

Primaris Bois - Primaris (300 pts) - Roster

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.

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| Defenders of Humanity | If a modell is in range of an objective marker it controls the marker even if there are more enemy models within range. |
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And They Shall Know No Fear Re-roll failed Morale tests for this unit.

Keywords (12)

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

Tactical Points (6)



Quick Reaction Force (1) No model on your team may be equipped with Heavy weapons.
[Philosophy]

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| Destined For Greatness (2) | Gain 1 TP for including a leader. Add +1 for each game this Leader has taken part in until now |
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| Cream Of The Crop (1) | Gain 1 TP for taking the maximum number of Special models according to your Model Allowance. |
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Death And Diversity (1) Gain 1 TP if your team contains 8 or more different Keywords.

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| Boots Before Loot (1) | Gain 1 TP if your team does not contain any items from your Opus' Armoury |
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Hellblaster Sergeant (57)

Leader

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|----------------------|---|----|----|---|---|---|---|---|----|---|
| Hellblaster Sergeant | 6 | 3+ | 3+ | 4 | 4 | 4 | 3 | 8 | 3+ | - |
|----------------------|---|----|----|---|---|---|---|---|----|---|

| Weapons | Type | Rng | Str | AP | Dmg | Rule |
|---------|------|-----|-----|----|-----|------|
|---------|------|-----|-----|----|-----|------|

Plasma Incinerator (15)

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|------------|--------------|----|---|---|---|
| - Standard | Rapid Fire 1 | 30 | 7 | 4 | 1 |
|------------|--------------|----|---|---|---|

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|---------------|--------------|----|---|---|---|---|
| - Supercharge | Rapid Fire 1 | 30 | 8 | 4 | 2 | On a hit roll of 1, the bearer is slain (after weapon resolved) |
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|-------------|----------|----|---|---|---|
| Bolt Pistol | Pistol 1 | 12 | 4 | 0 | 1 |
|-------------|----------|----|---|---|---|

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|--------------|------------|---|---|---|---|
| Frag Grenade | Grenade D6 | 6 | 3 | 0 | 1 |
|--------------|------------|---|---|---|---|

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|--------------|-----------|---|---|---|----|
| Krag Grenade | Grenade 1 | 6 | 6 | 1 | D3 |
|--------------|-----------|---|---|---|----|

| Rule | Effect |
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Rites of War Friendly models within 6" may re-roll hit rolls of 1.

Keywords Imperium, Adeptus Astartes, Novamarines, Hellblasters, Sergeant, Infantry, Primaris

3x Hellblaster (99)

Core

| | | | | | | | | | | |
|-------------|---|----|----|---|---|---|---|---|----|---|
| Hellblaster | 6 | 3+ | 3+ | 4 | 4 | 2 | 2 | 7 | 3+ | - |
|-------------|---|----|----|---|---|---|---|---|----|---|

| Weapons | Type | Rng | Str | AP | Dmg | Rule |
|---------|------|-----|-----|----|-----|------|
|---------|------|-----|-----|----|-----|------|

| | | | | | |
|-------------|----------|----|---|---|---|
| Bolt Pistol | Pistol 1 | 12 | 4 | 0 | 1 |
|-------------|----------|----|---|---|---|

| | | | | | |
|--------------|------------|---|---|---|---|
| Frag Grenade | Grenade D6 | 6 | 3 | 0 | 1 |
|--------------|------------|---|---|---|---|

| | | | | | |
|--------------|-----------|---|---|---|----|
| Krag Grenade | Grenade 1 | 6 | 6 | 1 | D3 |
|--------------|-----------|---|---|---|----|

Plasma Incinerator (15)

| | | | | | |
|------------|--------------|----|---|---|---|
| - Standard | Rapid Fire 1 | 30 | 7 | 4 | 1 |
|------------|--------------|----|---|---|---|

| | | | | | | |
|---------------|--------------|----|---|---|---|---|
| - Supercharge | Rapid Fire 1 | 30 | 8 | 4 | 2 | On a hit roll of 1, the bearer is slain (after weapon resolved) |
|---------------|--------------|----|---|---|---|---|

Keywords Imperium, Adeptus Astartes, Novamarines, Hellblasters, Infantry, Primaris

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| 2x Primaris Intercessor (34) | | | | | | | | | | Core |
|------------------------------|---|-----|-----|----|-----|------|---|---|----|------|
| Primaris Intercessor | 6 | 3+ | 3+ | 4 | 4 | 2 | 2 | 7 | 3+ | - |
| Weapons | Type | Rng | Str | AP | Dmg | Rule | | | | |
| Bolt Rifle | Rapid Fire 1 | 30 | 4 | 1 | 1 | | | | | |
| Bolt Pistol | Pistol 1 | 12 | 4 | 0 | 1 | | | | | |
| Frag Grenade | Grenade D6 | 6 | 3 | 0 | 1 | | | | | |
| Krag Grenade | Grenade 1 | 6 | 6 | 1 | D3 | | | | | |
| Keywords | Imperium, Adeptus Astartes, Novamarines, Intercessors, Infantry, Primaris | | | | | | | | | |

| 2x Aggressor (78) | | | | | | | | | | Special |
|--------------------------------|---|-----|-----|----|-----|---|---|---|----|---------|
| 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 (12) | | | | | | | | | | |
| - 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 |
|------------------------------|---|-----|-----|----|-----|--|---|---|----|---------|
| Infiltrator Helix Adept | 6 | 3+ | 3+ | 4 | 4 | 2 | 2 | 7 | 3+ | - |
| Weapons | Type | Rng | Str | AP | Dmg | Rule | | | | |
| Bolt Pistol | Pistol 1 | 12 | 4 | 0 | 1 | | | | | |
| Frag Grenade | Grenade D6 | 6 | 3 | 0 | 1 | | | | | |
| Krag Grenade | Grenade 1 | 6 | 6 | 1 | D3 | | | | | |
| Marksman Bolt Carbine | Rapid Fire 1 | 24 | 4 | 0 | 1 | On a hit roll of 6, the weapon automatically wounds the target | | | | |
| Rule | Effect | | | | | | | | | |
| Helix Adept Amendment | 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. | | | | | | | | | |
| Smoke Grenade | 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 | | | | | | | | | |