon	30"	Heavy 4	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.
Grav-gun	18"	Rapid Fire 1	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.
Grav-pistol	12"	Pistol 1	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.
Grenade harness	12"	Assault D6	4	-1	1	Blast
Hammerfall heavy bolter array	36"	Heavy 3	5	-1	2	-
Hammerfall heavy flamer array	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hammerfall missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Superfrag missile	72"	Heavy 2D6	6	0	1	Blast
- Superkrak missile	72"	Heavy 2	10	-2	D6	-
Hammerstrike missile launcher	36"	Heavy 2	8	-3	3	-
Hand flamer	12"	Pistol D6	3	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Heavy bolt rifle	36"	Rapid Fire 1	5	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy laser destroyer	72"	Heavy 2	12	-4	D3+3	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+4.
Heavy melta rifle	24"	Heavy 1	8	-4	D6+2	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+4.
Heavy onslaught gatling cannon	30"	Heavy 12	6	-1	1	-
Heavy plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-3	2	Blast
- Supercharge	36"	Heavy D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Heavy plasma incinerator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy 1	8	-4	2	-
- Supercharge	36"	Heavy 1	9	-4	3	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Helfrost cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Dispersed	36"	Heavy D3	6	-2	1	Blast
- Focussed	36"	Heavy 1	8	-4	D3+3	-
Helfrost pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Dispersed	12"	Pistol D3	4	-2	1	Blast
- Focussed	12"	Pistol 1	6	-4	3	-
Hellstorm bolt rifle	30"	Assault 3	5	0	2	-
Hellstorm heavy bolter	30"	Heavy 4	5	0	2	-
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

RANGED WEAPONS (Page 198)

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-slayer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-slayer missile it is equipped with once per battle. This weapon can target units that are not visible to the bearer.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Icarus ironhail heavy stubber	36"	Heavy 4	4	-1	1	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Icarus rocket pod	24"	Heavy D3	7	-1	2	Blast. Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Icarus stormcannon	48"	Heavy 3	7	-1	2	Each time an attack is made with this weapon against an AIRCRAFT unit, make 2 hit rolls instead of 1 and add 1 to both those hit rolls.
Incendium cannon	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Inferno pistol	6"	Pistol 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Instigator bolt carbine	24"	Assault 1	4	-1	2	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
Ironhail heavy stubber	36"	Heavy 4	4	-1	1	-
Ironhail skytalon array	36"	Heavy 8	4	-1	1	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Kheres-pattern assault cannon	24"	Heavy 6	7	-1	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Las fusil	36"	Heavy 1	8	-3	3	-
Las-talon	24"	Heavy 2	9	-3	D6	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Lancer laser destroyer	72"	Heavy 2	10	-3	D3+3	-
Macro plasma incinerator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D6	8	-4	2	Blast
- Supercharge	36"	Heavy D6	9	-4	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Master-crafted auto bolt rifle	24"	Assault 3	4	0	2	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Master-crafted heavy bolt rifle	36"	Rapid Fire 1	5	-1	2	-
Master-crafted instigator bolt carbine	30"	Assault 1	4	-2	3	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
Master-crafted occulus bolt carbine	24"	Rapid Fire 1	4	0	2	Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Master-crafted special issue bolt pistol	12"	Pistol 1	4	-2	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	3	-
Melta destroyer	24"	Heavy 3	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Melta rifle	24"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy D6	4	0	1	Blast
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Neo-volkite pistol	15"	Pistol 2	5	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Occulus bolt carbine	24"	Rapid Fire 1	4	0	1	Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Onslaught gatling cannon	24"	Heavy 8	5	-1	1	-

RANGED WEAPONS (Page 199)

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Plasma blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-3	1	Blast
- Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma cutter	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma exterminator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault D3	7	-3	1	Blast
- Supercharge	18"	Assault D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma gun	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma incinerator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Reductor pistol	3"	Pistol 1	4	-4	2	-
Scout sniper rifle	36"	Heavy 1	4	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	Each time an attack is made with this weapon against an AIRCRAFT unit, add 2 to that attack's hit roll. Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of D6+6.
Special issue bolt carbine	24"	Assault 2	4	-2	2	-
Special issue bolt pistol	12"	Pistol 1	4	-2	1	-
Special issue boltgun	30"	Rapid Fire 1	4	-2	2	-
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Stormfury missile	48"	Heavy 1	10	-3	D6	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Tempest bolter	30"	Rapid Fire 4	4	-1	1	-
Thunderfire cannon	60"	Heavy 4D3	4	0	1	Blast. This weapon can target units that are not visible to the bearer.
Thunderstrike las-talon	36"	Heavy 2	9	-3	D6	-
Twin accelerator autocannon	48"	Heavy 6	7	-1	2	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin auto bolt rifle	24"	Assault 6	4	0	1	-

