Space Marine

Army book

## Keywords

## Faction Special Rules

#### Fearless (5)

When a SPACE MARINE unit makes a Leadership Test, ignore all negative modifiers and halve the casualties taken this turn for the purpose of the test.

#### Expert Riflemen (5)

If a SPACE MARINE, INFANTRY model doesn’t move before firing an ‘Automatic’ type weapon then it can fire double the number of shots at the weapons maximum range.

#### Trans-human Shock (5)

In a turn which a SPACE MARINE, INFANTRY unit has made a successful Charge, the unit or units that were charged suffer a +2 to their Leadership Tests that turn.

#### Combat Tenents

SPACE MARINE units are trained in specialist combat tactics that conform to their battlefield role.

**Tactical Tenant (5)**

Units with this Tenant improve the AP of Automatic and Grenade weapons by -1. This Tenant applies to TACTICAL units.

**Fire Support Tenant (10)**

Units with this Tenant improve the AP and Damage of Heavy weapons by -1 and +1 respectively. This Tenant applies to FIRE SUPPORT units.

**Assault Tenant (5)**

Units with this Tenant improve the Strength of Pistol and Melee weapons by 1. This Tenant applies to ASSAULT units.

**Armoured Tenant (10)**

Units with this Tenant improve the Strength of Heavy weapons by 1. They also decrease the AP of attacks allocated against them by 1. This Tenant applies to ARMOURED units.

## **Forming your Army**

### Chapter Traits

There are many thousands of Chapters spread throughout the galaxy, each with their own character and quirks. To form your own Chapter please choose a name for your Chapter and replace all instances of the [CHAPTER] keyword in your army with your chosen name then choose **two traits** from the lists below. You may only choose 1 trait from each list.

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| **Discipline** | **Destruction** | **Mobility** |
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### Army Organization Charts

In addition to the Army Organization Charts detailed in the main rule book the Imperial Army can form their army with the following special Army Organization Charts.

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| 1. **Urban Warfare Company** | | 1. Strategic Cost: -0 | | | |
| 1. **Special Rules:** |  | 1. Command 2. 0-0 | 1. Core 2. 0-0 | 1. Specialist 2. 0-0 | 1. Vanguard 2. 0-0 |
| **Supreme Command Bonus:** | * +3 Strategic Points | 1. Fire Support 2. 0-0 | 1. Transport 2. 0-0 | 1. Super Heavy 2. 0 | 1. Aircraft 2. 0 |

## Psychic Powers

Before the game you must assign Psychic Powers to all units with access to such abilities. The same Psychic Power cannot be used more than once per phase except the two universal powers listed in the main Rule Book. There are two standard ways of choosing Psychic Powers for a unit the first is simply to choose them from the school that that unit can draw from, the second is to roll a D6 for each Psychic Power slot and choose the Psychic Power with the same number from the school that the unit can draw from. Players should discuss which method they wish to use and both use the same method.

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| --- | --- | --- | --- |
| **School:** |  | | |
| **D6 /**  **Power Number** | | **Psychic Power** | **Incarnating Number** |
| **1** | |  |  |
| **2** | |  |  |
| **3** | |  |  |
| **4** | |  |  |
| **5** | |  |  |
| **6** | |  |  |

## Supreme Commander

When forming your army you must select a single CHARACTER model from your [---] to lead your army, this model must then be given a Commander Trait from the following list. You may also include a Sub Commander in your army for 1 Strategic Point this must be a CHARACTER model from your [---] and they also gain a Commander Trait.

No commander Trait can be given to more than 1 model per army and no army can have more than 2 models with Commander Traits.

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| **Commander Traits** | **Commander Traits** |
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## Unique Wargear

## Strategic Gambits

Strategic Gambits are special one shot maneuvers, heroic actions, or abilities. They are purchased with Strategic Points and can be played at various times before and during the game as stated in their description.

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| **Strategic Re-roll** | **1SP** |
| Any Phase | |
| Use after any of the following rolls are made, you can immediately re-roll that roll. If the roll includes multiple dice (eg. a charge roll) then all dice must be re-rolled.  This Gambit can be used multiple times per phase but for each subsequent use in a phase the cost increases by 1SP. | |
| * maneuver move * Incarnation * Amount of shots * To hit | * Armour Save * To wound * Charge * Leadership Test |

## Statsheets

#### Command

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| **Command** | **125 Pts** | | | | | | | **Captain** | | | | | | | | | | | | | |
| A Captain is a Character armed with a Relic Stud Rifle, Relic Stud Pistol, Relic Chain Sword, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Captain | | | | | - | | 7” | 2+ | | 2+ | | 4 | | 4 | | 6 | 4 | 10 | 2+/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Relic Stud Rifle | | | | - | 30” | | Automatic 1 | | | 5 | | -2 | | 3 | |  | | | | | |
| Relic Stud Pistol | | | | - | 12” | | Pistol 1 | | | 5 | | -2 | | 2 | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| Anti-Tank Grenade | | | | - | 6” | | Grenade 1 | | | 6 | | -3 | | D3 | |  | | | | | |
| **Relic Chain Sword** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -1 | | 3 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | 3 | |  | | | | | |
| **Relic Blade** | | | | 0 |  | |  | | |  | |  | |  | |  | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -3 | | 2 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -5 | | 2 | |  | | | | | |
| Powered Hammer | | | | 5 | Melee | | Melee 1 | | | X2 | | -5 | | 4 | |  | | | | | |
| **Powered Fist** | | | | 1 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | | X2 | | -3 | | D3 | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | | X3 | | -5 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | | |
| **Plasma Pistol** | | | | 7 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Pistol | | | | 1 | 12” | | Pistol 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 2+, increase the damage by 1. | | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | |
| Microwave Gun | | | | 15 | 12” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Rifle | | | | 7 | 18” | | Assault 2 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | | |
| **OPTIONS** | | * This model can under mount a Plasma Rifle, Flamethrower, Gravaton Rifle, or a Microwave Gunto their Relic Stud Gun. * This model can take a Powered Sword, Powered Fist, Powered Hammer, instead of their Relic Chain Sword. * This model can take a Plasma Pistol or a Gravaton Pistol instead of their Relic Stud Pistol. * This model may take a Jetpack. **25pts** * This model can replace their Relic Stud Rifle with a Trans-human Shield. **20pts** | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Imperial Halo:** This model has a 4+ Unbreakable Save.  **Trans-human Shield:** If equipped with a Trans-human Shield, improve the Unbreakable save of this model by 1.  **Jetpack:** If equipped with a Jetpack, improve this models Move stat by 5” and give it the JUMP Keyword. Additionally this model may deploy during your Reinforcement Phase anywhere on the board more than 9” from any enemy model, this model counts as having moved if deployed in this matter.  **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Relic Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Relic Stud Rifle must be resolved at -1 to hit.  **Aura of Focus:** All [CHAPTER] units within 6” of this model can re-roll shooting hit rolls.  **Unique Unit:** Only 1 of either CAPTAIN, CAPTAIN IN ASSAULT ARMOUR, or CAPTAIN ON BIKE may be included in each AOC. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | CHARACTER, INFANTRY, TACTICAL, CAPTAIN | | | | | | | | | | | | | | | | | | |

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| **Command** | **140 Pts** | | | | | | | **Captain in Assault Armour** | | | | | | | | | | | | |
| A Captain in Assault Armour is a Character armed with a Dual Stud Rifle and a Relic Blade. | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Captain | | | | | - | | 6” | 2+ | | 2+ | | 5 | | 4 | 6 | 4 | 10 | 2+/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Dual Stud Rifle | | | | - | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| **Relic Blade** | | | | - |  | |  | | |  | |  | |  | |  | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -3 | | 2 | |  | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -5 | | 2 | |  | | | | |
| Powered Hammer | | | | 13 | Melee | | Melee 1 | | | X2 | | -5 | | 4 | |  | | | | |
| **Powered Fist** | | | | 23 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Punch | | | | - | Melee | | Melee 1 | | | X2 | | -3 | | D3 | |  | | | | |
| Crush | | | | - | Melee | | Melee 1 | | | X3 | | -5 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | |
| **Breaching Fist** | | | | 35 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Punch | | | | - | Melee | | Melee 1 | | | X2 | | -4 | | D3 | |  | | | | |
| Breach | | | | - | Melee | | Melee 1 | | | X3 | | -6 | | 5 | | Attacks with this profile are made at -1 to hit also see the ‘Breaching Strike’ unit Special rule. | | | | |
| Reaper Claw | | | | 8 | Melee | | Melee 2 | | | +1 | | -3 | | 3 | |  | | | | |
| Pair of Reaper Claws | | | | 11 | Melee | | Melee 3 | | | +1 | | -3 | | 3 | | This weapon can re-roll the wound roll of all of its attacks. | | | | |
| Stud Rifle | | | | -2 | 24” | | Automatic 1 | | | 5 | | -2 | | 2 | |  | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| Microwave Gun | | | | 15 | 24” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | |
| Gravaton Rifle | | | | 7 | 18” | | Assault 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | |
| **OPTIONS** | | * This model can take a Stud Rifle instead of their Dual Stud Rifle. * This model must under mount a Plasma Rifle, Flamethrower, Gravaton Rifle, or a Microwave Gun to their Stud Rifle. * This model can take a Reaper Claw, Powered Fist, Powered Hammer, or a Breaching Fist instead of their Relic Blade. * This model can replace their Dual Stud Rifle with a Trans-human Shield. **20Pts** * This model can replace both their Relic Blade and Dual Stud Rifle with a Pair of Reaper Claws. | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Imperial Halo:** This model has a 4+ Unbreakable Save.  **Assault Armour:** This unit may re-roll all normal saves and counts as not moving for the purposes of firing ranged weapons even if it has moved.  **Lumbering:** This unit may not make a maneuver move due to their bulk and weight.  **Teleport Assault:** This model may deploy during your Reinforcement Phase anywhere on the board more than 9” from any enemy model, this model counts as having moved if deployed in this matter.  **Trans-human Shield:** If equipped with a Trans-human Shield, improve the Unbreakable save of this model by 1.  **Breaching Strike:** If this model is armed with a Breaching Fist and uses the ‘Breach’ attack, any wounds inflicted or models destroyed only affect the targeted unit after the targeted unit has fought due to how slow this attack is.  **Aura of Focus:** All [CHAPTER] units within 6” of this model can re-roll shooting hit rolls.  **Unique Unit:** Only 1 of either CAPTAIN, CAPTAIN IN ASSAULT ARMOUR, or CAPTAIN ON BIKE may be included in each AOC. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | CHARACTER, INFANTRY, ASSAULT, ASSAULT ARMOUR, CAPTAIN IN ASSAULT ARMOUR | | | | | | | | | | | | | | | | | |

