

## PRIMARIS CAPTAIN

6"	2+	2+	4	4	6	5	9	3+
----	----	----	---	---	---	---	---	----

1 Primaris Captain equipped with: Heavy bolt pistol; Master-crafted power sword; Frag grenades; Krak grenades; and Relic shield.

Weapon					
Heavy bolt pistol	18"	1	4	-1	1
Master-crafted power sword			+1	-3	2
Frag grenades	6"	D6	3	0	1
Krak grenades	6"	1	6	-1	D3

### RIGHTS OF BATTLE (AURA)

Re-Roll hit rolls of 1 for attacks made by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.

INFANTRY, CHARACTER, PRIMARIS CAPTAIN

## PRIMARIS LIEUTENANT

6"	2+	2+	4	4	5	4	8	3+
----	----	----	---	---	---	---	---	----

1 Primaris Lieutenant with: Neo-volkite pistol; Master-crafted power sword; Frag Grenades; Krak Grenades; and Storm Shield.

Weapon					
Neo-volkite pistol	15"	2	5	0	2
Master-crafted power sword			+1	-3	2
Frag Grenades	6"	D6	3	0	1
Krak Grenades	6"	1	6	-1	D3

### TACTICAL PRECISION (AURA)

Re-Roll wound rolls of 1 for attacks made by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.

INFANTRY, CHARACTER, PRIMARIS LIEUTENANT

## PRIMARIS CHAPLAIN

6"	2+	3+	4	4	5	4	9	3+
----	----	----	---	---	---	---	---	----

1 Primaris Chaplain equipped with: Absolver bolt pistol; Cronzius arcanum; Frag grenades; Krak grenades.

Weapon					
Absolver bolt pistol	18"	1	5	-1	2
Cronzius arcanum			+2	-1	2
Frag grenades	6"	D6	3	0	1
Krak grenades	6"	1	6	-1	D3

### LITANY OF HATE (AURA)

If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.

INFANTRY, CHARACTER, PRIMARIS, PRIEST, CHAPLAIN

## JUDICAR

6"	2+	3+	4	4	5	4	9	3+
----	----	----	---	---	---	---	---	----

1 Judicar with: Absolver bolt pistol; Executioner relic blade; Frag grenades; Krak grenades.

Weapon					
Absolver bolt pistol	18"	1	5	-1	2
Executioner relic blade			+3	-3	2
Frag grenades	6"	D6	3	0	1
Krak grenades	6"	1	6	-1	D3

### TEMPERMORTIS

At the start of each Fight phase, select one enemy unit within 6" of this model. That unit cannot fight until all other eligible units have done so.

INFANTRY, CHARACTER, PRIMARIS, JUDICAR

## BLADEGUARD VETERANS

6"	3+	3+	4	4	3	3	8	3+
6"	3+	3+	4	4	3	4	9	3+

2 Bladeguard Veterans and 1 Sergeant. Each model is equipped with: Heavy bolt pistol; Master-crafted power sword; Frag grenades; Krak grenades; and Storm Shield.

Weapon					
Heavy bolt pistol	18"	1	4	-1	1
Master-crafted power sword			+1	-3	2
Frag grenades	6"	D6	3	0	1
Krak grenades	6"	1	6	-1	D3

### STORM SHIELD

This model has a 4+ invulnerable save. Improve the bearer's Save characteristic by 1.

INFANTRY, PRIMARIS, BLADEGUARD, BLADEGUARD VETERAN SQUAD

## BLADEGUARD ANCIENT

6"	3+	3+	4	4	5	4	9	3+
----	----	----	---	---	---	---	---	----

1 Bladeguard Ancient equipped with: Heavy bolt pistol; Frag Grenades; Krak Grenades.

Weapon					
Heavy bolt pistol	18"	1	4	-1	1
Frag Grenades	6"	D6	3	0	1
Krak Grenades	6"	1	6	-1	D3

### DEEDS OF HEROISM (AURA)

Add 1 to hit rolls for attacks made by friendly <CHAPTER> BLADEGUARD models whilst their unit is within 6" of this model.

INFANTRY, CHARACTER, PRIMARIS, BLADEGUARD, BLADEGUARD ANCIENT

## ASSAULT INTERCESSORS

5"	3+	3+	4	4	2	2	7	3+
5"	3+	3+	4	4	2	3	8	3+

9 Assault Intercessors and 1 Sergeant. Each model is equipped with: Heavy bolt pistol; Astartes chanisword; Frag grenades; Krak grenades.

