## 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.

**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 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) [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.
<b>Boots Before Loot (1)</b>	Gain 1 TP if your team does not contain any items from your Opus' Armoury

Hellblaster Sergeant (57)												Leader
Name	М	WS	BS	S		Т	W	А	LD	Sv	Is	
Hellblaster Sergeant	6	3+	3+	4		4	4	3	8	3+	-	
Weapons	Туре		Rng	Str	AP	Dmg	Rule					
Plasma Incinerator (15)												
- Standard	Rapid F	ire 1	30	7	4	1						
- Supercharge	Rapid F	ire 1	30	8	4	2	On a hi	t roll of 1	, the bea	rer is slai	n (after weapon r	esolved)
Bolt Pistol	Pistol 1		12	4	0	1						
Frag Grenade	Grenad	e D6	6	3	0	1						
Krag Grenade	Grenad	e 1	6	6	1	D3						
Rule	Effect											
Rites of War	Friendly	/ mode	Is withir	n 6" ma	y re-ro	ll hit rolls	of 1.					
Keywords	Imperiu	m, Ade	ptus Ast	artes, N	Novan	narines, F	Hellblaste	ers, Serg	eant, Infa	ntry, Prin	naris	

2x Primaris Intercessor (34)												С	ore
Name	М	WS	BS	S		Т	W	Α	LD	Sv	ls		
Primaris Intercessor	6	3+	3+	4		4	2	2	7	3+	-		
Weapons	Туре		Rng	Str	AP	Dmg	Rule						
Bolt Rifle	Rapid F	Fire 1	30	4	1	1							
Bolt Pistol	Pistol 1		12	4	0	1							
Frag Grenade	Grenad	e D6	6	3	0	1							
Krag Grenade	Grenad	e 1	6	6	1	D3							
Keywords	Imperium, Adeptus Astartes, Novamarines, Intercessors, Infantry, Primaris												

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3x Hellblaster (99)												Core
Name	М	WS	BS	S		Т	W	Α	LD	Sv	Is	
Hellblaster	6	3+	3+	4		4	2	2	7	3+	-	
Weapons	Туре		Rng	Str	AP	Dmg	Rule					
Bolt Pistol	Pistol 1		12	4	0	1						
Frag Grenade	Grenad	de D6	6	3	0	1						
Krag Grenade	Grenad	de 1	6	6	1	D3						
Plasma Incinerator (15)												
- Standard	Rapid I	Fire 1	30	7	4	1						
- Supercharge	Rapid I	Fire 1	30	8	4	2	On a h	it roll of 1	, the bea	rer is slai	n (after weapor	resolved)
Keywords	Imperium, Adeptus Astartes, Novamarines, Hellblasters, Infantry, Primaris											

2x Aggressor (78)												Special
Name	М	WS	BS	S		Т	W	Α	LD	Sv	Is	
Aggressor	5	3+	3+	4		5	2	2	7	3+	-	
Weapons	Туре		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	Subtrac	t 1 from	the to hit	roll when	attacking with th	is.
Rule	Effect											
Fire Storm	This Mo	del car	fire twi	ce if it r	emain	ed statio	nary dur	ing its tur	n (includi	ng Overv	watch).	
Relentless Advance	This Mo	del doe	es not s	uffer an	y pena	alty to its	hit rolls	for Advar	ncing and	firing As	sault weapons.	
Keywords	Imperiu	Imperium, Adeptus Astartes, Novamarines, Aggressors, MK X Gravis, Infantry, Primaris										

Infiltrator Helix Adept (32)												Special
Name	М	WS	BS	S		Т	W	Α	LD	Sv	Is	
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	Grenad	e D6	6	3	0	1						
Krag Grenade	Grenad	e 1	6	6	1	D3						
Marksman Bolt Carbine	Rapid F	Fire 1	24	4	0	1	On a hi	t roll of 6	, the wea	pon auto	matically woun	ds 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	Imperiu	m, Ade	otus Ast	artes, N	lovam	arines, A	potheca	ry, Chara	acter			