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| **Command** | **140 Pts** | | | | | | | **Captain on Bike** | | | | | | | | | | | | | |
| A Captain on Bike is a Character armed with a Dual Stud Rifle, Relic Stud Pistol, Relic Chain Sword, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Captain on Bike | | | | | - | | 14” | 2+ | | 2+ | | 4 | | 5 | | 6 | 4 | 10 | 2+/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Dual Stud Rifle | | | | - | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | | |
| Relic Stud Rifle | | | | 7 | 30” | | Automatic 1 | | | 5 | | -2 | | 3 | |  | | | | | |
| Relic Stud Pistol | | | | - | 12” | | Pistol 1 | | | 5 | | -2 | | 2 | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| Anti-Tank Grenade | | | | - | 6” | | Grenade 1 | | | 6 | | -3 | | D3 | |  | | | | | |
| **Relic Chain Sword** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -1 | | 3 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | 3 | |  | | | | | |
| **Relic Blade** | | | | -3 |  | |  | | |  | |  | |  | |  | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -3 | | 2 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -5 | | 2 | |  | | | | | |
| Powered Hammer | | | | 4 | Melee | | Melee 1 | | | X2 | | -5 | | 4 | |  | | | | | |
| **Powered Fist** | | | | 16 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | | X2 | | -3 | | D3 | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | | X3 | | -5 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | | |
| **Plasma Pistol** | | | | 5 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Pistol | | | | 1 | 12” | | Pistol 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 2+, increase the damage by 1. | | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | |
| Microwave Gun | | | | 15 | 24” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Rifle | | | | 7 | 18” | | Assault 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | | |
| **OPTIONS** | | * This model can take a Powered Sword, Powered Fist, Powered Hammer, instead of their Relic Chain Sword. * This model can take a Relic Stud Rifle, Plasma Pistol or a Gravaton Pistol instead of their Relic Stud Pistol. * This model can under mount a Plasma Rifle, Flamethrower, Gravaton Rifle, or a Microwave Gun to their Relic Stud Rifle. * This model can replace their Relic Stud Pistol or their Relic Chain Sword with a Trans-human Shield. **20pts** | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Imperial Halo:** This model has a 4+ Unbreakable Save.  **Nitro-Boost:** If this unit makes a Maneuver Move, instead of rolling for the distance move this unit 6”.  **Trans-human Shield:** If equipped with a Trans-human Shield, improve the Unbreakable save of this model by 1.  **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Relic Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Relic Stud Rifle must be resolved at -1 to hit.  **Aura of Focus:** All [CHAPTER] units within 6” of this model can re-roll shooting hit rolls.  **Unique Unit:** Only 1 of either CAPTAIN, CAPTAIN IN ASSAULT ARMOUR, or CAPTAIN ON BIKE may be included in each AOC. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | CHARACTER, VEHICLE, TACTICAL, CAPTAIN ON BIKE | | | | | | | | | | | | | | | | | | |

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| **Command** | **112 Pts** | | | | | | | **Chapter Chaplain** | | | | | | | | | | | | | |
| A Chapter Chaplain is a Character armed with a Stud Pistol, Rod of Office, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Chapter Chaplain | | | | | - | | 7” | 2+ | | 3+ | | 4 | | 4 | | 5 | 3 | 9 | 2+/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Stud Rifle | | | | 5 | 24” | | Automatic 1 | | | 5 | | -2 | | 2 | |  | | | | | |
| Stud Pistol | | | | - | 12” | | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| Anti-Tank Grenade | | | | - | 6” | | Grenade 1 | | | 6 | | -3 | | D3 | |  | | | | | |
| **Rod of Office** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Sweep | | | | - | Melee | | Melee 2 | | | +2 | | -1 | | 2 | |  | | | | | |
| Smash | | | | - | Melee | | Melee 1 | | | +3 | | -1 | | 2 | |  | | | | | |
| **Plasma Pistol** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Pistol | | | | 2 | 12” | | Pistol 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 2+, increase the damage by 1. | | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | |
| Microwave Gun | | | | 15 | 24” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Rifle | | | | 7 | 18” | | Assault 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | | |
| **OPTIONS** | | * This model can take a Stud Rifle, Plasma Pistol or a Gravaton Pistol instead of their Stud Pistol. * This model can under mount a Plasma Rifle, Flamethrower, Gravaton Rifle, or a Microwave Gun to their Stud Rifle. * This model may take a Jetpack. **25pts** | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Imperial Seal:** This model has a 4+ Unbreakable Save.  **Jetpack:** If equipped with a Jetpack, improve this models Move stat by 5” and give it the JUMP Keyword. Additionally this model may deploy during your Reinforcement Phase anywhere on the board more than 9” from any enemy model, this model counts as having moved if deployed in this matter.  **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Relic Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Relic Stud Rifle must be resolved at -1 to hit.  **Aura of Righteousness:** All [CHAPTER] units within 6” of this model gain a 6+ Ignore Wounds and can re-roll hit rolls for Melee type weapons. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | CHARACTER, INFANTRY, ASSAULT, CHAPTER CHAPLAIN | | | | | | | | | | | | | | | | | | |

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| **Command** | **140 Pts** | | | | | | | **Chapter Chaplain in Assault Armour** | | | | | | | | | | | | | |
| A Chapter Chaplain in Assault Armour is a Character armed with a Dual Stud Rifle and Rod of Office. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Chapter Chaplain in Assault armour | | | | | - | | 6” | 2+ | | 3+ | | 5 | | 4 | | 5 | 3 | 9 | 2+/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Dual Stud Rifle | | | | - | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | | |
| Stud Rifle | | | | -2 | 24” | | Automatic 1 | | | 5 | | -2 | | 2 | |  | | | | | |
| **Rod of Office** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Sweep | | | | - | Melee | | Melee 2 | | | +2 | | -1 | | 2 | |  | | | | | |
| Smash | | | | - | Melee | | Melee 1 | | | +3 | | -1 | | 2 | |  | | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | |
| Microwave Gun | | | | 15 | 24” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Rifle | | | | 7 | 18” | | Assault 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | | |
| **OPTIONS** | | * This model can take a Stud Rifle instead of their Dual Stud Rifle. * This model must under mount a Plasma Rifle, Flamethrower, Gravaton Rifle, or a Microwave Gun to their Stud Rifle. | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Imperial Seal:** This model has a 4+ Unbreakable Save.  **Assault Armour:** This unit may re-roll all normal saves and counts as not moving for the purposes of firing ranged weapons even if it has moved.  **Lumbering:** This unit may not make a maneuver move due to their bulk and weight.  **Teleport Assault:** This model may deploy during your Reinforcement Phase anywhere on the board more than 9” from any enemy model, this model counts as having moved if deployed in this matter.  **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Relic Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Relic Stud Rifle must be resolved at -1 to hit.  **Aura of Righteousness:** All [CHAPTER] units within 6” of this model gain a 6+ Ignore Wounds and can re-roll hit rolls for Melee type weapons. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | CHARACTER, INFANTRY, ASSAULT, ASSAULT ARMOUR, CHAPTER CHAPLAIN IN ASSAULT ARMOUR | | | | | | | | | | | | | | | | | | |

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| **Command** | **133 Pts** | | | | | | | **Chapter Chaplain on Bike** | | | | | | | | | | | | | |
| A Chapter Chaplain on Bike is a Character armed with a Dual Stud Rifle, Stud Pistol, Rod of Office, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Chapter Chaplain on Bike | | | | | - | | 14” | 2+ | | 3+ | | 4 | | 5 | | 5 | 3 | 9 | 2+/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Dual Stud Rifle | | | | - | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | | |
| Stud Rifle | | | | 5 | 24” | | Automatic 1 | | | 5 | | -2 | | 2 | |  | | | | | |
| Stud Pistol | | | | - | 12” | | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| Anti-Tank Grenade | | | | - | 6” | | Grenade 1 | | | 6 | | -3 | | D3 | |  | | | | | |
| **Rod of Office** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Sweep | | | | - | Melee | | Melee 2 | | | +2 | | -1 | | 2 | |  | | | | | |
| Smash | | | | - | Melee | | Melee 1 | | | +3 | | -1 | | 2 | |  | | | | | |
| **Plasma Pistol** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Pistol | | | | 2 | 12” | | Pistol 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 2+, increase the damage by 1. | | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | |
| Microwave Gun | | | | 15 | 24” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Rifle | | | | 7 | 18” | | Assault 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | | |
| **OPTIONS** | | * This model can take a Stud Rifle, Plasma Pistol or a Gravaton Pistol instead of their Stud Pistol. * This model can under mount a Plasma Rifle, Flamethrower, Gravaton Rifle, or a Microwave Gun to their Stud Rifle. | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Imperial Seal:** This model has a 4+ Unbreakable Save.  **Nitro-Boost:** If this unit makes a Maneuver Move, instead of rolling for the distance move this unit 6”.  **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Relic Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Relic Stud Rifle must be resolved at -1 to hit.  **Aura of Righteousness:** All [CHAPTER] units within 6” of this model gain a 6+ Ignore Wounds and can re-roll hit rolls for Melee type weapons. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | CHARACTER, VEHICLE, ASSAULT, CHAPTER CHAPLAIN ON BIKE | | | | | | | | | | | | | | | | | | |

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| **Command** | **135 Pts** | | | | | | | **Archivist** | | | | | | | | | | | | |
| An Archivist is a Character armed with a Stud Pistol, Psychic Stave, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Archivist | | | | | - | | 7” | 3+ | | 3+ | | 4 | | 4 | 5 | 3 | 9 | 2+/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Stud Rifle | | | | 5 | 24” | | Automatic 1 | | | 5 | | -2 | | 2 | |  | | | | |
| Stud Pistol | | | | - | 12” | | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | |
| Anti-Tank Grenade | | | | - | 6” | | Grenade 1 | | | 6 | | -3 | | D3 | |  | | | | |
| **Psychic Stave** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Sweep | | | | - | Melee | | Melee 2 | | | +2 | | -1 | | 2 | |  | | | | |
| Strike | | | | - | Melee | | Melee 1 | | | +3 | | -1 | | D3+1 | |  | | | | |
| **Crystalline Sword** | | | | 5 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -3 | | 2 | |  | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -5 | | D3+1 | |  | | | | |
| **Crystalline Axe** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Cleave | | | | - | Melee | | Melee 2 | | | +2 | | -1 | | 3 | |  | | | | |
| Strike | | | | - | Melee | | Melee 1 | | | +3 | | -1 | | D3+2 | |  | | | | |
| **Plasma Pistol** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | |
| Gravaton Pistol | | | | 2 | 12” | | Pistol 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 2+, increase the damage by 1. | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| Microwave Gun | | | | 15 | 24” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | |
| Gravaton Rifle | | | | 7 | 18” | | Assault 2 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | |
| **OPTIONS** | | * This model can take a Stud Rifle, Plasma Pistol or a Gravaton Pistol instead of their Stud Pistol. * This model can under mount a Plasma Rifle, Flamethrower, Gravaton Rifle, or a Microwave Gun to their Stud Rifle. * This model can take a Crystalline Sword or Crystalline Axe instead of its Psychic Stave * This model may take a Jetpack. **25pts** | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Psychic Hood:** When Incarnating Psychic Powers add 2 to the casting roll, also when this model engages in a Mind War add 2 to the roll.  **Psychic Wall:** This unit has a 4+ Unbreakable save.  **Focused Mind**: When incarnating a Psychic Power roll a D6, on a 4+ this model can incarnate another Psychic Power this turn upto a maximum of 2 additional Powers.  **Jetpack:** If equipped with a Jetpack, improve this models Move stat by 5” and give it the JUMP Keyword. Additionally this model may deploy during your Reinforcement Phase anywhere on the board more than 9” from any enemy model, this model counts as having moved if deployed in this matter.  **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Relic Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Relic Stud Rifle must be resolved at -1 to hit. | | | | | | | | | | | | | | | | | | |
| **Psychic Powers** | | This model can Incarnate two Psychic Powers per Friendly Psychic Phase and may attempt to enter a Mind War with two Enemy Psychics in each Enemy Psychic Phase. This Model Knows the default Powers and three Powers from the Libra Mortalis School. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | CHARACTER, INFANTRY, TACTICAL, ARCHIVIST | | | | | | | | | | | | | | | | | |