Weapon					
Heavy bolt pistol	18"	1	4	-1	1
Plasma pistol - Standard	12"	1	7	-3	1
Plasma pistol - Supercharge	12"	1	8	-3	2
Astartes chanisword			-	-1	1
Frag grenades	6"	D6	3	0	1
Krak grenades	6"	1	6	-1	D3

INFANTRY, PRIMARIS, ASSAULT INTERCESSOR SQUAD

## OUTRIDER SQUAD

14"	3+	3+	4	5	4	2	7	3+
14"	3+	3+	4	5	4	3	8	3+

2 Outriders and 1 Sergeant. Every model is equipped with: Heavy bolt pistol; Twin bolt rifle; Astartes chanisword; Frag grenades; Krak grenades.

Weapon					
Heavy bolt pistol	18"	1	4	-1	1
Twin bolt rifle	30"	2	4	-1	1
Astartes chanisword			-	-1	1
Frag grenades	6"	D6	3	0	1
Krak grenades	6"	1	6	-1	D3

### DEVISTATING CHARGE

If this unit makes a charge move, add 2 to the Attacks characteristic of models in this unit until the end of the turn.

INFANTRY, PRIMARIS, OUTRIDER SQUAD

## ABILITIES

4

**Angels of Death** : (see *Codex: Space Marines*)  
**Blade Parry** : This model has a 4+ invulnerable save against melee weapons.  
**Frag Grenades** : Blast

## EXECUTIONER RELIC BLADE

Each unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

## ABILITIES

4

**Angels of Death** : (see *Codex: Space Marines*)  
**Spiritual Leader (Aura)** : Friendly <CHAPTER> units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.  
**Rosarius** : This model has a 4+ invulnerable save.  
**Frag Grenades** : Blast

## PRIEST

This model knows the Litany of Hate, and one litany from the Litanies of battle (see *Codex: Space Marines*). 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 that phase. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the start of your next Command phase.

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

## ABILITIES

4

**Angels of Death** : (see *Codex: Space Marines*)  
**Neo-volkite Pistol** : Each unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.  
**Frag Grenades** : Blast

## STORM SHIELD

This model has a 4+ invulnerable save. Improve the bearer's Save characteristic by 1.

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

## ABILITIES

5

**Angels of Death** : (see *Codex: Space Marines*)  
**Iron Halo** : This model has a 4+ invulnerable save.  
**Frag grenades** : Blast

## RELIC SHIELD

Each time the bearer suffers a mortal wound, roll one D6; on a 4+, that mortal wound is ignored. Improve the bearer's Save characteristic by 1.

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

## ABILITIES

6

**Angels of Death** : (see *Codex: Space Marines*)  
**Astartes chanisword** : When the bearer fights, it makes 1 additional attack with this weapon.  
**Krak grenades** : Blast

## TURBO-BOOST

When this unit Advances, add 6" to the Move characteristic of its models until the end of the movement phase instead of making an advance roll.

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

## ABILITIES

10

**Angels of Death** : (see *Codex: Space Marines*)  
**Supercharge** : On an unmodified roll of 1, the bearer is destroyed after shooting.  
**Astartes chanisword** : When the bearer fights, it makes 1 additional attack with this weapon.  
**Frag Grenades** : Blast

## COMBAT SQUADS

If this unit contains 10 models, then during deployment, before any units have been setup, it can be divided into two units of 5 models.

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

## ABILITIES

5

**Angels of Death** : (see *Codex: Space Marines*)

## ASTARTES BANNER (AURA)

Add 1 to the Leadership characteristic of models in friendly <CHAPTER> units whilst their unit is within 6" of this model. In addition, roll one D6 each time a model in such a unit (excluding **VEHICLE**, **BEAST** and **WULFEN** model) is destroyed by an attack made by an enemy model. On a 4+, do not remove the destroyed model from the battlefield - it can, after the attacking models' 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.