RANGED WEAPONS

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Twin bolt rifle	30"	Rapid Fire 2	4	-1	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin heavy onslaught gatling cannon	30"	Heavy 24	6	-1	1	-
Twin heavy plasma cannon		Before selecting targets, select one of the profiles below to make attacks with.				
- Standard	36"	Heavy 2D3	7	-3	2	Blast
- Supercharge	36"	Heavy 2D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Twin Icarus ironhail heavy stubber	36"	Heavy 8	4	-1	1	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Twin ironhail autocannon	48"	Heavy 6	7	-1	2	-
Twin ironhail heavy stubber	36"	Heavy 8	4	-1	1	-
Twin las-talon	24"	Heavy 4	9	-3	D6	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 4	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Typhoon missile launcher		Before selecting targets, select one of the profiles below to make attacks with.				
- Frag missile	48"	Heavy 2D6	4	0	1	Blast
- Krak missile	48"	Heavy 2	8	-2	D6	-
Volkite charger	20"	Heavy 2	5	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	Blast. This weapon can target units that are not visible to the bearer.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	Blast. This weapon can target units that are not visible to the bearer.
Wrist-mounted grenade launcher	12"	Assault D3	4	-1	1	Blast

MELEE WEAPONS

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Auto boltstorm gauntlet (melee)	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Crozius arcanum	Melee	Melee	+2	-1	2	-
Dreadnought chainfist	Melee	Melee	x2	-4	2D3	Each time an attack made with this weapon is allocated to a VEHICLE model, that attack has a Damage characteristic of 6.
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Eviscerator	Melee	Melee	+3	-4	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Executioner relic blade	Melee	Melee	+3	-3	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Fenrisian great axe		Each time an attack is made with this weapon, select one of the profiles below to make that attack with.				
- Cleave	Melee	Melee	+4	-3	D3+3	Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.
- Scythe	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Flamestorm gauntlet (melee)	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-
Great wolf claw	Melee	Melee	+1	-2	3	Each time an attack is made with this weapon, you can re-roll the wound roll.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Heavy thunder hammer	Melee	Melee	x2	-3	4	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Invictor fist	Melee	Melee	x2	-3	3	-
Ironclad combat weapon	Melee	Melee	x2	-3	3	-
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Master-crafted power axe	Melee	Melee	+2	-2	2	-
Master-crafted power sword	Melee	Melee	+1	-3	2	-
Mechadendrite	Melee	Melee	+1	0	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.
Omnissian power axe	Melee	Melee	+2	-2	2	-
Paired combat blades	Melee	Melee	User	-1	1	-
Power axe	Melee	Melee	+2	-2	1	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power maul	Melee	Melee	+3	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-
Redemptor fist	Melee	Melee	x2	-3	D3+3	-
Relic blade	Melee	Melee	+3	-3	2	-
Seismic hammer	Melee	Melee	x2	-4	5	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.
Siege drills	Melee	Melee	x2	-4	3	-
Tempest hammer	Melee	Melee	x2	-3	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Xenophase blade	Melee	Melee	+1	-4	1	Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

☠ HQ

Captain (pg 129)
Unit size	1 model
Unit cost	85 pts
• Combi-flamer	+5 pts
• Combi-grav	+5 pts
• Combi-melta	+5 pts
• Combi-plasma	+5 pts
• Jump pack	+25 pts
• Lightning claw [single/pair]*	+5 pts
• Power axe	+5 pts
• Power fist	+10 pts
• Power maul	+5 pts
• Power sword	+5 pts
• Relic blade	+10 pts
• Storm shield	+10 pts
• Thunder hammer	+20 pts
• Xenophase blade	+10 pts

*It is the same points cost to take a single lightning claw or a pair of lightning claws on this model.