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| **Command** | **155 Pts** | | | | | | | **Archivist in Assault Armour** | | | | | | | | | | | | |
| An Archivist in Assault Armour is a Character armed with a Psychic Stave. | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Archivist | | | | | - | | 7” | 3+ | | 3+ | | 5 | | 4 | 5 | 3 | 9 | 2+/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Stud Rifle | | | | 5 | 24” | | Automatic 1 | | | 5 | | -2 | | 2 | |  | | | | |
| Dual Stud Rifle | | | | 7 | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| **Psychic Stave** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Sweep | | | | - | Melee | | Melee 2 | | | +2 | | -1 | | 2 | |  | | | | |
| Strike | | | | - | Melee | | Melee 1 | | | +3 | | -1 | | D3+1 | |  | | | | |
| **Crystalline Sword** | | | | 5 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -3 | | 2 | |  | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -5 | | D3+1 | |  | | | | |
| **Crystalline Axe** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Cleave | | | | - | Melee | | Melee 2 | | | +2 | | -1 | | 3 | |  | | | | |
| Strike | | | | - | Melee | | Melee 1 | | | +3 | | -1 | | D3+3 | |  | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| Microwave Gun | | | | 15 | 24” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | |
| Gravaton Rifle | | | | 7 | 18” | | Assault 2 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | |
| **OPTIONS** | | * This model can take a Stud Rifle or a Dual Stud Rifle. * This model must under mount a Plasma Rifle, Flamethrower, Gravaton Rifle, or a Microwave Gun to their Stud Rifle. * This model can take a Crystalline Sword or Crystalline Axe instead of its Psychic Stave | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Psychic Hood:** When Incarnating Psychic Powers add 2 to the casting roll, also when this model engages in a Mind War add 2 to the roll.  **Psychic Wall:** This unit has a 4+ Unbreakable save.  **Focused Mind**: When incarnating a Psychic Power roll a D6, on a 4+ this model can incarnate another Psychic Power this turn upto a maximum of 2 additional Powers.  **Assault Armour:** This unit may re-roll all normal saves and counts as not moving for the purposes of firing ranged weapons even if it has moved.  **Lumbering:** This unit may not make a maneuver move due to their bulk and weight.  **Teleport Assault:** This model may deploy during your Reinforcement Phase anywhere on the board more than 9” from any enemy model, this model counts as having moved if deployed in this matter.  **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Relic Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Relic Stud Rifle must be resolved at -1 to hit. | | | | | | | | | | | | | | | | | | |
| **Psychic Powers** | | This model can Incarnate two Psychic Powers per Friendly Psychic Phase and may attempt to enter a Mind War with two Enemy Psychics in each Enemy Psychic Phase. This Model Knows the default Powers and three Powers from the Libra Mortalis School. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | CHARACTER, INFANTRY, TACTICAL, ASSAULT ARMOUR, ARCHIVIST IN ASSAULT ARMOUR | | | | | | | | | | | | | | | | | |

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| **Command** | **165 Pts** | | | | | | | **Archivist on Bike** | | | | | | | | | | | | |
| An Archivist on Bike is a Character armed with a Dual Stud Rifle, Stud Pistol, Psychic Stave, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Archivist | | | | | - | | 14” | 3+ | | 3+ | | 4 | | 5 | 5 | 3 | 9 | 2+/4++ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Dual Stud Rifle | | | | - | 24” | | Automatic 2 | | | 5 | | -2 | | 2 | |  | | | | |
| Stud Rifle | | | | 5 | 24” | | Automatic 1 | | | 5 | | -2 | | 2 | |  | | | | |
| Stud Pistol | | | | - | 12” | | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | |
| Anti-Tank Grenade | | | | - | 6” | | Grenade 1 | | | 6 | | -3 | | D3 | |  | | | | |
| **Psychic Stave** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Sweep | | | | - | Melee | | Melee 2 | | | +2 | | -1 | | 2 | |  | | | | |
| Strike | | | | - | Melee | | Melee 1 | | | +3 | | -1 | | D3+1 | |  | | | | |
| **Crystalline Sword** | | | | 5 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -3 | | 2 | |  | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -5 | | D3+1 | |  | | | | |
| **Crystalline Axe** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | |
| Cleave | | | | - | Melee | | Melee 2 | | | +2 | | -1 | | 3 | |  | | | | |
| Strike | | | | - | Melee | | Melee 1 | | | +3 | | -1 | | D3+3 | |  | | | | |
| **Plasma Pistol** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | |
| Gravaton Pistol | | | | 2 | 12” | | Pistol 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 2+, increase the damage by 1. | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | |
| Microwave Gun | | | | 15 | 24” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | |
| Gravaton Rifle | | | | 7 | 18” | | Assault 2 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | |
| **OPTIONS** | | * This model can take a Stud Rifle, Plasma Pistol or a Gravaton Pistol instead of their Stud Pistol. * This model can under mount a Plasma Rifle, Flamethrower, Gravaton Rifle, or a Microwave Gun to their Stud Rifle. * This model can take a Crystalline Sword or Crystalline Axe instead of its Psychic Stave | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Psychic Hood:** When Incarnating Psychic Powers add 2 to the casting roll, also when this model engages in a Mind War add 2 to the roll.  **Psychic Wall:** This unit has a 4+ Unbreakable save.  **Focused Mind**: When incarnating a Psychic Power roll a D6, on a 4+ this model can incarnate another Psychic Power this turn upto a maximum of 2 additional Powers.  **Nitro-Boost:** If this unit makes a Maneuver Move, instead of rolling for the distance move this unit 6”.  **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Relic Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Relic Stud Rifle must be resolved at -1 to hit. | | | | | | | | | | | | | | | | | | |
| **Psychic Powers** | | This model can Incarnate two Psychic Powers per Friendly Psychic Phase and may attempt to enter a Mind War with two Enemy Psychics in each Enemy Psychic Phase. This Model Knows the default Powers and three Powers from the Libra Mortalis School. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | CHARACTER, VEHICLE, TACTICAL, ARCHIVIST ON BIKE | | | | | | | | | | | | | | | | | |

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| **Command** | **95 Pts** | | | | | | | **Lieutenant** | | | | | | | | | | | | | |
| A Lieutenant is a Character armed with a Relic Stud Rifle, Stud Pistol, Chain Sword, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | | **W** | **A** | **Ld** | **Sv** |  |
| 1 | Lieutenant | | | | | - | | 7” | 2+ | | 2+ | | 4 | | 4 | | 5 | 3 | 8 | 2+ |  |
| Weapon | | | | Pts | Range | | Type | | | S | | AP | | D | | Special Rules | | | | | |
| Relic Stud Rifle | | | | - | 30” | | Automatic 1 | | | 5 | | -2 | | 3 | |  | | | | | |
| Stud Pistol | | | | - | 12” | | Pistol 1 | | | 5 | | -2 | | 2 | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | |
| Anti-Tank Grenade | | | | - | 6” | | Grenade 1 | | | 6 | | -3 | | D3 | |  | | | | | |
| **Chain Sword** | | | | - | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -1 | | 2 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -1 | | 2 | |  | | | | | |
| **Powered Sword** | | | | -3 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +1 | | -2 | | 1 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +2 | | -4 | | 1 | |  | | | | | |
| Powered Hammer | | | | 11 | Melee | | Melee 1 | | | X2 | | -5 | | 4 | |  | | | | | |
| **Powered Fist** | | | | 24 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | | X2 | | -3 | | D3 | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | | X3 | | -5 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | | |
| **Plasma Pistol** | | | | 6 | - | | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Pistol | | | | 2 | 12” | | Pistol 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 2+, increase the damage by 1. | | | | | |
| Flamethrower | | | | 10 | 12” | | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | |
| Microwave Gun | | | | 15 | 12” | | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | |
| **Plasma Rifle** | | | | 10 | - | | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Rifle | | | | 7 | 18” | | Assault 2 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | | |
| **OPTIONS** | | * This model can under mount a Plasma Rifle, Flamethrower, Gravaton Rifle, or a Microwave Gun to their Relic Stud Gun. * This model can take a Powered Sword, Powered Fist, Powered Hammer, instead of their Chain Sword. * This model can take a Plasma Pistol or a Gravaton Pistol instead of their Stud Pistol. * This model may take a Jetpack. **25pts** | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Jetpack:** If equipped with a Jetpack, improve this models Move stat by 5” and give it the JUMP Keyword. Additionally this model may deploy during your Reinforcement Phase anywhere on the board more than 9” from any enemy model, this model counts as having moved if deployed in this matter.  **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Relic Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Relic Stud Rifle must be resolved at -1 to hit.  **Aura of Precision:** All [CHAPTER] units within 6” of this model can re-roll wound rolls of 1. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | CHARACTER, INFANTRY, TACTICAL, LIEUTENANT | | | | | | | | | | | | | | | | | | |

**Core**

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| **Core** | **265 Pts** | | | | | | | **Tactical Squad** | | | | | | | | | | | | | |
| This unit contains 1 Sergeant and 4 Tactical Marines   * Each Tactical Marine is armed with a Stud Rifle, Stud Pistol, Frag Grenades, and Anti-Tank Grenades. * The Sergeant is armed with a Stud Rifle, Stud Pistol, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | | **Pts** | **M** | | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 4-9 | Tactical Marine | | | | | | 53 | 7” | | 3+ | | 3+ | | 4 | | 4 | 3 | 1 | 7 | 2+ |  |
| 1 | Sergeant | | | | | | - | 7” | | 3+ | | 3+ | | 4 | | 4 | 3 | 2 | 8 | 2+ |  |
| Weapon | | | Pts | | Range | Type | | | S | | AP | | D | | Special Rules | | | | | | |
| Stud Rifle | | | - | | 24” | Automatic 1 | | | 5 | | -2 | | 2 | |  | | | | | | |
| Stud Pistol | | | - | | 12” | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | | | |
| Frag Grenade | | | - | | 6” | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | | |
| Anti-Tank Grenade | | | - | | 6” | Grenade 1 | | | 6 | | -3 | | D3 | |  | | | | | | |
| Flamethrower | | | 2 | | 12” | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | | |
| Microwave Gun | | | 7 | | 24” | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | | |
| **Plasma Rifle** | | | 2 | | - | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | | |
| Standard | | | - | | 24” | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | | |
| Overcharged | | | - | | 24” | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | | |
| Gravaton Rifle | | | 0 | | 18” | Assault 2 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | | | |
| Heavy Stud Gun | | | 6 | | 36” | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | | | |
| **Missile Launcher** | | | 14 | | - | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | | |
| Anti-Infantry | | | - | | 48” | Heavy D6 | | | 3 | | -1 | | 1 | | Explosive. | | | | | | |
| Anti-Armour | | | - | | 48” | Heavy 1 | | | 8 | | -4 | | 6 | |  | | | | | | |
| Graviton Cannon | | | 9 | | 36” | Heavy 3 | | | 6 | | -4 | | 1 | | If the target of an attack by this weapon has a normal save of 4+, increase the damage by 2. | | | | | | |
| **Chain Sword** | | | 8 | | - | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | | |
| Slash | | | - | | Melee | Melee 2 | | | +1 | | -1 | | 2 | |  | | | | | | |
| Stab | | | - | | Melee | Melee 1 | | | +2 | | -1 | | 2 | |  | | | | | | |
| **Powered Fist** | | | 29 | | - | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | | |
| Punch | | | - | | Melee | Melee 1 | | | X2 | | -3 | | D3 | |  | | | | | | |
| Crush | | | - | | Melee | Melee 1 | | | X3 | | -5 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | | | |
| **Powered Sword** | | | 8 | | - | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | | |
| Slash | | | - | | Melee | Melee 2 | | | +1 | | -2 | | 1 | |  | | | | | | |
| Stab | | | - | | Melee | Melee 1 | | | +2 | | -4 | | 1 | |  | | | | | | |
| **Plasma Pistol** | | | 1 | | - | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | | |
| Standard | | | - | | 12” | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | | |
| Overcharged | | | - | | 12” | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | | |
| Gravaton Pistol | | | -3 | | 12” | Pistol 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 2+, increase the damage by 1. | | | | | | |
| **OPTIONS** | | * The Sergeant can take a Powered Sword, Powered Fist or a Chain Sword instead of their Stud Pistol. * The Sergeant can under mount a Plasma Rifle(10**pts**), Flamethrower(10**pts**), Gravaton Rifle(7**pts**), or a Microwave Gun(15**pts**) to their Stud Gun. * The Sergeant can take a Plasma Pistol or a Gravaton Pistol instead of their Stud Rifle. * 1 Tactical Marine can take a Plasma Rifle, Flamethrower, Gravaton Rifle, or a Microwave Gun instead of their Stud Rifle. * If this unit contains 10 models, 1 Tactical Marine can take a Heavy Stud Gun, Missile Launcher or a Gravaton Cannon instead of their Stud Rifle. | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Fire Teams:** At the start of your Strategic Phase you can choose to split this unit into 2 equally sized units.  **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Stud Rifle must be resolved at -1 to hit. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | | INFANTRY, TACTICAL, TACTICAL SQUAD | | | | | | | | | | | | | | | | | |