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

## ABILITIES

5

**Angels of Death** : (see *Codex: Space Marines*)  
**Frag grenades** : Blast

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>



## ERADICATORS



5" 3+ 3+ 4 5 3 2 7 3+

5" 3+ 3+ 4 5 3 3 8 3+

2 Eradicators and 1 Sergeant. Each model is equipped with: Bolt pistol; Melta rifle.

Weapon						
--------	--	--	--	--	--	--

Bolt pistol 12" 1 4 0 1

Melta rifle 24" 1 8 -4 D6

### TOTAL OBLITERATION

In your Shooting phase, you can declare this unit will only shoot a single target. If you do, select one target unit for this unit; models in this unit can shoot twice this phase, but they can only target that enemy unit.

**INFANTRY, Mk X GRAVIS, PRIMARIS,  
ERADICATOR SQUAD**

ABILITIES

5

**Angels of Death** : (see *Codex: Space Marines*)

---

**IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

## OVERLORD

5" 2+ 2+ 5 5 5 3 10 3+

1 Overlord equipped with: Tachyon arrow; Hyperphase glaive.

Weapon					
Tachyon arrow	120"	↑	1	12	-5 D6
Hyperphase glaive	×	×	+2	-3	D3

### RELENTLESS MARCH (AURA)

When a <DYNASTY> unit within 6" of this model is selected to make a Normal Move or an advance, add 1" to the distance it can move.

INFANTRY, CHARACTER, NOBLE, OVERLORD

## ROYAL WARDEN

5" 3+ 3+ 5 5 4 3 10 3+

1 Royal Warden equipped with: Relic gauss blaster.

Weapon					
Relic gauss blaster	24"	↑	2	5	-2 2

### ADAPTIVE STRATEGY

In your command phase, you can select one friendly <DYNASTY> unit within 9" of this model. Until the end of your turn, that unit can Fall Back and still be selected to shoot or charge.

INFANTRY, CHARACTER, ROYAL WARDEN

## PLASMANCER

5" 3+ 3+ 4 4 4 1 10 4+

1 Plasmancer equipped with: Plasmic lance

Weapon					
Plasmic Lance (shooting)	18"	↑	D3	7	-3 2
Plasmic Lance (melee)	×	×	-	-3	2

### LIVING LIGHTNING (AURA)

At the start of the Fight phase, roll one D6 for each enemy unit within 6" of this model; on a 4+, that unit suffers 1 mortal wound.

INFANTRY, CHARACTER, FLY, CRYPTOK, PLASMANCER

## SKORPEKH LORD

8" 2+ 2+ 6 6 6 4 10 3+

1 Skorpekh Lord equipped with: Enmitic annihilator, Flensing claw, Hyperphase harvester.

Weapon					
Enmitic annihilator	18"	↑	2D3	6	-1 1
Flensing claw	×	×	-	-1	1
Hyperphase harvester	×	×	+2	-4	3

### UNITED IN DESTRUCTION (AURA)

Re-roll rolls of 1 for attacks made by models in friendly <DYNASTY> DESTROYER CULT units whilst their unit is within 6" of this model.

INFANTRY, CHARACTER, SKORPEKH LORD

## SKORPEKH DESTROYERS

8" 3+ 3+ 5 5 3 3 10 3+  
8" 4+ 4+ 4 5 1 1 10 4+

3 Skorpekh Destroyers and 1 Plasmacyte. One Skorpekh Destroyer in this unit is equipped with: Hyperphase reap-blade. Every other Skorpekh Destroyer in this unit is equipped with Hyperphase threshers. A Plasmacyte is equipped with Monomolecular proboscis.

Weapon					
Hyperphase reap-blade	×	×	+2	-4	3
Hyperphase threshers	×	×	-	-3	2
Monomolecular proboscis	×	×	-	-1	1

### HARDWIRED FOR DESTRUCTION

Re-roll hit rolls of 1 for attacks made by this model.

INFANTRY, SKORPEKH DESTROYERS, PLASMACYTE

## CRYPTOTHRALLS

5" 4+ 4+ 5 5 2 3 10 3+

2 Cryptothralls equipped with: Scouring eye; Scythed Limbs.

Weapon					
Scouring eye	12"	↑	2	5	-2 1
Scythed Limbs	×	×	-	-1	1

### PROTECTORS (AURA)

Enemy models cannot target a CRYPTOK unit from your army with a ranged weapon whilst it is within 3" of a friendly CRYPTOTHRALLS unit.