Captain in Gravis Armour (pg 128)
Unit size	1 model
Unit cost	115 pts

Captain in Phobos Armour (pg 127)
Unit size	1 model
Unit cost	95 pts

Captain in Terminator Armour (pg 128)
Unit size	1 model
Unit cost	100 pts
• Chainfist	+5 pts
• Combi-flamer	+5 pts
• Combi-grav	+5 pts
• Combi-melta	+5 pts
• Combi-plasma	+5 pts
• Power fist	+5 pts
• Relic blade	+5 pts
• Storm shield	+5 pts
• Thunder hammer	+15 pts
• Wrist-mounted grenade launcher	+5 pts

Captain on Bike (pg 130)
Unit size	1 model
Unit cost	100 pts
• Combi-flamer	+10 pts
• Combi-grav	+10 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Grav-pistol	+5 pts
• Hand flamer	+5 pts
• Inferno pistol	+5 pts
• Lightning claw	+5 pts
• Master-crafted boltgun	+5 pts
• Plasma pistol	+5 pts
• Power axe	+5 pts
• Power fist	+10 pts
• Power maul	+5 pts
• Power sword	+5 pts
• Storm bolter	+5 pts
• Storm shield	+5 pts
• Thunder hammer	+10 pts

Captain with Master-crafted Heavy Bolt Rifle (pg 127)
Unit size	1 model
Unit cost	105 pts

Chaplain (pg 137)
Unit size	1 model
Unit cost	80 pts
• Combi-flamer	+10 pts
• Combi-grav	+10 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Grav-pistol	+10 pts
• Hand flamer	+5 pts
• Inferno pistol	+5 pts
• Jump pack	+25 pts
• Plasma pistol	+5 pts
• Power fist	+10 pts
• Storm bolter	+5 pts

Chaplain in Terminator Armour (pg 137)
Unit size	1 model
Unit cost	95 pts
• Combi-flamer	+5 pts
• Combi-grav	+5 pts
• Combi-melta	+5 pts
• Combi-plasma	+5 pts

Chapter Command (pg 98-101)
Chapter Ancient	+30 pts
Chapter Champion	+25 pts
Chapter Master	+40 pts
Chief Apothecary	+25 pts
Chief Librarian	+35 pts
Master of Sanctity	+35 pts
Master of the Forge	+30 pts

Librarian (pg 134)
Unit size	1 model
Unit cost	90 pts
• Combi-flamer	+10 pts
• Combi-grav	+10 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Grav-pistol	+5 pts
• Hand flamer	+5 pts
• Inferno pistol	+5 pts
• Jump pack	+25 pts
• Plasma pistol	+5 pts
• Storm bolter	+5 pts

Librarian in Phobos Armour (pg 135)
Unit size	1 model
Unit cost	100 pts

Librarian in Terminator Armour (pg 135)
Unit size	1 model
Unit cost	105 pts
• Combi-flamer	+10 pts
• Combi-grav	+10 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Storm bolter	+5 pts

Lieutenant (pg 132)
Unit size	1 model
Unit cost	70 pts
• Combi-flamer	+5 pts
• Combi-grav	+5 pts
• Combi-melta	+5 pts
• Combi-plasma	+5 pts
• Jump pack	+25 pts
• Lightning claw [single/pair]*	+5 pts
• Power axe	+5 pts
• Power fist	+10 pts
• Power maul	+5 pts
• Power sword	+5 pts
• Thunder hammer	+20 pts

*It is the same points cost to take a single lightning claw or a pair of lightning claws on this model.

Lieutenant in Phobos Armour (pg 133)
Unit size	1 model
Unit cost	80 pts

Lieutenant in Reiver Armour (pg 132)
Unit size	1 model
Unit cost	75 pts

Primaris Captain (pg 126)
Unit size	1 model
Unit cost	90 pts
• Master-crafted power sword	+5 pts
• Power fist	+10 pts
• Relic shield	+10 pts

Primaris Chaplain (pg 136)
Unit size	1 model
Unit cost	85 pts

Primaris Chaplain on Bike (pg 136)
Unit size	1 model
Unit cost	115 pts

Primaris Librarian (pg 133)
Unit size	1 model
Unit cost	95 pts

Primaris Lieutenant (pg 131)
Unit size	1 model
Unit cost	75 pts
• Master-crafted power axe	+5 pts
• Neo-volkite pistol	+15 pts
• Plasma pistol	+5 pts

Primaris Techmarine (pg 138)
Unit size	1 model
Unit cost	80 pts

Techmarine (pg 139)
Unit size	1 model
Unit cost	70 pts
• Combi-flamer	+10 pts
• Combi-grav	+10 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Grav-pistol	+5 pts
• Hand flamer	+5 pts
• Inferno pistol	+5 pts
• Plasma cutter	+15 pts
• Plasma pistol	+5 pts
• Power fist	+5 pts
• Storm bolter	+5 pts
• Tempest hammer	+20 pts
• Thunder hammer	+15 pts

