

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

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

<b>Quick Reaction Force (1)</b> <b>[Philosophy]</b>	No model on your team may be equipped with Heavy weapons.
<b>Destined For Greatness (2)</b>	Gain 1 TP for including a leader. Add +1 for each game this Leader has taken part in until now
<b>Boots Before Loot (1)</b>	Gain 1 TP if your team does not contain any items from your Opus' Armoury

Hellblaster Sergeant	6	3+	3+	4	4	4	3	8	3+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
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)				
Bolt Pistol	Pistol 1	12	4	0	1					
Frag Grenade	Grenade D6	6	3	0	1					
Krag Grenade	Grenade 1	6	6	1	D3					
Rule	Effect									
Rites of War	Friendly models within 6" may re-roll hit rolls of 1.									
Keywords	Imperium, Adeptus Astartes, Novamarines, Hellblasters, Sergeant, Infantry, Primaris									

Hellblaster	6	3+	3+	4	4	2	2	7	3+	-
<b>Weapons</b>	<b>Type</b>	<b>Rng</b>	<b>Str</b>	<b>AP</b>	<b>Dmg</b>	<b>Rule</b>				
Bolt Pistol	Pistol 1	12	4	0	1					
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<b>Keywords</b>	Imperium, Adeptus Astartes, Novamarines, Hellblasters, Infantry, Primaris									

## Primaris Bois - Primaris (300 pts) - Roster Page 2

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									