INFANTRY, CRYPTOTHRALLS

## CANOPTOK REANIMATOR

8" 4+ 4+ 5 5 6 4 10 3+

1 Canoptek Reanimator equipped with: 2 Atomiser beams; Elongated claws.

Weapon					
Atomiser beam	12"	↑	3	6	-2 1
Elongated claws	×	×	-	-2	1

### NANO-SCARAB REANIMATION BEAM

In your Command phase, you can select one friendly <DYNASTY> unit within 9" of this model. If you do, until the start of your next Command phase, while that unit is within 9" of this model, add 1 to Reanimation Protocols rolls made for models in that unit

MONSTER, CANOPTOK REANIMATOR

## NECRON WARRIORS

5" 3+ 3+ 4 4 1 1 10 4+

20 Necron Warriors equipped with: Gauss flayer or Gauss reaper.

Weapon					
Gauss flayer	24"	↑	1	4	-1 1
Gauss reaper	14"	↑	1	5	-2 1

### THEIR NUMBER IS LEGION

Re-roll Reanimation Protocol rolls of 1 for models in this unit.

INFANTRY, NECRON WARRIORS

## ABILITIES

7

**Living Metal** : (see *Codex: Necrons*)

**Phase shifter** : This model has a 4+ invulnerable save.

**Enmity annihilator** : Blast

**Flensing claw** : Make 2 hit rolls instead of 1 for each attack made with this weapon.

**Hyperphase harvester** : When resolving an attack with this weapon, subtract 1 from the hit roll.

## HARDWIRED FOR DESTRUCTION

Re-roll hit rolls of 1 for attacks made by this model.

NECRONS, DESTROYER CULT, <DYNASTY>

## ABILITIES

4

**Living Metal** : (see *Codex: Necrons*)

## HARBINGER OF DESTRUCTION

At the end of your Movement phase, if this model has not Advanced or Fallen Back, you can select the nearest visible enemy unit within 18". If you do, roll three D6s; for each dice result of 4", that unit suffers 1 mortal wound.

NECRONS, <DYNASTY>

## ABILITIES

4

**Living Metal** : (see *Codex: Necrons*)

NECRONS, <DYNASTY>

## ABILITIES

5

**Living Metal** : (see *Codex: Necrons*)

**Phase Shifter** : This model has a 4+ invulnerable save.

**Tachyon arrow** : The bearer can only shoot with this weapon once per battle.

## MY WILL BE DONE

In your Command phase, you can select one friendly <DYNASTY> unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to the hit roll. A unit can only be selected for this ability once per phase.

NECRONS, <DYNASTY>

## ABILITIES

10

**Reanimation Protocols** : (see *Codex: Necrons*)

NECRONS, <DYNASTY>

## ABILITIES

5

**Living Metal** : (see *Codex: Necrons*)

NECRONS, CANOPTEK, <DYNASTY>

## ABILITIES

2

**Living Metal** : (see *Codex: Necrons*)

**Reanimation Protocols** : (see *Codex: Necrons*)

**Bound Creation** : In a Battle-forged army, you can include one **CRYPTOTHRALLS** unit in a Detachment for each **CRYPTEK** unit in that Detachment (**CRYPTOTHRALLS** units do not take up slots in the Detachment).

## SYSTEMATIC VIGOUR

Models in this unit change their Weapon Skill and Ballistic Skill characteristics to 3+ and their Attacks to 6 whilst this unit is within 6" of a friendly **CRYPTEK**.

NECRONS, CANOPTEK, <DYNASTY>

## ABILITIES

7

**Reanimation Protocols** : (see *Codex: Necrons*)

**Hyperphase threshers** : When the bearer fights, it makes 1 additional attack with this weapon.

## INFUSED MADNESS

At the start of the Fight phase, if this unit contains a **PLASMACYTE** model, it can inject tainted energy. If it does, roll a D6; on a 1 one **SKORPEKH DESTROYER** model in this unit is destroyed. Until the end of that phase, add 1 to the Strength and Attacks characteristics of **SKORPEKH DESTROYER** models in this unit.

NECRONS, DESTROYER CULT, <DYNASTY>



# CANOPTEK SCARAB

								
10 <sup>th</sup>	4	-	3	3	4	4	10	6+

6 Canoptek Scarab equipped with: Feeder mandibles.

Weapon					
Feeder mandibles			-	0	1

**SWARM, FLY, CANOPTEK SCARAB**

## ABILITIES

4

**Feeder mandibles** : When resolving an attack made with this weapon, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll).

---

**NECRONS, CANOPTEK, <DYNASTY>**