▷ TROOPS

Assault Intercessor Squad (pg 141)
Unit size	5-10 models
Unit cost	19 pts/model
• Hand flamer	+5 pts
• Plasma pistol	+5 pts
• Power fist	+10 pts
• Power sword	+5 pts
• Thunder hammer	+20 pts

Heavy Intercessor Squad (pg 141)
Unit size	5-10 models
Unit cost	28 pts/model
• Executor heavy bolter	+10 pts
• Heavy bolter	+10 pts
• Hellstorm heavy bolter	+10 pts

Incursor Squad (pg 142)
Unit size	5-10 models
Unit cost	21 pts/model
• Haywire mine	+10 pts

Infiltrator Squad (pg 142)
Unit size	5-10 models
Unit cost	24 pts/model
• Helix gauntlet	+10 pts
• Infiltrator comms array	+5 pts

Intercessor Squad (pg 140)
Unit size	5-10 models
Unit cost	20 pts/model
• Astartes grenade launcher	+5 pts
• Hand flamer	+5 pts
• Plasma pistol	+5 pts
• Power fist	+10 pts
• Power sword	+5 pts
• Thunder hammer	+20 pts

Tactical Squad (pg 143)
Unit size	5-10 models
Unit cost	18 pts/model
• Combi-flamer	+10 pts
• Combi-grav	+10 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Flamer	+5 pts
• Grav-cannon	+10 pts
• Grav-gun	+10 pts
• Grav-pistol	+5 pts
• Hand flamer	+5 pts
• Heavy bolter	+10 pts
• Heavy flamer	+10 pts
• Inferno pistol	+5 pts
• Lascannon	+15 pts
• Lightning claw	+5 pts
• Meltagun	+5 pts
• Missile launcher	+15 pts
• Multi-melta	+15 pts
• Plasma cannon	+10 pts
• Plasma gun	+5 pts
• Plasma pistol	+5 pts
• Power axe	+5 pts
• Power fist	+10 pts
• Power maul	+5 pts
• Power sword	+5 pts
• Storm bolter	+15 pts
• Thunder hammer	

✠ ELITES

Aggressor Squad (pg 155)
Unit size	3-6 models
Unit cost	40 pts/model
• Fragstorm grenade launcher	+5 pts

Ancient in Terminator Armour (pg 148)
Unit size	1 model
Unit cost	100 pts
• Storm shield	+10 pts
• Thunder hammer	+10 pts

Apothecary (pg 145)
Unit size	1 model
Unit cost	75 pts

Bladeguard Ancient (pg 147)
Unit size	1 model
Unit cost	85 pts

Bladeguard Veteran Squad (pg 150)
Unit size	3-6
Unit cost	35 pts/model
• Neo-volkite pistol	+5 pts
• Plasma pistol	+5 pts

Centurion Assault Squad (pg 159)
Unit size	3-6 models
Unit cost	55 pts/model
• Hurricane bolter	+10 pts
• Meltagun	+5 pts

Company Ancient (pg 146)
Unit size	1 model
Unit cost	75 pts
• Combi-flamer	+10 pts
• Combi-grav	+10 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Grav-pistol	+5 pts
• Hand flamer	+5 pts
• Inferno pistol	+5 pts
• Lightning claw	+5 pts
• Plasma pistol	+5 pts
• Power axe	+5 pts
• Power fist	+10 pts
• Power maul	+5 pts
• Power sword	+5 pts
• Storm bolter	+5 pts
• Thunder hammer	+20 pts

Company Champion (pg 143)
Unit size	1 model
Unit cost	55 pts

Company Veterans (pg 151)
Unit size	2-5 models
Unit cost	20 pts/model
• Combat shield	+3 pts
• Combi-flamer	+10 pts
• Combi-grav	+10 pts
• Combi-melta	+10 pts
• Combi-plasma	+10 pts
• Flamer	+10 pts
• Grav-cannon	+10 pts
• Grav-gun	+5 pts
• Grav-pistol	+5 pts
• Hand flamer	+10 pts
• Heavy bolter	+10 pts
• Heavy flamer	+5 pts
• Inferno pistol	+15 pts
• Lascannon	+3 pts
• Lightning claw	+10 pts
• Meltagun	+15 pts
• Missile launcher	+20 pts
• Multi-melta	+15 pts
• Plasma cannon	+10 pts
• Plasma gun	+5 pts
• Plasma pistol	+3 pts
• Power axe	+8 pts
• Power fist	+3 pts
• Power maul	+3 pts
• Power sword	+5 pts
• Storm bolter	+4 pts
• Storm shield	+12 pts
• Thunder hammer	