## Specialist

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| 1. **Specialist** | 1. **85 Pts** | | | | | | | 1. **Chirurgeon** | | | | | | | | | | | | | |
| 1. A Chirurgeon is a Character armed with a Stud Pistol, Chain Sword, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | 1. **WS** | | 1. **BS** | | 1. **S** | | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Chirurgeon | | | | | 1. - | | 1. 7” | 1. 3+ | | 1. 3+ | | 1. 4 | | 1. 4 | | 1. 5 | 1. 3 | 1. 8 | 1. 2+ |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | | 1. S | | 1. AP | | 1. D | | 1. Special Rules | | | | | |
| 1. Stud Pistol | | | | 1. - | 1. 12” | | 1. Pistol 1 | | | 1. 5 | | 1. -2 | | 1. 2 | |  | | | | | |
| 1. Frag Grenade | | | | 1. - | 1. 6” | | 1. Grenade D3 | | | 1. 3 | | 1. -1 | | 1. 1 | | 1. Explosive | | | | | |
| 1. Anti-Tank Grenade | | | | 1. - | 1. 6” | | 1. Grenade 1 | | | 1. 6 | | 1. -3 | | 1. D3 | |  | | | | | |
| 1. **Chain Sword** | | | | 1. - | 1. - | | 1. - | | | 1. - | | 1. - | | 1. - | | 1. When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| 1. Slash | | | | 1. - | 1. Melee | | 1. Melee 2 | | | 1. +1 | | 1. -1 | | 1. 2 | |  | | | | | |
| 1. Stab | | | | 1. - | 1. Melee | | 1. Melee 1 | | | 1. +2 | | 1. -1 | | 1. 2 | |  | | | | | |
| 1. **Special Rules** | | 1. **Combat Medic:** At the end of the Movement Phase this unit can heal a single friendly SPACE MARINE, INFANTRY model that is within 2” of this unit. That model recovers D3 lost wounds with a minimum of 1 for each CHIRURGEON within 2” of the model. 2. **Curacaestu:** any SPACE MARINE, INFANTRY models that are within 3” of this model ignore all wounds including Deadly Wounds on a 6+ | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. CHARACTER, INFANTRY, TACTICAL, CHIRURGEON | | | | | | | | | | | | | | | | | | |

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| 1. **Specialist** | 1. **230 Pts** | | | | | | | 1. **Ancient Ironclad** | | | | | | | | | | | | | |
| 1. An Ancient Ironclad is a Battlesuit armed with a Rotary Autocannon, Dual Stud Rifle, Giant Powered Claw. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Ancient Ironclad | | | | | 1. - | | 1. 8” | | 1. 2+ | | 1. 2+ | | 1. 6 | 1. 7 | | 1. 10 | 1. 5 | 1. 8 | 1. 2+ |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| 1. Rotary Autocannon | | | | 1. - | 1. 36” | | 1. Heavy 8 | | 1. 5 | | 1. -3 | | 1. 2 | | |  | | | | | |
| Dual Stud Rifle | | | | - | 24” | | Automatic 2 | | 5 | | -2 | | 2 | | |  | | | | | |
| 1. **Giant Powered Claw** | | | | 1. - |  | |  | |  | |  | |  | | |  | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | X2 | | -3 | | 3 | | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | X3 | | -5 | | D3+3 | | | Attacks with this profile are made at -1 to hit. | | | | | |
| Heavy Flamethrower | | | | 7 | 12” | | Heavy D6+2 | | 5 | | -1 | | 1 | | | Explosive, this weapon automatically hits its target. | | | | | |
| Microwave Cannon | | | | -1 | 24” | | Heavy 1 | | 9 | | -4 | | D6+2 | | | Under half range change the Damage of this weapon to 8 | | | | | |
| Dual Laser Destroyer | | | | 8 | 48” | | Heavy 2 | | 9 | | -4 | | D6+3 | | |  | | | | | |
| **Heavy Plasma Gun** | | | | -2 | - | | - | | - | | - | | - | | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Heavy D3 | | 7 | | -3 | | 1 | | | Explosive. | | | | | |
| Overcharged | | | | - | 24” | | Heavy 2D3 | | 8 | | -3 | | 2 | | | Explosive. On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| **Multiple Missile Launcher** | | | | -50 | - | | - | | - | | - | | - | | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Anti-Infantry | | | | - | 48” | | Heavy 2D6 | | 3 | | -1 | | 1 | | | Explosive. | | | | | |
| Anti-Armour | | | | - | 48” | | Heavy 2 | | 8 | | -4 | | 6 | | |  | | | | | |
| 1. **OPTIONS** | | * This model can take a Heavy Plasma Gun, Dual Laser Destroyer, or a Microwave Cannon instead of their Rotary Autocannon. * This model can take a Heavy Flamethrower instead of their Dual Stud Rifle. * This model can take a Multiple Missile Launcher instead of their Dual Stud Rifle and Giant Powered Claw. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Unyielding:** Attacks against this model must subtract 1 from their Damage stat, in addition this model can ignore wounds on a 6+. 2. **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes 1 Deadly Wound to all units within 3” of the model. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. BATTLESUIT, ANCIENT IRONCLAD, ARMOURED | | | | | | | | | | | | | | | | | | |

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| 1. **Specialist** | 1. **120 Pts** | | | | | | | 1. **Company Standard Bearer** | | | | | | | | | | | | | |
| 1. A Chirurgeon is a Character armed with a Stud Pistol, Standard Banner, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | 1. **WS** | | 1. **BS** | | 1. **S** | | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Company Standard Bearer | | | | | 1. - | | 1. 7” | 1. 2+ | | 1. 2+ | | 1. 4 | | 1. 4 | | 1. 5 | 1. 3 | 9 | 1. 2+ |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | | 1. S | | 1. AP | | 1. D | | 1. Special Rules | | | | | |
| 1. Stud Pistol | | | | 1. - | 1. 12” | | 1. Pistol 1 | | | 1. 5 | | 1. -2 | | 1. 2 | |  | | | | | |
| 1. Frag Grenade | | | | 1. - | 1. 6” | | 1. Grenade D3 | | | 1. 3 | | 1. -1 | | 1. 1 | | 1. Explosive | | | | | |
| 1. Anti-Tank Grenade | | | | 1. - | 1. 6” | | 1. Grenade 1 | | | 1. 6 | | 1. -3 | | 1. D3 | |  | | | | | |
| 1. Standard Banner | | | | 1. - | 1. Melee | | 1. Melee 1 | | | 1. +1 | | 1. -2 | | 1. 2 | | 1. Attacks with this profile are made at -1 to hit and can only be made after all other units in the combat have fought. | | | | | |
| Company’s Relic Sword | | | | 17 | - | | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | | +2 | | -2 | | 2 | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | | +3 | | -4 | | 2 | |  | | | | | |
| 1. **OPTIONS** | | * This model can take the Company’s Relic Sword | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Aura of Honour:** All [CHAPTER] [INFANTRY] units within 12” and Line Of Sight of this model automatically succeed any leadership tests they take. If this unit is engaged in CQB all units affected by this aura also gain +1 to their attack stat. 2. **Lost Honour:** If this model is killed all units currently affected by Aura of Honour immediately loose the Fearless Army Rule until the end of the turn and must make a leadership test this turn. Place a counter no larger than 1” or leave the model in place to represent the fallen Standard, all units can freely move through this counter. If this counter it on the board at the end of the game you loose points equal to the highest scoring objective. 3. If a [INFANTRY] model from your army moves into base to base contact with this counter it can choose to pick up the Standard and immediately gain the [CHARACTER] keyword as well as the Aura of Honour, Lost Honour, and Form Around the Standard special rules. 4. **Form Around the Standard:** Upto 4 [CHARACTER] models from your army may choose to Attach or Detach themselves to this model, either during deployment or at the start of any phase. When any model is attached to this model both this model and any attached models are considered to be part of the same unit and loose the [CHARACTER] Keyword. The [CHARACTER] keyword will be regained by and model detaching itself from this unit. 5. **Martial Champion:** This model fights first in CQB even if it has been charged by an enemy unit. If multiple units have fight first rules then the player who’s turn it is gets to choose one of their fights first units to fight firstest before alternating as normal. 6. **Unique Unit:** Only 1 COMPANY STANDARD BEARER unit may be included in each AOC. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. CHARACTER, INFANTRY, TACTICAL, COMPANY STANDARD BEARER | | | | | | | | | | | | | | | | | | |

