

# Primaris Bois - Primaris (300 pts)

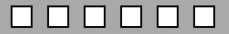
## Army wide rules:

- Chapter Tactics: Novamarines** Re-roll failed wound rolls of 1 when attacking a model that do not have the IMPERIUM or CHAOS keyword.
- Defenders of Humanity** If a model is in range of an objective marker it controls the marker even if there are more enemy models within range.
- And They Shall Know No Fear** Re-roll failed Morale tests for this model.

## Keywords (12)

Adeptus Astartes, Aggressors, Apothecary, Character, Hellblasters, Imperium, Infantry, Intercessors, MK X Gravis, Novamarines, Primaris, Sergeant

## Tactical Points (6)



- Quick Reaction Force (1)**  
[Philosophy] No model on your team may be equipped with Heavy weapons.
- Destined For Greatness (2)** Gain 1 TP for including a leader. Add +1 for each game this Leader has taken part in until now
- Cream Of The Crop (1)** Gain 1 TP for taking the maximum number of Special models according to your Model Allowance.
- Death And Diversity (1)** Gain 1 TP if your team contains 8 or more different Keywords.
- Boots Before Loot (1)** Gain 1 TP if your team does not contain any items from your Opus' Armoury

## Hellblaster Sergeant (57)

Leader

Name	M	WS	BS	S	T	W	A	LD	Sv	Is
<i>Hellblaster Sergeant</i>	6	3+	3+	4	4	4	3	8	3+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
<i>Plasma Incinerator (15)</i>	When firing this weapon, choose one of the profiles below.									
- <i>Standard</i>	Rapid Fire 1	30	7	4	1					
- <i>Supercharge</i>	Rapid Fire 1	30	8	4	2	On a hit roll of 1, the bearer is slain (after attack is resolved)				
<i>Bolt Pistol</i>	Pistol 1	12	4	0	1					
<i>Frag Grenades</i>	Grenade D6	6	3	0	1					
<i>Krag Grenades</i>	Grenade 1	6	6	1	D3					
Rule	Effect									
<i>Rites of War</i>	Friendly models within 6" may re-roll hit rolls of 1.									
<b>Keywords</b>	Imperium, Adeptus Astartes, Novamarines, Hellblasters, Sergeant, Infantry, Primaris									

## 2x Primaris Intercessor (34)

Core

Name	M	WS	BS	S	T	W	A	LD	Sv	Is
<i>Primaris Intercessor</i>	6	3+	3+	4	4	2	2	7	3+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
<i>Bolt Rifle</i>	Rapid Fire 1	30	4	1	1					
<i>Bolt Pistol</i>	Pistol 1	12	4	0	1					
<i>Frag Grenades</i>	Grenade D6	6	3	0	1					
<i>Krag Grenades</i>	Grenade 1	6	6	1	D3					
Keywords	Imperium, Adeptus Astartes, Novamarines, Intercessors, Infantry, Primaris									

## Primaris Bois - Primaris (300 pts)

3x Hellblaster (99)											Core
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
<i>Hellblaster</i>	6	3+	3+	4	4	2	2	7	3+	-	
Weapons	Type	Rng	Str	AP	Dmg	Rule					
<i>Bolt Pistol</i>	Pistol 1	12	4	0	1						
<i>Frag Grenades</i>	Grenade D6	6	3	0	1						
<i>Krag Grenades</i>	Grenade 1	6	6	1	D3						
<i>Plasma Incinerator (15)</i>	When firing this weapon, choose one of the profiles below.										
- <i>Standard</i>	Rapid Fire 1	30	7	4	1						
- <i>Supercharge</i>	Rapid Fire 1	30	8	4	2	On a hit roll of 1, the bearer is slain (after attack is resolved)					
Keywords	Imperium, Adeptus Astartes, Novamarines, Hellblasters, Infantry, Primaris										

2x Aggressor (78)											Special
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
Aggressor	5	3+	3+	4	5	2	2	7	3+	-	
Weapons	Type		Rng	Str	AP	Dmg	Rule				
Fragstorm Grenade Launcher (4)	Assault D6		18	4	0	1					
Auto Boltstorm Gauntlets (14)											
- Shooting	Assault 6		18	4	0	1					
- Melee	Melee			x2	3	D3	Subtract 1 from the to hit roll when attacking with this.				
Rule	Effect										
Fire Storm	This Model can fire twice if it remained stationary during its turn (including Overwatch).										
Relentless Advance	This Model does not suffer any penalty to its hit rolls for Advancing and firing Assault weapons.										
Keywords	Imperium, Adeptus Astartes, Novamarines, Aggressors, MK X Gravis, Infantry, Primaris										

Infiltrator Helix Adept (32)											Special
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
<i>Infiltrator Helix Adept</i>	6	3+	3+	4	4	2	2	7	3+	-	
Weapons	Type	Rng	Str	AP	Dmg	Rule					
<i>Bolt Pistol</i>	Pistol 1	12	4	0	1						
<i>Frag Grenades</i>	Grenade D6	6	3	0	1						
<i>Krag Grenades</i>	Grenade 1	6	6	1	D3						
<i>Marksman Bolt Carbine</i>	Rapid Fire 1	24	4	0	1	On a hit roll of 6, the weapon automatically wounds the target					
Rule	Effect										
<i>Helix Adept Amendment</i>	At the end of any of your Movement phases, select a friendly INFANTRY or BIKER model within 3" that died the previous turn. On a 5+ this model is returned with 1 wound remaining. Otherwise the Adept can do nothing else for the remainder of the turn. You can instead choose a wounded model: it immediately regains 1 lost wounds.										
<i>Smoke Grenade</i>	One use only Instead of Shooting choose a point within 8". Until the start of your next turn, enemy models subtract 1 from their shooting hit rolls when targeting friendly units within 3" of this point. Models can draw line of sight into and out of the affected area, but not through it.										
Keywords	Imperium, Adeptus Astartes, Novamarines, Apothecary, Character										