Contemptor Dreadnought (pg 160)
Unit size ... 1 model
Unit cost ... 150 pts

Dreadnought (pg 160)
Unit size ... 1 model
Unit cost ... 120 pts
• Heavy flamer ... +5 pts
• Helfrost cannon ... +5 pts
• Multi-melta ... +5 pts
• Twin lascannon ... +20 pts

Invictor Tactical Warsuit (pg 159)
Unit size ... 1 model
Unit cost ... 160 pts

Ironclad Dreadnought (pg 162)
Unit size ... 1 model
Unit cost ... 135 pts
• Heavy flamer ... +5 pts
• Hunter-killer missile ... +5 pts
• Hurricane bolter ... +5 pts
• Ironclad assault launchers ... +5 pts

Judiciar (pg 153)
Unit size ... 1 model
Unit cost ... 85 pts

Primaris Apothecary (pg 145)
Unit size ... 1 model
Unit cost ... 80 pts

Primaris Ancient (pg 146)
Unit size ... 1 model
Unit cost ... 80 pts

Redemptor Dreadnought (pg 163)
Unit size ... 1 model
Unit cost ... 175 pts
• Icarus rocket pod ... +5 pts
• Onslaught gatling cannon ... +5 pts

Reiver Squad (pg 154)
Unit size ... 5-10 models
Unit cost ... 18 pts/model
• Grapnel launcher ... +2 pts
• Reiver grav-chute ... +2 pts

Relic Terminator Squad (pg 158)
Unit size ... 5-10 models
Unit cost ... 34 pts/model
• Chainfist ... +5 pts
• Grenade harness ... +5 pts
• Heavy flamer ... +5 pts
• Plasma blaster ... +5 pts
• Power fist ... +5 pts
• Reaper autocannon ... +5 pts
• Volkite charger ... +5 pts

Scout Squad (pg 144)
Unit size ... 5-10 models
Unit cost ... 14 pts/model
• Camo cloak ... +2 pts
• Combi-flamer ... +10 pts
• Combi-grav ... +10 pts
• Combi-melta ... +10 pts
• Combi-plasma ... +10 pts
• Flamer ... +5 pts
• Grav-gun ... +5 pts
• Grav-pistol ... +5 pts
• Hand flamer ... +5 pts
• Heavy bolter ... +10 pts
• Inferno pistol ... +5 pts
• Lightning claw ... +5 pts
• Meltagun ... +10 pts
• Missile launcher ... +15 pts
• Plasma gun ... +10 pts
• Plasma pistol ... +5 pts
• Power axe ... +5 pts
• Power fist ... +10 pts
• Power maul ... +5 pts
• Power sword ... +5 pts
• Scout sniper rifle ... +2 pts
• Storm bolter ... +5 pts
• Thunder hammer ... +15 pts

Servitors (pg 138)
Unit size ... 4 models
Unit cost ... 30 pts
• Heavy bolter ... +5 pts
• Multi-melta ... +15 pts
• Plasma cannon ... +10 pts

Sternguard Veteran Squad (pg 153)
Unit size ... 5-10 models
Unit cost ... 20 pts/model
• Combi-flamer ... +5 pts
• Combi-grav ... +5 pts
• Combi-melta ... +5 pts
• Combi-plasma ... +5 pts
• Flamer ... +5 pts
• Grav-cannon ... +10 pts
• Grav-gun ... +10 pts
• Grav-pistol ... +5 pts
• Hand flamer ... +5 pts
• Heavy bolter ... +10 pts
• Heavy flamer ... +10 pts
• Inferno pistol ... +5 pts
• Lascannon ... +15 pts
• Lightning claw ... +5 pts
• Meltagun ... +10 pts
• Missile launcher ... +15 pts
• Multi-melta ... +20 pts
• Plasma cannon ... +15 pts
• Plasma gun ... +10 pts
• Plasma pistol ... +5 pts
• Power axe ... +5 pts
• Power fist ... +10 pts
• Power maul ... +5 pts
• Power sword ... +5 pts
• Storm bolter ... +3 pts

Terminator Assault Squad (pg 156)
Unit size ... 5-10 models
Unit cost ... 33 pts/model
• Teleport homer ... +5 pts
• Thunder hammer ... +10 pts