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| 1. **Specialist** | 1. **600 Pts** | | | | | | | 1. **Assault Armour Squad** | | | | | | | | | | | | | |
| 1. This unit contains 1 Assault Armour Sergeant and 4 Assault Armour Marine. 2. Each Assault Armour Marine is armed with a Dual Stud Rifle, and a Powered Fist. 3. The Assault Armour Sergeant is armed with a Dual Stud Rifle, and a Powered Sword. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 4-9 | 1. Assault Armour Marine | | | | | 1. 120 | | 1. 6” | | 1. 2+ | | 1. 2+ | | 1. 5 | 1. 4 | | 1. 3 | 1. 2 | 1. 8 | 1. 2+/5++ |  |
| 1. 1 | 1. Assault Armour Sergeant | | | | | 1. - | | 1. 6” | | 1. 2+ | | 1. 2+ | | 1. 5 | 1. 4 | | 1. 3 | 1. 3 | 1. 9 | 1. 2+/5++ |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| 1. Dual Stud Rifle | | | | 1. - | 1. 24” | | 1. Automatic 2 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| **Powered Fist** | | | | - | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | X2 | | -3 | | D3 | | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | X3 | | -5 | | 3 | | | Attacks with this profile are made at -1 to hit. | | | | | |
| **Powered Sword** | | | | - | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | +1 | | -2 | | 1 | | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | +2 | | -4 | | 1 | | |  | | | | | |
| 1. Heavy Flamethrower | | | | 1. 7 | 1. 12” | | 1. Heavy D6+2 | | 1. 5 | | 1. -1 | | 1. 1 | | | 1. Explosive, this weapon automatically hits its target. | | | | | |
| 1. Rotary Autocannon | | | | 1. 13 | 1. 36” | | 1. Heavy 8 | | 1. 5 | | 1. -3 | | 1. 2 | | |  | | | | | |
| 1. **Multiple Missile Launcher** | | | | 1. 28 | 1. - | | 1. - | | 1. - | | 1. - | | 1. - | | | 1. When the wielder Shoots, choose one of the profiles below. | | | | | |
| 1. Anti-Infantry | | | | 1. - | 1. 48” | | 1. Heavy 2D6 | | 1. 3 | | 1. -1 | | 1. 1 | | | 1. Explosive. | | | | | |
| 1. Anti-Armour | | | | 1. - | 1. 48” | | 1. Heavy 2 | | 1. 8 | | 1. -4 | | 1. 6 | | |  | | | | | |
| Powered Hammer | | | | -5 | Melee | | Melee 1 | | X2 | | -5 | | 4 | | |  | | | | | |
| **Breaching Fist** | | | | 23 | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | X2 | | -4 | | D3 | | |  | | | | | |
| Breach | | | | - | Melee | | Melee 1 | | X3 | | -6 | | 5 | | | Attacks with this profile are made at -1 to hit also see the ‘Breaching Strike’ unit Special rule. | | | | | |
| Pair of Reaper Claws | | | | -19 | Melee | | Melee 3 | | +1 | | -3 | | 3 | | | This weapon can re-roll the wound roll of all of its attacks. | | | | | |
| Trans-human Shield | | | | 10 | - | | - | | - | | - | | - | | | improve the Unbreakable save of this model by 1. | | | | | |
| 1. **OPTIONS** | | * Any model may replace its Default weapons with either a Pair of Reaper Claws, or a Powered Hammer and Trans-human Shield. * For every 4 Assault Armour Marines, 1 Assault Armour Marine can replace their Dual Stud Gun with a Rotary Autocannon, Heavy Flamethrower, or a Dual Stud Gun and Multiple Missile Launcher. * Any Assault Armour Marine can replace its Powered Fist with a Breaching Fist. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Shard of Invictus:** This model has a 5+ Unbreakable Save. 2. **Assault Armour:** This unit may re-roll all normal saves and counts as not moving for the purposes of firing ranged weapons even if it has moved. 3. **Lumbering:** This unit may not make a maneuver move due to their bulk and weight. 4. **Teleport Assault:** This model may deploy during your Reinforcement Phase anywhere on the board more than 9” from any enemy model, this model counts as having moved if deployed in this matter. 5. **Trans-human Shield:** If equipped with a Trans-human Shield, improve the Unbreakable save of this model by 1. 6. **Breaching Strike:** If this model is armed with a Breaching Fist and uses the ‘Breach’ attack, any wounds inflicted or models destroyed only affect the targeted unit after the targeted unit has fought due to how slow this attack is. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. INFANTRY, ASSAULT, ASSAULT ARMOUR SQUAD | | | | | | | | | | | | | | | | | | |

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| **Core** | **310 Pts** | | | | | | | **Veteran Squad** | | | | | | | | | | | | | |
| This unit contains 1 Veteran Sergeant and 4 Veteran Marines   * Each Veteran Marine is armed with a Custom Stud Rifle, Stud Pistol, Frag Grenades, and Anti-Tank Grenades. * The Veteran Sergeant is armed with a Custom Stud Rifle, Stud Pistol, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | | **Pts** | **M** | | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 4-9 | Veteran Marine | | | | | | 60 | 7” | | 2+ | | 2+ | | 4 | | 4 | 3 | 2 | 8 | 2+ |  |
| 1 | Sergeant | | | | | | - | 7” | | 2+ | | 2+ | | 4 | | 4 | 3 | 3 | 9 | 2+ |  |
| Weapon | | | Pts | | Range | Type | | | S | | AP | | D | | Special Rules | | | | | | |
| Custom Stud Rifle | | | - | | 30” | Automatic 1 | | | 5 | | -2 | | 2 | | If this weapon fires only 1 shot from a stationary model then add 1 AP and 1 Damage to that shot. | | | | | | |
| Stud Pistol | | | - | | 12” | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | | | |
| Frag Grenade | | | - | | 6” | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | | |
| Anti-Tank Grenade | | | - | | 6” | Grenade 1 | | | 6 | | -3 | | D3 | |  | | | | | | |
| Breaching Charges | | | 27 | | Melee | Melee 1 | | | 8 | | -5 | | D6+4 | | This weapon can only make 1 attack per phase. This weapon always fights last. | | | | | | |
| Flamethrower | | | - | | 12” | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | | |
| Microwave Gun | | | - | | 24” | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | | |
| **Plasma Rifle** | | | - | | - | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | | |
| Standard | | | - | | 24” | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | | |
| Overcharged | | | - | | 24” | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | | |
| Gravaton Rifle | | | - | | 18” | Assault 2 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | | | |
| **Chain Sword** | | | 8 | | - | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | | |
| Slash | | | - | | Melee | Melee 2 | | | +1 | | -1 | | 2 | |  | | | | | | |
| Stab | | | - | | Melee | Melee 1 | | | +2 | | -1 | | 2 | |  | | | | | | |
| **Powered Fist** | | | 29 | | - | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | | |
| Punch | | | - | | Melee | Melee 1 | | | X2 | | -3 | | D3 | |  | | | | | | |
| Crush | | | - | | Melee | Melee 1 | | | X3 | | -5 | | 3 | | Attacks with this profile are made at -1 to hit. | | | | | | |
| **Powered Sword** | | | 8 | | - | - | | | - | | - | | - | | When the wielder fights, choose one of the profiles below for each attack. | | | | | | |
| Slash | | | - | | Melee | Melee 2 | | | +1 | | -2 | | 1 | |  | | | | | | |
| Stab | | | - | | Melee | Melee 1 | | | +2 | | -4 | | 1 | |  | | | | | | |
| Powered Hammer | | | 31 | | Melee | Melee 1 | | | X2 | | -5 | | 4 | |  | | | | | | |
| **Plasma Pistol** | | | 0 | | - | - | | | - | | - | | - | | When the wielder shoots, choose one of the profiles below. | | | | | | |
| Standard | | | - | | 12” | Pistol 1 | | | 7 | | -3 | | 1 | |  | | | | | | |
| Overcharged | | | - | | 12” | Pistol 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | | |
| Gravaton Pistol | | | -4 | | 12” | Pistol 1 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 2+, increase the damage by 1. | | | | | | |
| **OPTIONS** | | * Any model can take a Powered Sword, Powered Fist, Powered Hammer or a Chain Sword instead of their Stud Pistol. * Any model can under mount a Plasma Rifle(10**pts**), Flamethrower(10**pts**), Gravaton Rifle(7**pts**), or a Microwave Gun(**15pts**) to their Custom Stud Gun. * Any model can take a Plasma Pistol or a Gravaton Pistol instead of their Stud Rifle. * Any model may take a Jetpack. **25pts** * Any can replace their Custom Stud Rifle with a Trans-human Shield. **20Pts** * Upto 2 models may take breaching charges. | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Fire Teams:** At the start of your Strategic Phase you can choose to split this unit into 2 equally sized units.  **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Custom Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Stud Rifle must be resolved at -1 to hit.  **Trans-human Shield:** If equipped with a Trans-human Shield, this model has a 4+ Unbreakable Save.  **Jetpack:** If equipped with a Jetpack, improve this models Move stat by 5” and give it the JUMP Keyword. Additionally this model may deploy during your Reinforcement Phase anywhere on the board more than 9” from any enemy model, this model counts as having moved if deployed in this matter. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | | INFANTRY, TACTICAL, VETERAN SQUAD | | | | | | | | | | | | | | | | | |

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| 1. **Specialist** | 1. **245 Pts** | | | | | | | 1. **Scout Squad** | | | | | | | | | | | | | |
| This unit contains 1 Scout Sergeant and 4 Scouts   * Each model is armed with a Stud Rifle, Stud Pistol, Fighting Knife, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 4-9 | 1. Scout | | | | | 1. 45 | | 1. 6” | | 1. 3+ | | 1. 3+ | | 1. 3 | 1. 3 | | 1. 1 | 1. 1 | 1. 7 | 1. 4+ |  |
| 1. 1 | 1. Scout Sergeant | | | | | 1. - | | 1. 6” | | 1. 3+ | | 1. 3+ | | 1. 3 | 1. 3 | | 1. 1 | 1. 1 | 1. 8 | 1. 4+ |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| Stud Rifle | | | | - | 24” | | Automatic 1 | | 5 | | -2 | | 2 | | |  | | | | | |
| 1. Stud Pistol | | | | 1. - | 1. 12” | | 1. Pistol 1 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | 3 | | -1 | | 1 | | | Explosive | | | | | |
| Anti-Tank Grenade | | | | - | 6” | | Grenade 1 | | 6 | | -3 | | D3 | | |  | | | | | |
| 1. Fighting Knife | | | | 1. - | 1. Melee | | 1. Melee 1 | | 1. +1 | | 1. -1 | | 1. 1 | | |  | | | | | |
| 1. Heavy Shotgun | | | | 1. -2 | 1. 16” | | 1. Assault 2 | | 4 | | 0 | | 2 | | | Under half range add 1 to the Strength and Damage stats of this weapon. | | | | | |
| Stud Sniper Rifle | | | | 1. 9 | 1. 36” | | 1. Heavy 1 | | 5 | | -3 | | 2 | | | This weapon ignores the ‘Protect the Officer’ rule. An unmodified wound roll of a 6 inflicts 1 Deadly Wound in addition to its normal damage. | | | | | |
| Flamethrower | | | | 2 | 12” | | Assault D6 | | 4 | | 0 | | 1 | | | Explosive, this weapon automatically hits its target. | | | | | |
| **Chain Sword** | | | | -3 | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | +1 | | -1 | | 2 | | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | +2 | | -1 | | 2 | | |  | | | | | |
| **Powered Sword** | | | | -1 | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | +1 | | -2 | | 1 | | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | +2 | | -4 | | 1 | | |  | | | | | |
| **Plasma Pistol** | | | | 6 | - | | - | | - | | - | | - | | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | 7 | | -3 | | 1 | | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | 8 | | -3 | | 2 | | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Heavy Stud Gun | | | | 6 | 36” | | Heavy 3 | | 6 | | -2 | | 2 | | |  | | | | | |
| **Missile Launcher** | | | | 14 | - | | - | | - | | - | | - | | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Anti-Infantry | | | | - | 48” | | Heavy D6 | | 3 | | -1 | | 1 | | | Explosive. | | | | | |
| Anti-Armour | | | | - | 48” | | Heavy 1 | | 8 | | -4 | | 6 | | |  | | | | | |
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| 1. **OPTIONS** | | * The Scout Sergeant can take a Powered Sword or a Chain Sword instead of their Stud Rifle. * The Scout Sergeant can take a Plasma Pistol instead of their Stud Pistol. * 1 Scout can take a Flamethrower, Heavy Stud Gun, or a Missile Launcher instead of their Stud Rifle. * Any number of models may replace their Stud Rifle with a Stud Sniper Rifle or a Heavy Shotgun. * Any number of models may take a Camo Cloak **(2pts/Model)** | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | **Forward Positions:** During deployment this unit can be set up anywhere on the board more than 20” away from the enemy deployment zone and any enemy unit.  **Camo Cloak:** Any ranged shot targeted at models in this unit is resolved at -1 to hit. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. INFANTRY, TACTICAL, SCOUT SQUAD | | | | | | | | | | | | | | | | | | |

