



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

Weapon	3	4	Ě	*	٨
Heavy bolt pistol	18"	7 1	4	-1	1
Master-crafted power sword	×	×	+1	-3	2
Frag grenades	6"	⋑ D6	3	0	1
Krak grenades	6"	a 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



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

Weapon	9	4	Ÿ	*	٨
Neo-volkite pistol	15"	7 2	5	0	2
Master-crafted power sword	×	×	+1	-3	2
Frag Grenades	6"	⋑ D6	3	0	1
Krak Grenades	6"	a 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



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

Weapon	3	4	Ĭ	**	٨
Absolver bolt pistol	18"	# 1	5	-1	2
Cronzius arcanum	X	×	+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	3	•	堂	*	٨
Absolver bolt pistol	18"	# 1	5	-1	2
Executioner relic blade	×	×	+3	-3	2
Frag grenades	6"	⋑ D6	3	0	1
Krak grenades	6"	a 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

•	Z	(*	堂	-	141	###	~	
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 equiped with: Heavy bolt pistol; Master-crafted power sword; Frag grenades; Krak grenades; and Storm Shield.

Weapon	3	•	鲎	*	•
Heavy bolt pistol	18"	7 1	4	-1	1
Master-crafted power sword	×	×	+1	-3	2
Frag grenades	6"	⋑ D6	3	0	1
Krak grenades	6"	a 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 equiped with: Heavy bolt pistol; Frag Grenades; Krak Grenades.

Weapon	3	4	Ĭ	**	٨
Heavy bolt pistol	18"	7 1	4	-1	1
Frag Grenades	6"	⋑ D6	3	0	1
Krak Grenades	6"	a 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

•	1	(*		-	141	##	~	
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 equiped with: Heavy bolt pistol; Astartes chanisword; Fraq grenades; Krak grenades.

		-				
Weapon	3	4	Ĭ	*	٨	
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	X	×	-	-1	1	
Frag grenades	6"	⋑ D6	3	0	1	
Krak grenades	6"	a 1	6	-1	D3	

INFANTRY, PRIMARIS, ASSAULT INTERCESSOR
SQUAD

OUTRIDER SQUAD

•	1	(*	E	-	141	##	~	
14"	3+	3+	4	5	4	2	7	3+
14"	3+	3+	4	5	4	3	8	3+

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

Weapon	3	4	Ě	糕	٨
Heavy bolt pistol	18"	7 1	4	-1	1
Twin bolt rifle	30"	2	4	-1	1
Astartes chanisword	X	×	-	-1	1
Frag grenades	6"	⋑ D6	3	0	1
Krak grenades	6"	a 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

ABILITES

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>

ABILITES

Angels of Death: (see Codex: Space Marines)

Spiritual Leader (Aura): Friendly <CHAPTER> units
can use this models 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 untill the start of your next Command phase.

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

ABILITES

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>

ABILITES

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>

ABILITES

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>

ABILITES

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>

ABILITES

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 **VE-HICLE, 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 battlefiedl - 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>

ABILITES

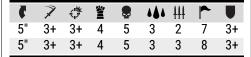
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Angels of Death : (see Codex: Space Marines)

Frag grenades : Blast

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

ERADICATORS



2 Eradicators and 1 Sergent. Each model is equiped with: Bolt pistol; Melta rifle.

Weapon	3	•	鲎	*	٨
Bolt pistol	12"	7 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

ABILITES Angels of Death: (see Codex: Space Marines)
IMPERIUM, ADEPTUS ASTARTES, <chapter></chapter>





1 Overlord equiped with: Tachyon arrow; Hyperphase glaive.

Weapon	3	4	堂	*	٨
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

•	X	*			141	##	~	
5"	3+	3+	5	5	4	3	10	3+

1 Royal Warden equiped with: Relic gauss blaster.

Weapon	3	4	鲎	**	٨	
elic gauss blaster	24"	2	5	-2	2	

ADAPTIVE STRATAGY

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 seleted to shoot or charge.