Terminator Squad (pg 157)
Unit size ... 5-10 models
Unit cost ... 38 pts/model
• Assault cannon ... +10 pts
• Cyclone missile launcher ... +25 pts
• Heavy flamer ... +5 pts
• Teleport homer ... +5 pts

Vanguard Veteran Squad (pg 152)
Unit size ... 5-10 models
Unit cost ... 19 pts/model
• Grav-pistol ... +5 pts
• Hand flamer ... +5 pts
• Heavy thunder hammer ... +15 pts
• Inferno pistol ... +5 pts
• Jump pack ... +2 pts
• Lightning claw ... +3 pts
• Plasma pistol ... +5 pts
• Power axe ... +3 pts
• Power fist ... +8 pts
• Power maul ... +3 pts
• Power sword ... +3 pts
• Relic blade ... +10 pts
• Storm shield ... +4 pts
• Thunder hammer ... +12 pts

Venerable Dreadnought (pg 161)
Unit size ... 1 model
Unit cost ... 135 pts
• Blizzard shield ... +15 pts
• Fenrisian great axe ... +10 pts
• Heavy flamer ... +5 pts
• Helfrost cannon ... +5 pts
• Multi-melta ... +5 pts
• Twin lascannon ... +20 pts

Veteran Intercessor Squad (pg 149)
Unit size ... 5-10 models
Unit cost ... 22 pts/model
• Astartes grenade launcher ... +5 pts
• Hand flamer ... +5 pts
• Plasma pistol ... +5 pts
• Power fist ... +10 pts
• Power sword ... +5 pts
• Thunder hammer ... +20 pts

⚔ FAST ATTACK

Assault Squad (pg 164)
Unit size ... 5-10 models
Unit cost ... 18 pts/model
• Combat shield ... +5 pts
• Eviscerator ... +10 pts
• Flamer ... +5 pts
• Grav-pistol ... +5 pts
• Hand flamer ... +5 pts
• Inferno pistol ... +5 pts
• Jump pack ... +2 pts
• Lightning claw ... +5 pts
• Plasma pistol ... +5 pts
• Power axe ... +5 pts
• Power fist ... +10 pts
• Power maul ... +5 pts
• Power sword ... +5 pts
• Thunder hammer ... +15 pts

Attack Bike Squad (pg 168)
Unit size ... 1-3 models
Unit cost ... 45 pts/model
• Multi-melta ... +10 pts

Bike Squad (pg 168)
Unit size ... 3-9 models*
Unit cost ... 30 pts/model
• Combi-flamer ... +10 pts
• Combi-grav ... +10 pts
• Combi-melta ... +10 pts
• Combi-plasma ... +10 pts
• Flamer ... +5 pts
• Grav-gun ... +10 pts
• Grav-pistol ... +5 pts
• Hand flamer ... +5 pts
• Heavy bolter ... +15 pts
• Inferno pistol ... +5 pts
• Lightning claw ... +5 pts
• Meltagun ... +10 pts
• Multi-melta ... +25 pts
• Plasma gun ... +10 pts
• Plasma pistol ... +5 pts
• Power axe ... +5 pts
• Power fist ... +10 pts
• Power maul ... +5 pts
• Power sword ... +5 pts
• Storm bolter ... +5 pts
• Thunder hammer ... +15 pts

*If Space Wolves (or one of its successor Chapters), unit size is 3-16.

Inceptor Squad (pg 169)
Unit size ... 3-6 models
Unit cost ... 40 pts/model
• Plasma exterminator ... +5 pts

Invader ATV Squad (pg 165)
Unit size ... 1-3 models
Unit cost ... 80 pts/model
• Multi-melta ... +5 pts

Land Speeders (pg 171)
Unit size ... 1-3 models
Unit cost ... 60 pts/model
• Multi-melta ... +10 pts

Land Speeder Tornadoes (pg 172)
Unit size ... 1-3 models
Unit cost ... 75 pts/model
• Assault cannon ... +5 pts
• Multi-melta ... +10 pts

Land Speeder Typhoons (pg 172)
Unit size ... 1-3 models
Unit cost ... 110 pts/model
• Multi-melta ... +10 pts

Outrider Squad (pg 165)
Unit size ... 3 models
Unit cost ... 45 pts/model

Scout Bike Squad (pg 167)
Unit size ... 3-9 models
Unit cost ... 30 pts/model
• Combi-flamer ... +10 pts
• Combi-grav ... +10 pts
• Combi-melta ... +10 pts
• Combi-plasma ... +10 pts
• Grav-pistol ... +5 pts
• Hand flamer ... +5 pts
• Inferno pistol ... +5 pts
• Lightning claw ... +5 pts
• Plasma pistol ... +5 pts
• Power axe ... +5 pts
• Power fist ... +10 pts
• Power maul ... +5 pts
• Power sword ... +5 pts
• Storm bolter ... +5 pts
• Thunder hammer ... +15 pts