**Vanguard**

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| 1. **Vanguard** | 1. **110 Pts** | | | | | | | 1. **Scout Speeder Squadron** | | | | | | | | | | | | | |
| 1. This unit contains 1 Scout Speeders armed with a Heavy Stud Gun and Targeting Laser. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1-3 | 1. Scout Speeder | | | | | 1. 105 | | 1. 16” | | 1. 4+ | | 1. 3+ | | 1. 5 | 1. 6 | | 6 | 1. 1 | 1. 7 | 1. 2+ |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| Heavy Stud Gun | | | | - | 36” | | Heavy 3 | | 6 | | -2 | | 2 | | |  | | | | | |
| Targeting Laser | | | | - | 18” | | Assault 1 | | - | | - | | - | | | The unit hit by this weapon suffers a +1 to hit it with any friendly SPACE MARINE, [CHAPTER] Indirect Weapons. | | | | | |
| Microwave Cannon | | | | 8 | 24” | | Heavy 1 | | 9 | | -4 | | D6+2 | | | Under half range change the Damage of this weapon to 8 | | | | | |
| 1. Rotary Autocannon | | | | 1. 18 | 1. 36” | | 1. Heavy 8 | | 1. 5 | | 1. -3 | | 1. 2 | | |  | | | | | |
| 1. Heavy Flamethrower | | | | 1. 9 | 1. 12” | | 1. Heavy D6+2 | | 1. 5 | | 1. -1 | | 1. 1 | | | 1. Explosive, this weapon automatically hits its target. | | | | | |
| **Multiple Missile Launcher** | | | | 20 | - | | - | | - | | - | | - | | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Anti-Infantry | | | | - | 48” | | Heavy 2D6 | | 3 | | -1 | | 1 | | | Explosive. | | | | | |
| Anti-Armour | | | | - | 48” | | Heavy 2 | | 8 | | -4 | | 6 | | |  | | | | | |
| 1. **OPTIONS** | | * Any model can take a Microwave Canon instead of their Heavy Stud Gun. * Any model can take a Rotary Autocanon, Heavy Flamethrower, or a Multiple Missile Launcher instead of their Targeting Laser. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Vehicle Squadron:** When this unit is deployed and during the game each model must stay within 6” coherency. 2. **Crash:** If a model in this unit is destroyed you must draw a line directly forward of the model that is half the length of its last move. All units within 1” of that line suffer 1 Deadly Wounds. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. VEHICLE, FIRE SUPPORT, SCOUT SPEEDER SQUADRON | | | | | | | | | | | | | | | | | | |

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| 1. **Vanguard** | 1. **265 Pts** | | | | | | | 1. **Biker Squadron** | | | | | | | | | | | | | |
| 1. This unit contains 2 Bikers and 1 Biker Sergeant.  * Each Model is armed with a Dual Stud Gun, Stud Pistol, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 2-9 | 1. Biker | | | | | 1. 86 | | 1. 14” | | 1. 3+ | | 1. 3+ | | 1. 4 | 1. 5 | | 3 | 1. 1 | 1. 7 | 1. 2+ |  |
| 1. 1 | 1. Biker Sergeant | | | | | 1. - | | 1. 14” | | 1. 3+ | | 1. 3+ | | 1. 4 | 1. 5 | | 3 | 1. 2 | 1. 8 | 1. 2+ |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| 1. Dual Stud Rifle | | | | 1. - | 1. 24” | | 1. Automatic 2 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| 1. Stud Pistol | | | | 1. - | 1. 12” | | 1. Pistol 1 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | 3 | | -1 | | 1 | | | Explosive | | | | | |
| Anti-Tank Grenade | | | | - | 6” | | Grenade 1 | | 6 | | -3 | | D3 | | |  | | | | | |
| Stud Rifle | | | | - | 24” | | Automatic 1 | | 5 | | -2 | | 2 | | |  | | | | | |
| Flamethrower | | | | - | 12” | | Assault D6 | | 4 | | 0 | | 1 | | | Explosive, this weapon automatically hits its target. | | | | | |
| Microwave Gun | | | | - | 24” | | Assault 1 | | 8 | | -4 | | D6 | | | Under half range change the Damage of this weapon to D6+2. | | | | | |
| **Plasma Rifle** | | | | - | - | | - | | - | | - | | - | | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 24” | | Assault 1 | | 7 | | -3 | | 1 | | |  | | | | | |
| Overcharged | | | | - | 24” | | Assault 1 | | 8 | | -3 | | 2 | | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Rifle | | | | - | 18” | | Assault 2 | | 5 | | -3 | | 1 | | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | | |
| **Chain Sword** | | | | 8 | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | +1 | | -1 | | 2 | | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | +2 | | -1 | | 2 | | |  | | | | | |
| **Powered Fist** | | | | 29 | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | X2 | | -3 | | D3 | | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | X3 | | -5 | | 3 | | | Attacks with this profile are made at -1 to hit. | | | | | |
| **Powered Sword** | | | | 8 | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | +1 | | -2 | | 1 | | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | +2 | | -4 | | 1 | | |  | | | | | |
| Heavy Stud Gun | | | | - | 36” | | Heavy 3 | | 6 | | -2 | | 2 | | |  | | | | | |
| Microwave Cannon | | | | 8 | 24” | | Heavy 1 | | 9 | | -4 | | D6+2 | | | Under half range change the Damage of this weapon to 8 | | | | | |
| 1. **OPTIONS** | | * The biker Sergeant and upto 2 bikers can take a Stud Rifle instead of their Dual Stud Rifle. (-2Pts) * Any model with a Stud rifle can under mount a Plasma Rifle(10**pts**), Flamethrower(10**pts**), Gravaton Rifle(7**pts**), or a Microwave Gun(15**pts**). * The Sergeant can take a Powered Sword, Powered Fist or a Chain Sword instead of their Stud Pistol. * Any biker model can replace their Stud Pistol with a Chain Sword. (6**pts**) * Upto 3 bikers that have no other purchased options can be upgraded to Support bikers (see the “Support Biker” Special Rule below.) (20**Pts**) * Any model with a Heavy Stud Gun can instead take a Microwave Canon. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Fire Teams:** At the start of your Strategic Phase you can choose to split this unit into 2 equally sized units. 2. **Nitro-Boost:** If this unit makes a Maneuver Move, instead of rolling for the distance, move this unit 6”. 3. **Support Biker:** A support biker gains a Heavy Stud Gun as well as 2 additional wounds. 4. **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Relic Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Relic Stud Rifle must be resolved at -1 to hit. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. VEHICLE, ASSAULT, BIKER SQUADRON | | | | | | | | | | | | | | | | | | |

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| 1. **Vanguard** | 1. **285 Pts** | | | | | | | 1. **Assault Squad** | | | | | | | | | | | | | |
| 1. This unit contains 4 Assault Marines and 1 Assault Sergeant.  * Each Model is armed with a Chain Sword, Stud Pistol, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 4-9 | 1. Assault Marine | | | | | 1. 55 | | 1. 7” | | 1. 3+ | | 1. 3+ | | 1. 4 | 1. 4 | | 3 | 1. 1 | 1. 7 | 1. 2+ |  |
| 1. 1 | 1. Assault Sergeant | | | | | 1. - | | 1. 7” | | 1. 3+ | | 1. 3+ | | 1. 4 | 1. 4 | | 3 | 1. 2 | 1. 8 | 1. 2+ |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| 1. Stud Pistol | | | | 1. - | 1. 12” | | 1. Pistol 1 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| Frag Grenade | | | | - | 6” | | Grenade D3 | | 3 | | -1 | | 1 | | | Explosive | | | | | |
| Anti-Tank Grenade | | | | - | 6” | | Grenade 1 | | 6 | | -3 | | D3 | | |  | | | | | |
| **Chain Sword** | | | | - | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | +1 | | -1 | | 2 | | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | +2 | | -1 | | 2 | | |  | | | | | |
| **Chain Greatsword** | | | | 5 | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 3 | | +2 | | -1 | | 2 | | |  | | | | | |
| Strike | | | | - | Melee | | Melee 1 | | +3 | | -1 | | 2 | | |  | | | | | |
| **Powered Fist** | | | | 26 | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Punch | | | | - | Melee | | Melee 1 | | X2 | | -3 | | D3 | | |  | | | | | |
| Crush | | | | - | Melee | | Melee 1 | | X3 | | -5 | | 3 | | | Attacks with this profile are made at -1 to hit. | | | | | |
| **Powered Sword** | | | | 5 | - | | - | | - | | - | | - | | | When the wielder fights, choose one of the profiles below for each attack. | | | | | |
| Slash | | | | - | Melee | | Melee 2 | | +1 | | -2 | | 1 | | |  | | | | | |
| Stab | | | | - | Melee | | Melee 1 | | +2 | | -4 | | 1 | | |  | | | | | |
| Powered Hammer | | | | 17 | Melee | | Melee 1 | | X2 | | -5 | | 4 | | |  | | | | | |
| **Plasma Pistol** | | | | 6 | - | | - | | - | | - | | - | | | When the wielder shoots, choose one of the profiles below. | | | | | |
| Standard | | | | - | 12” | | Pistol 1 | | 7 | | -3 | | 1 | | |  | | | | | |
| Overcharged | | | | - | 12” | | Pistol 1 | | 8 | | -3 | | 2 | | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Gravaton Pistol | | | | 2 | 12” | | Pistol 1 | | 5 | | -3 | | 1 | | | If the target of an attack by this weapon has a normal save of 2+, increase the damage by 1. | | | | | |
| Breaching Charges | | | | 27 | Melee | | Melee 1 | | 8 | | -5 | | D6+4 | | | This weapon can only make 1 attack per phase. This weapon always fights last. | | | | | |
| 1. **OPTIONS** | | * The Assault Sergeant can take a Powered Sword, Powered Fist, Powered Hammer instead of their Chain Sword. * The Assault Sergeant can replace their Stud Pistol with a Trans-human Shield. **20Pts** * Upto 2 models can take a Plasma Pistol or a Gravaton Pistol instead of their Stud pistol. * Any model may take a Jetpack. **25pts** * Upto 2 models may take a Chain Greatsword instead of their Chain Sword. * Upto 2 models may take breaching charges. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Fire Teams:** At the start of your Strategic Phase you can choose to split this unit into 2 equally sized units. 2. **Trans-human Shield:** If equipped with a Trans-human Shield, this model has a 4+ Unbreakable Save. 3. **Jetpack:** If equipped with a Jetpack, improve this models Move stat by 5” and give it the JUMP Keyword. Additionally this model may deploy during your Reinforcement Phase anywhere on the board more than 9” from any enemy model, this model counts as having moved if deployed in this matter. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. INFANTRY, ASSAULT, ASSAULT SQUAD | | | | | | | | | | | | | | | | | | |

