

Primaris Bois - Primaris Space Marines (320 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 (17)

Adeptus Astartes, Aggressors, Apothecary, Assault Squad, Attack Bike Squad, Biker, Character, Eliminators, Hellblasters, Imperium, Infantry, Intercessors, MK X Gravis, Novamarines, Phobos, Primaris, Sergeant

Tactical Points (7)



- The Hammer of the Imperium (2) [Philosophy]** If you are not the first player to use a Tactical Action, you lose 2TP.
- 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.									
Keywords	Imperium, Adeptus Astartes, Novamarines, Hellblasters, Sergeant, Infantry, Primaris									

Primaris Intercessor (17)

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									

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Eliminator (21)											Core
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
<i>Eliminator</i>	6	3+	3+	4	4	2	2	8	3+	-	
Weapons	Type	Rng	Str	AP	Dmg	Rule					
<i>Bolt Sniper Rifle (3)</i>	This weapon can target a CHARACTER model even if it is not the closest enemy model. Choose one of the profiles below when firing this weapon:										
- <i>Hyperfrag Round</i>	Heavy D3	36	5	0	1						
- <i>Mortis Round</i>	Heavy 1	36	5	2	D3	Wound rolls of 6+ inflict an additional mortal wound.					
- <i>Executioner Round</i>	Heavy 1	36	5	1	1	This weapon can target models that are not visible to the bearer. Targets saving throws do not benefit from cover. Add +2 to hit when firing this weapon					
<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>Camo Cloak</i>	Gain +2 armour save instead of +1 against ranged attacks for being in cover.										
<i>Concealed Position</i>	During deployment, you can set up this model anywhere that is more than 9” away from any enemy models and the enemy deployment zone.										
Keywords	Imperium, Adeptus Astartes, Novamarines, Eliminators, Phobos, Infantry, Primaris										

Assault Marine (12)											Core
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
Assault Marine	6	3+	3+	4	4	1	1	7	3+	-	
Weapons	Type		Rng	Str	AP	Dmg	Rule				
Chainsword	Melee			user	0	1	Gain +1 attack with this weapon.				
Bolt Pistol	Pistol 1		12	4	0	1					
Frag Grenades	Grenade D6		6	3	0	1					
Krag Grenades	Grenade 1		6	6	1	D3					
Rule	Effect										
Jump Pack Assault	During deployment, you can hold this model back. At the end of one of your Movement phases you can set up this unit anywhere that is more than 9" away from any enemy models.										
Keywords	Imperium, Adeptus Astartes, Novamarines, Assault Squad, Infantry										

Attack Bike (37)											Core
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
Attack Bike	14	3+	3+	4	5	4	2	7	3+	-	
Weapons	Type		Rng	Str	AP	Dmg	Rule				
Heavy Bolter (10)	Heavy 3		36	5	1	1					
Bike with Twin Boltgun (2)	Rapid Fire 2		24	4	0	1					
Bolt Pistol	Pistol 1		12	4	0	1					
Bolt Pistol	Pistol 1		12	4	0	1					
Frag Grenades	Grenade D6		6	3	0	1					
Krag Grenades	Grenade 1		6	6	1	D3					
Rule	Effect										
Turbo-boost	When this model Advances, add 6" to its Move instead of rolling a dice.										
Keywords	Imperium, Adeptus Astartes, Novamarines, Biker, Attack Bike Squad										

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2x Hellblaster (66)											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										