Storm Speeder Hailstrike (pg 170)
Unit size ... 1 model
Unit cost ... 150 pts/model

Storm Speeder Hammerstrike (pg 171)
Unit size ... 1 model
Unit cost ... 170 pts/model

Storm Speeder Thunderstrike (pg 170)
Unit size ... 1 model
Unit cost ... 175 pts/model

Suppressor Squad (pg 168)
Unit size ... 3 models
Unit cost ... 100 pts

♛ HEAVY SUPPORT

Centurion Devastator Squad (pg 175)
Unit size ... 3-6 models
Unit cost ... 70 pts/model
• Grav-cannon ... +15 pts
• Heavy bolter ... +15 pts
• Lascannon ... +20 pts

Devastator Squad (pg 176)
Unit size ... 5-10 models
Unit cost ... 18 pts/model
• Armorium cherub ... +10 pts
• Combi-flamer ... +10 pts
• Combi-grav ... +10 pts
• Combi-melta ... +10 pts
• Combi-plasma ... +10 pts
• Grav-cannon ... +5 pts
• Grav-pistol ... +5 pts
• Hand flamer ... +10 pts
• Heavy bolter ... +10 pts
• Heavy flamer ... +5 pts
• Inferno pistol ... +15 pts
• Lascannon ... +5 pts
• Lightning claw ... +15 pts
• Missile launcher ... +20 pts
• Multi-melta ... +15 pts
• Plasma cannon ... +5 pts
• Plasma pistol ... +5 pts
• Power axe ... +10 pts
• Power fist ... +5 pts
• Power maul ... +5 pts
• Power sword ... +5 pts
• Storm bolter ... +5 pts
• Thunder hammer ... +15 pts

Eliminator Squad (pg 174)
Unit size ... 3 models
Unit cost ... 30 pts/model
• Las fusil ... +10 pts

Eradicator Squad (pg 175)
Unit size ... 3-6 models
Unit cost ... 40 pts/model
• Heavy melta rifle ... +5 pts
• Multi-melta ... +10 pts

Firestrike Servo-turrets (pg 177)
Unit size ... 1-3 models
Unit cost ... 90 pts/model
• Twin las-talon ... +40 pts

Gladiator Lancer (pg 181)
Unit size ... 1 model
Unit cost ... 200 pts
• Auto launchers ... +5 pts
• Icarus rocket pod ... +5 pts
• Ironhail heavy stubber ... +5 pts

Gladiator Reaper (pg 182)
Unit size ... 1 model
Unit cost ... 230 pts
• Auto launchers ... +5 pts
• Icarus rocket pod ... +5 pts
• Ironhail heavy stubber ... +5 pts

Gladiator Valiant (pg 182)
Unit size ... 1 model
Unit cost ... 250 pts
• Auto launchers ... +5 pts
• Icarus rocket pod ... +5 pts
• Ironhail heavy stubber ... +5 pts

Hellblaster Squad (pg 173)
Unit size ... 5-10 models
Unit cost ... 33 pts/model
• Plasma pistol ... +5 pts

Hunter (pg 178)
Unit size ... 1 model
Unit cost ... 110 pts
• Hunter-killer missile ... +5 pts
• Storm bolter ... +5 pts

Land Raider (pg 183)
Unit size ... 1 model
Unit cost ... 285 pts
• Hunter-killer missile ... +25 pts
• Multi-melta ... +5 pts

Land Raider Crusader (pg 184)
Unit size ... 1 model
Unit cost ... 285 pts
• Hunter-killer missile ... +25 pts
• Multi-melta ... +5 pts
• Storm bolter ... +5 pts

Land Raider Redeemer (pg 185)
Unit size ... 1 model
Unit cost ... 285 pts
• Hunter-killer missile ... +25 pts
• Multi-melta ... +5 pts
• Storm bolter ... +5 pts

Predator Annihilator [pg 181]

Unit size	1 model
Unit cost	130 pts
• Heavy bolter	+15 pts
• Hunter-killer missile	+5 pts
• Lascannon	+20 pts
• Storm bolter	+5 pts

Predator Destructor [pg 179]