* 1. **Fire Support**

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| **Core** | **320 Pts** | | | | | | | **Destroyer Squad** | | | | | | | | | | | | | |
| This unit contains 1 Sergeant and 4 Tactical Marines   * Each Destroyer Marine is armed with a Heavy Stud Gun, Stud Pistol, Frag Grenades, and Anti-Tank Grenades. * The Sergeant is armed with a Stud Rifle, Stud Pistol, Frag Grenades, and Anti-Tank Grenades. | | | | | | | | | | | | | | | | | | | | | |
| **No** | **Name** | | | | | | **Pts** | **M** | | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 4 | Destroyer Marine | | | | | | 63 | 7” | | 3+ | | 3+ | | 4 | | 4 | 3 | 1 | 7 | 2+ |  |
| 1 | Sergeant | | | | | | - | 7” | | 3+ | | 3+ | | 4 | | 4 | 3 | 2 | 8 | 2+ |  |
| Weapon | | | Pts | | Range | Type | | | S | | AP | | D | | Special Rules | | | | | | |
| Stud Rifle | | | - | | 24” | Automatic 1 | | | 5 | | -2 | | 2 | |  | | | | | | |
| Stud Pistol | | | - | | 12” | Pistol 1 | | | 5 | | -2 | | 1 | |  | | | | | | |
| Frag Grenade | | | - | | 6” | Grenade D3 | | | 3 | | -1 | | 1 | | Explosive | | | | | | |
| Anti-Tank Grenade | | | - | | 6” | Grenade 1 | | | 6 | | -3 | | D3 | |  | | | | | | |
| Flamethrower | | | - | | 12” | Assault D6 | | | 4 | | 0 | | 1 | | Explosive, this weapon automatically hits its target. | | | | | | |
| Microwave Gun | | | - | | 24” | Assault 1 | | | 8 | | -4 | | D6 | | Under half range change the Damage of this weapon to D6+2. | | | | | | |
| **Plasma Rifle** | | | - | | - | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | | |
| Standard | | | - | | 24” | Assault 1 | | | 7 | | -3 | | 1 | |  | | | | | | |
| Overcharged | | | - | | 24” | Assault 1 | | | 8 | | -3 | | 2 | | On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | | |
| Gravaton Rifle | | | - | | 18” | Assault 2 | | | 5 | | -3 | | 1 | | If the target of an attack by this weapon has a normal save of 3+, increase the damage by 1. | | | | | | |
| Heavy Stud Gun | | | - | | 36” | Heavy 3 | | | 6 | | -2 | | 2 | |  | | | | | | |
| **Missile Launcher** | | | 8 | | - | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | | |
| Anti-Infantry | | | - | | 48” | Heavy D6 | | | 3 | | -1 | | 1 | | Explosive. | | | | | | |
| Anti-Armour | | | - | | 48” | Heavy 1 | | | 8 | | -4 | | 6 | |  | | | | | | |
| Graviton Cannon | | | 3 | | 36” | Heavy 3 | | | 6 | | -4 | | 1 | | If the target of an attack by this weapon has a normal save of 4+, increase the damage by 2. | | | | | | |
| 1. Laser Destroyer | | | 1. 11 | | 1. 48” | 1. Heavy 1 | | | 1. 9 | | 1. -4 | | 1. D6+3 | |  | | | | | | |
| **Heavy Plasma Gun** | | | 7 | | - | - | | | - | | - | | - | | When the wielder Shoots, choose one of the profiles below. | | | | | | |
| Standard | | | - | | 24” | Heavy D3 | | | 7 | | -3 | | 1 | | Explosive. | | | | | | |
| Overcharged | | | - | | 24” | Heavy 2D3 | | | 8 | | -3 | | 2 | | Explosive. On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | | |
| Microwave Cannon | | | 8 | | 24” | Heavy 1 | | | 9 | | -4 | | D6+2 | | Under half range change the Damage of this weapon to 8 | | | | | | |
| **OPTIONS** | | * The Sergeant can under mount a Plasma Rifle(10**pts**), Flamethrower(10**pts**), Gravaton Rifle(7**pts**), or a Microwave Gun(**15pts**) to their Stud Gun. * Any Destroyer Marine can take a Laser Destroyer, Heavy Plasma Gun, Missile Launcher, Microwave Cannon, or a Gravaton Cannon instead of their Heavy Stud Gun. * The Destroyer Squad can be accompanied by a Lobotomized Cyborg Spotter. (10**pts**) | | | | | | | | | | | | | | | | | | | |
| **Special Rules** | | **Under Slung Weapon:** If a model in this unit has a second weapon mounted to their Stud Rifle they can fire both weapons in the same shooting phase. However both weapons must target the same unit and any shots with the Stud Rifle must be resolved at -1 to hit.  **Lobotomized Cyborg Spotter:** The spotter is not considered a model for any rules even though it is represented by a model or counter.  **Override Targeting(Strategic Operation):** If this unit contains a Sergeant and Lobotomized Cyborg Spotter, then when this unit is activated instead of moving, or charging this turn the Sergeant may designate a single unit that is within line of sight of him. When shooting at that target all members of this unit gain +1 to hit against that target until the end of the turn. | | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | | HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | | INFANTRY, FIRE SUPPORT, DESTROYER SQUAD | | | | | | | | | | | | | | | | | |

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| 1. **Fire Support** | 1. **185 Pts** | | | | | | 1. **Wild Cat MBT** | | | | | | | | | | | | | |
| 1. A Wild Cat MBT is a Vehicle armed with a Heavy Autocannon. | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Wild Cat MBT | | | | 1. - | | 1. **10”** | | 1. 4+ | | 1. **3+** | | 1. 7 | 1. 8 | | 1. 6-14 | 1. **3** | 1. 7 | 1. 2+ |  |
|  |  | | | |  | | 1. **6”** | |  | | 1. **4+** | |  |  | | 1. 3-5 | 1. **2** |  |  |  |
|  |  | | | |  | | 1. **4”** | |  | | 1. **5+** | |  |  | | 1. 1-2 | 1. **1** |  |  |  |
| 1. Weapon | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| 1. Heavy Autocannon | | | 1. ~~-~~ | 1. 48” | | 1. Heavy 2D3 | | 1. 7 | | 1. -3 | | 1. 3 | | |  | | | | | |
| 1. Dual Laser Destroyer | | | 1. 5 | 1. 48” | | 1. Heavy 2 | | 1. 9 | | 1. -4 | | 1. D6+3 | | |  | | | | | |
| 1. Laser Destroyer | | | 1. 25 | 1. 48” | | 1. Heavy 1 | | 1. 9 | | 1. -4 | | 1. D6+3 | | |  | | | | | |
| Heavy Stud Gun | | | 14 | 36” | | Heavy 3 | | 6 | | -2 | | 2 | | |  | | | | | |
| 1. Dual Stud Rifle | | | 1. 10 | 1. 24” | | 1. Automatic 2 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| 1. ATGM | | | 1. 22 | 1. 48” | | 1. Heavy 1 | | 1. 8 | | 1. -4 | | 1. 6 | | | 1. This weapon can only be fired once per battle | | | | | |
| 1. **OPTIONS** | * This model can take a Dual Laser Destroyer, Instead of its Heavy Autocannon * This model can take 2 Heavy Stud Guns or 2 Laser Destroyers * This model can take a Dual Stud Rifle. * This Model can take an ATGM. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | 1. **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes 1 Deadly Wound to all units within 3” of the model. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | 1. VEHICLE, ARMOURED, WILD CAT MBT | | | | | | | | | | | | | | | | | | |

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| 1. **Fire Support** | 1. **190 Pts** | | | | | | 1. **Hurricane MLRS** | | | | | | | | | | | | | |
| 1. A Hurricane MLRS is a Vehicle armed with a Stormshadow Rocket Launcher. | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Hurricane MLRS | | | | 1. - | | 1. **10”** | | 1. 4+ | | 1. **3+** | | 1. 7 | 1. 8 | | 1. 6-12 | 1. **3** | 1. 7 | 1. 2+ |  |
|  |  | | | |  | | 1. **6”** | |  | | 1. **4+** | |  |  | | 1. 3-5 | 1. **2** |  |  |  |
|  |  | | | |  | | 1. **4”** | |  | | 1. **5+** | |  |  | | 1. 1-2 | 1. **1** |  |  |  |
| 1. Weapon | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| 1. Stormshadow Rocket Launcher | | | 1. - | 1. - | | 1. - | | 1. - | | 1. - | | 1. - | | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| 1. Targeted Strike | | | 1. - | 1. 12” - 96” | | 1. Heavy 2D6 | | 1. 7 | | 1. -2 | | 1. 1 | | | 1. Explosive, Indirect. | | | | | |
| 1. Saturation Strike | | | 1. - | 1. 12” - 96” | | 1. Heavy 4D6 | | 1. 7 | | 1. -2 | | 1. 1 | | | 1. Explosive, Indirect. This weapon cannot be fired again with either profile until this unit has spent a full turn stationary and not in CQB. | | | | | |
| 1. Dual Stud Rifle | | | 1. 10 | 1. 24” | | 1. Automatic 2 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| 1. ATGM | | | 1. 22 | 1. 48” | | 1. Heavy 1 | | 1. 8 | | 1. -4 | | 1. 6 | | | 1. This weapon can only be fired once per battle | | | | | |
| 1. **OPTIONS** | * This model can take a Dual Stud Rifle. * This Model can take an ATGM. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | 1. **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes 1 Deadly Wound to all units within 3” of the model. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | 1. VEHICLE, FIRE SUPPORT, HURRICANE MLRS | | | | | | | | | | | | | | | | | | |

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| 1. **Fire Support** | 1. **175 Pts** | | | | | | | | 1. **Jaguar Assault Gun** | | | | | | | | | | | | | | | | | | | | | |
| 1. A Jaguar Assault Gun is a Vehicle armed with a 200mm Howitzer. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | 1. **Pts** | | | | 1. **M** | | | 1. **WS** | | | 1. **BS** | | | 1. **S** | | 1. **T** | | | 1. **W** | 1. **A** | | 1. **Ld** | | 1. **Sv** | |  |
| 1. 1 | 1. Hurricane MLRS | | | | 1. - | | | | 1. **10”** | | | 1. 4+ | | | 1. **3+** | | | 1. 7 | | 1. 8 | | | 1. 6-12 | 1. **3** | | 1. 7 | | 1. 2+ | |  |
|  |  | | | |  | | | | 1. **6”** | | |  | | | 1. **4+** | | |  | |  | | | 1. 3-5 | 1. **2** | |  | |  | |  |
|  |  | | | |  | | | | 1. **4”** | | |  | | | 1. **5+** | | |  | |  | | | 1. 1-2 | 1. **1** | |  | |  | |  |
| 1. Weapon | | | 1. Pts | 1. Range | | | 1. Type | | | | 1. S | | 1. AP | | | 1. D | | | | | 1. Special Rules | | | | | | | | | |
| 200mm Howitzer | | | - | 24” | | | Heavy D6 | | | | 10 | | -2 | | | D6 | | | | | Explosive | | | | | | | | | |
| 1. Dual Stud Rifle | | | 1. 10 | 1. 24” | | | 1. Automatic 2 | | | | 1. 5 | | 1. -2 | | | 1. 2 | | | | |  | | | | | | | | | |
| 1. ATGM | | | 1. 22 | 1. 48” | | | 1. Heavy 1 | | | | 1. 8 | | 1. -4 | | | 1. 6 | | | | | 1. This weapon can only be fired once per battle | | | | | | | | | |
| 1. **OPTIONS** | * This model can take a Dual Stud Rifle. * This Model can take an ATGM. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | 1. **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes 1 Deadly Wound to all units within 3” of the model. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | 1. VEHICLE, FIRE SUPPORT, JAGUAR ASSAULT GUN | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. **Fire Support** | 1. **360 Pts** | | | | | | | | | 1. **Tiger Assault Tank** | | | | | | | | | | | | | | | | | | | | |
| 1. A Tiger Assault Tank is a Vehicle armed with a Dual Heavy Stud Gun, and 2 Dual Laser Destroyers. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | | | 1. **M** | | 1. **WS** | | | 1. **BS** | | | | 1. **S** | 1. **T** | | | 1. **W** | | 1. **A** | | 1. **Ld** | | 1. **Sv** |  |
| 1. 1 | 1. Tiger Assualt Tank | | | | | 1. - | | | | 1. **10”** | | 1. 4+ | | | 1. **3+** | | | | 1. 9 | 1. 9 | | | 1. 10-20 | | 1. **3** | | 1. 8 | | 1. 2+ |  |
|  |  | | | | |  | | | | 1. **6”** | |  | | | 1. **4+** | | | |  |  | | | 1. 5-9 | | 1. **2** | |  | |  |  |
|  |  | | | | |  | | | | 1. **4”** | |  | | | 1. **5+** | | | |  |  | | | 1. 1-4 | | 1. **1** | |  | |  |  |
| 1. Weapon | | | 1. Pts | 1. Range | | | | 1. Type | | | 1. S | | | 1. AP | | | 1. D | | | | | 1. Special Rules | | | | | | | | |
| Dual Heavy Stud Gun | | | - | 36” | | | | Heavy 6 | | | 6 | | | -2 | | | 2 | | | | |  | | | | | | | | |
| 1. Dual Laser Destroyer | | | 1. - | 1. 48” | | | | 1. Heavy 2 | | | 1. 9 | | | 1. -4 | | | 1. D6+3 | | | | |  | | | | | | | | |
| Microwave Cannon | | | 20 | 24” | | | | Heavy 1 | | | 9 | | | -4 | | | D6+2 | | | | | Under half range change the Damage of this weapon to 8 | | | | | | | | |
| 1. Dual Stud Rifle | | | 1. 10 | 1. 24” | | | | 1. Automatic 2 | | | 1. 5 | | | 1. -2 | | | 1. 2 | | | | |  | | | | | | | | |
| 1. ATGM | | | 1. 22 | 1. 48” | | | | 1. Heavy 1 | | | 1. 8 | | | 1. -4 | | | 1. 6 | | | | | 1. This weapon can only be fired once per battle | | | | | | | | |
| 1. **OPTIONS** | 1. This Model can take a Microwave Cannon. 2. This model can take a Dual Stud Rifle. 3. This Model can take an ATGM. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | 1. **Assault Tank:** This unit may re-roll all normal saves. 2. **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes D3 Deadly Wound to all units within 6” of the model. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **Transport** | This model Can transport upto 10 [CHAPTER] INFANTRY models. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | 1. VEHICLE, ARMOURED, TIGER ASSAULT TANK | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