INFANTRY, CHARACTER, ROYAL WARDEN

PLASMANCER

					141			
5"	3+	3+	4	4	4	1	10	4+

1 Plasmancer equiped with: Plasmic lance

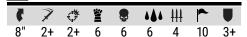
Weapon	<i>3</i>	4	Ŷ	*	٨
Plasmic Lance (shooting)	18"	☆ D3	7	-3	2
Plasmic Lance (melee)	×	×	-	-3	2

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, CRYPTEK,
PLASMANCER

SKORPEKH LORD



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

Weapon	3	4	堂	*	٨
Enmitic annihilator	18"	♠ 2D3	6	-1	1
Flensing claw	X	×	-	-1	1
Hyperphase harvester	X	×	+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

•	1	(*		8	141	###		
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 equiped with: Hyperphase reap-blade. Every other Skorpekh Destroyer in this unit is equiped with Hyperphase threshers. A Plasmacyte is equiped with Monomolecular proboscis.

Weapon	<i>§</i>	4	堂	**	٨
Hyperphase reap- blade	×	×	+2	-4	3
Hyperphase threshers	X	×	-	-3	2
Monomolecular pro- boscis	×	×	-	-1	1

HARDWIRED FOR DESTRUCTION

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

INFANTRY, SKORPEKH DESTROYERS, PLASMACYTE

CRYPTOTHRALLS

•	1	(*			141	₩	~	
5"	4+	4+	5	5	2	3	10	3+

2 Cryptothralls equiped with: Scouring eye; Scythed Limbs.

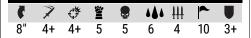
Weapon	3	4		**	٨
Scouring eye	12"	7 2	5	-2	1
Scythed Limbs	×	×	-	-1	1

PROTECTORS (AURA)

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

INFANTRY, CRYPTOTHRALLS

CANOPTEK REANIMATOR



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

Weapon	- ♣	4	1	**	٨
Atomiser beam	12"	☆ 3	6	-2	1
Elongated claws	X	×	-	-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, CANOPTEK REANIMATOR

► NECRON WARRIORS



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

Weapon	3	4	堂	**	٨
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

ABILITES



Living Metal : (see Codex: Necrons)

Phase shifter: This model has a 4+ invulnerable

sav

Enmitic annihilator : Blast

Flensing claw: Make 2 hit rolls instead of 1 for each attak 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 modell.

NECRONS, DESTROYER CULT, < DYNASTY>

ABILITES



Living Metal: (see Codex: Necrons)

HARBRINGER OF DESTRUTION

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>

ABILITES



Living Metal: (see Codex: Necrons)

ABILITES



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>

ABILITES

Reanimation Protocols : (see Codex: Necrons

ABILITES



Living Metal : (see Codex: Necrons)

ABILITES

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).

NECRONS, < DYNASTY>

Systematic Vigour

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

NECRONS, CANOPTEK, < DYNASTY>

ABILITES



Reanimation Protocols: (see Codex: Necrons)

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

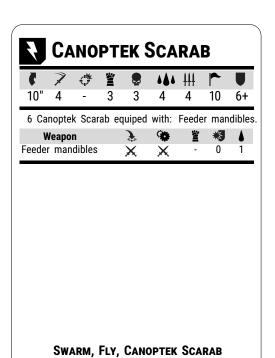
INFUSED MADNESS

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>

NECRONS, < DYNASTY>

NECRONS, CANOPTEK, < DYNASTY>



Feeder mandibles: When resolving an attack made with this weapon, an unmodified hit roll of 6 automatical scores a hit and successfully wounds the target (do not make a wound roll).	A	ABILITES $\left\langle 4\right\rangle$
		made with this weapon, an unmodified hit roll of 6 automatically scores a hit and
Necrons, Canoptek, <dynasty></dynasty>		Necrons, Canoptek, <dynasty></dynasty>