Unit size	1 model
Unit cost	140 pts
• Heavy bolter	+15 pts
• Hunter-killer missile	+5 pts
• Lascannon	+20 pts
• Storm bolter	+5 pts

Repulsor [pg 186]

Unit size	1 model
Unit cost	315 pts
• Las-talon	+5 pts
• Onslaught gatling cannon	+15 pts
• Twin lascannon	+10 pts

Repulsor Executioner [pg 187]

Unit size	1 model
Unit cost	355 pts
• Heavy laser destroyer	+10 pts
• Icarus rocket pod	+5 pts
• Ironhail heavy stubber	+5 pts

Stalker [pg 179]

Unit size	1 model
Unit cost	115 pts
• Hunter-killer missile	+5 pts
• Storm bolter	+5 pts

Thunderfire Cannon [pg 177]

Unit size	2 models (1 Gunner, 1 Artillery)
Unit cost	120 pts

Vindicator [pg 183]

Unit size	1 model
Unit cost	130 pts
• Hunter-killer missile	+5 pts
• Storm bolter	+5 pts
• Vindicator siege shield	+10 pts

Whirlwind [pg 179]

Unit size	1 model
Unit cost	125 pts
• Hunter-killer missile	+5 pts
• Storm bolter	+5 pts
• Whirlwind vengeance launcher	+10 pts

⬆ DEDICATED TRANSPORTS

Drop Pod [pg 190]

Unit size	1 model
Unit cost	70 pts

Impulsor [pg 189]

Unit size	1 model
Unit cost	110 pts
• Bellicatus missile array	+20 pts
• Ironhail heavy stubber	+5 pts
• Ironhail skytalon array	+10 pts
• Orbital comms array	+15 pts
• Shield dome	+15 pts

Land Speeder Storm [pg 190]

Unit size	1 model
Unit cost	55 pts

Razorback [pg 188]

Unit size	1 model
Unit cost	110 pts
• Hunter-killer missile	+5 pts
• Storm bolter	+5 pts
• Twin assault cannon	+15 pts
• Twin lascannon	+10 pts

Rhino [pg 188]

Unit size	1 model
Unit cost	80 pts
• Additional storm bolter	+5 pts
• Hunter-killer missile	+5 pts

▓ FLYERS

Stormhawk Interceptor [pg 191]

Unit size	1 model
Unit cost	185 pts
• Heavy bolter	+5 pts
• Las-talon	+25 pts
• Typhoon missile launcher	+20 pts

Stormraven Gunship [pg 193]

Unit size	1 model
Unit cost	310 pts
• Hurricane bolter	+15 pts
• Twin lascannon	+10 pts
• Twin multi-melta	+20 pts
• Typhoon missile launcher	+10 pts

Stormtalon Gunship [pg 192]

Unit size	1 model
Unit cost	165 pts
• Heavy bolter	+5 pts
• Lascannon	+10 pts
• Typhoon missile launcher	+20 pts

▮ FORTIFICATIONS

Hammerfall Bunker [pg 194]

Unit size	1 model
Unit cost	175 pts

GLOSSARY

On this page you will find a glossary that c
to provide precise definitions to help reso
and players should feel under no obligatio
summary of several Space Marine rules. I
need to resolve a rule, but if not, follow th

Active combat doctrine (pg 125): The combat doctrine
currently active for your army.

ADEPTUS ASTARTES Detachment (pg 93): A Detachment
Battle-forged army where every model has the ADEPTUS
keyword (excluding models with the AGENT OF THE IMP
UNALIGNED keywords).

Adeptus Astartes secondary objectives (pg 113): Add
secondary objectives that can be used in certain match
mission packs if every Detachment in your army is an A
ASTARTES Detachment.

All of the models in the unit can have their Weapon A
Weapon B each: When this wargear option is selected f
single model in that unit that is equipped with Weapon
its weapon replaced with Weapon B. It is not possible fo
the models in that unit to have their weapon replaced a
not to.

Any number of models can each have their Weapon A
1 Weapon B: When this wargear option is selected for a
number of models in that unit that are equipped with W
each have its weapon replaced Weapon B. It is possible
of the models in that unit to have their weapon replaced
not to.

Bolt weapon (pg 195): A ranged weapon whose profile
word 'bolt', or a Relic that replaces a bolt weapon. The bo
of a combi-weapon is also a bolt weapon, as are the wea
under Bolt Weapons on page 195.

Chapter Command (pg 98): An upgrade that can be app
ADEPTUS ASTARTES CHARACTER models (excluding nam

Chapter Relic: A type of Relic that