## **Transport**

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| 1. **Transport** | 1. **175 Pts** | | | | | | | 1. **Hyena IFV** | | | | | | | | | | | | | |
| 1. A Hyena IFV is a Vehicle armed with a Dual Heavy Stud Gun. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Hyena IFV | | | | | 1. - | | 1. **12”** | | 1. 4+ | | 1. **3+** | | 1. 7 | 1. 8 | | 1. 6-12 | 1. **3** | 1. 7 | 1. 2+ |  |
|  |  | | | | |  | | 1. **8”** | |  | | 1. **4+** | |  |  | | 1. 3-5 | 1. **2** |  |  |  |
|  |  | | | | |  | | 1. **4”** | |  | | 1. **5+** | |  |  | | 1. 1-2 | 1. **1** |  |  |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| Dual Heavy Stud Gun | | | | ~~-~~ | 36” | | Heavy 6 | | 6 | | -2 | | 2 | | |  | | | | | |
| Dual Laser Destroyer | | | | 11 | 48” | | Heavy 2 | | 9 | | -4 | | D6+3 | | |  | | | | | |
| 1. Dual Rotary Autocannon | | | | 1. 19 | 1. 36” | | 1. Heavy 16 | | 1. 5 | | 1. -3 | | 1. 2 | | |  | | | | | |
| 1. Dual Stud Rifle | | | | 1. 10 | 1. 24” | | 1. Automatic 2 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| ATGM | | | | 22 | 48” | | Heavy 1 | | 8 | | -4 | | 6 | | | This weapon can only be fired once per battle | | | | | |
| 1. **OPTIONS** | | * This model can take a Dual Laser Destroyer, or a Dual Rotary Autocannon instead of its Dual Heavy Stud Gun. * This model can take a Dual Stud Rifle. * This Model may take an ATGM. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes 1 Deadly Wound to all units within 3” of the model. | | | | | | | | | | | | | | | | | | | |
| **Transport** | | This model Can transport upto 6 [CHAPTER] INFANTRY models. Each ASSAULT ARMOUR or JUMP model takes up the space of three other models. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. VEHICLE, ARMOURED, HYENA IFV | | | | | | | | | | | | | | | | | | |

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| 1. **Transport** | 1. **175 Pts** | | | | | | | 1. **Puma Transport** | | | | | | | | | | | | | |
| 1. A Puma Transport is a Vehicle armed with a Dual Stud Rifle. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Puma Transport | | | | | 1. - | | 1. **12”** | | 1. 4+ | | 1. **3+** | | 1. 7 | 1. 8 | | 1. 6-12 | 1. **3** | 1. 7 | 1. 2+ |  |
|  |  | | | | |  | | 1. **8”** | |  | | 1. **4+** | |  |  | | 1. 3-5 | 1. **2** |  |  |  |
|  |  | | | | |  | | 1. **4”** | |  | | 1. **5+** | |  |  | | 1. 1-2 | 1. **1** |  |  |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| 1. Dual Stud Rifle | | | | 1. 10 | 1. 24” | | 1. Automatic 2 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| 1. ATGM | | | | 1. 22 | 1. 48” | | 1. Heavy 1 | | 1. 8 | | 1. -4 | | 1. 6 | | | 1. This weapon can only be fired once per battle | | | | | |
| 1. **OPTIONS** | | 1. This model can take a second Dual Stud Rifle. 2. This Model may take an ATGM. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes 1 Deadly Wound to all units within 3” of the model. | | | | | | | | | | | | | | | | | | | |
| 1. **Transport** | | 1. This model Can transport upto 10 [CHAPTER] INFANTRY models. Each ASSAULT ARMOUR or JUMP model takes up the space of three other models. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. VEHICLE, ARMOURED, PUMA TRANSPORT | | | | | | | | | | | | | | | | | | |

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| 1. **Transport** | 1. **80 Pts** | | | | | | | 1. **Orbital Insertion Pod** | | | | | | | | | | | | | |
| 1. An Orbital Insertion Pod is a Vehicle armed with a Dual Stud Rifle. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Orbital Insertion Pod | | | | | 1. - | | 1. - | | 1. - | | 1. 3+ | | 1. 7 | 1. 9 | | 1. 8 | 1. - | 1. 7 | 1. 2+ |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| 1. Dual Stud Rifle | | | | 1. - | 1. 24” | | 1. Automatic 2 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| 1. Multi Grenade Launcher | | | | 1. 0 | 1. 12” | | 1. Heavy 3D3 | | 4 | | -1 | | 1 | | | Explosive | | | | | |
| 1. **OPTIONS** | | 1. This model can take a Multi Grenade Launcher instead of its Dual Stud Rifle. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Orbital Insertion:** This model must start the game in your reserves. This model can be deployed in any friendly Reinforcement Phase and can be deployed anywhere on the board but no closer than 6” from any enemy units. If this model is deployed within a piece of terrain it must roll a D6 and on a 5+ it takes D3 mortal wounds as well as all units it is transporting. 2. **Death From The Sky:** Any units within 9” of this model when it deploys must take roll a D6 and on a 4+ they take D3 Deadly Wounds. 3. **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes 1 Deadly Wound to all units within 3” of the model. | | | | | | | | | | | | | | | | | | | |
| 1. **Transport** | | 1. This model Can transport upto 10 [CHAPTER] INFANTRY models. This model cannot transport ASSAULT ARMOUR or JUMP models. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. VEHICLE, ARMOURED, ORBITAL INSERTION POD | | | | | | | | | | | | | | | | | | |

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| 1. **Transport** | 1. **100 Pts** | | | | | | | 1. **Heavy Orbital Insertion Pod** | | | | | | | | | | | | | |
| 1. An Heavy Orbital Insertion Pod is a Vehicle armed with a Dual Stud Rifle. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Heavy Orbital Insertion Pod | | | | | 1. - | | 1. - | | 1. - | | 1. 3+ | | 1. 7 | 1. 9 | | 1. 8 | 1. - | 1. 7 | 1. 2+ |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| 1. Dual Stud Rifle | | | | 1. - | 1. 24” | | 1. Automatic 2 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| 1. Multi Grenade Launcher | | | | 1. 0 | 1. 12” | | 1. Heavy 3D3 | | 1. 4 | | 1. -1 | | 1. 1 | | | 1. Explosive | | | | | |
| 1. **OPTIONS** | | 1. This model can take a Multi Grenade Launcher instead of its Dual Stud Rifle. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Orbital Insertion:** This model must start the game in your reserves. This model can be deployed in any friendly Reinforcement Phase and can be deployed anywhere on the board but no closer than 6” from any enemy units. If this model is deployed within a piece of terrain it must roll a D6 and on a 5+ it takes D3 mortal wounds as well as all units it is transporting. 2. **Death From The Sky:** Any units within 9” of this model when it deploys must take roll a D6 and on a 4+ they take D3 Deadly Wounds. 3. **Explosive:** If a model in this unit is destroyed by an attack and that attack causes the wounds characteristic of the model to go below -3, the model explodes and causes 1 Deadly Wound to all units within 3” of the model. | | | | | | | | | | | | | | | | | | | |
| 1. **Transport** | | 1. This model Can transport upto 1 ANCIENT IRONCLAD model. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. VEHICLE, ARMOURED, ORBITAL INSERTION POD | | | | | | | | | | | | | | | | | | |

Aircraft

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| 1. **Aircraft** | 1. **340 Pts** | | | | | | | 1. **Hawk Interceptor** | | | | | | | | | | | | | |
| 1. A Hawk Interceptor is an Aircraft armed with Dual Rotary Autocanons, a Dual Heavy Stud Gun, and a Heavy Rotary Autocannon. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Hawk Interceptor | | | | | 1. - | | 1. **20”-60”** | | 1. - | | 1. **3+** | | 1. 6 | 1. 7 | | 1. 6-14 | 1. - | 1. 7 | 1. 2+ |  |
|  |  | | | | |  | | 1. **20”-50”** | | 1. - | | 1. **4+** | |  |  | | 1. 3-5 | 1. - |  |  |  |
|  |  | | | | |  | | 1. **20-40”** | | 1. - | | 1. **5+** | |  |  | | 1. 1-2 | 1. - |  |  |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| Dual Rotary Autocannon | | | | - | 1. 36” | | 1. Heavy 16 | | 1. 5 | | 1. -3 | | 1. 2 | | |  | | | | | |
| Heavy Rotary Autocannon | | | | - | 36” | | Heavy 6 | | 6 | | -3 | | 2 | | |  | | | | | |
| Dual Heavy Stud Gun | | | | - | 36” | | Heavy 6 | | 6 | | -2 | | 2 | | |  | | | | | |
| Laser Destroyer | | | | 5 | 48” | | Heavy 1 | | 9 | | -4 | | D6+3 | | |  | | | | | |
| 1. Firetalon Air to Air Missiles | | | | 1. 15 | 1. 48” | | 1. Heavy 2 | | 1. 8 | | 1. -3 | | 1. 5 | | | 1. The weapon can only target models with the FLY or AIRCRAFT keywords and has a +2 to hit them. | | | | | |
| 1. **OPTIONS** | | * This Model may take a Heavy Rotary Autocannon instead of their Laser Destroyer. * This Model may take a Dual Heavy Stud Gun instead of their Firetalon air to air Missiles. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Jink:** Ranged shots against this model must subtract 1 to hit. 2. **Flare Launcher:** After a weapon is declared to shoot at this unit but before a hit roll is made, this unit can choose to gain a 4+ dodge save against that weapon. This Special Rule can only be activated once per turn. 3. **Crash:** If this model is destroyed you must draw a line directly forward of the model that is half the length of its last move. All units within 3” of that line suffer D3 Deadly Wounds. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. AIRCRAFT, ARMOURED, HAWK INTERCEPTOR | | | | | | | | | | | | | | | | | | |

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| 1. **Aircraft** | 1. **295 Pts** | | | | | | | 1. **Firefalcon Gunship** | | | | | | | | | | | | | |
| 1. A Firefalcon Gunship is an Aircraft armed with a Dual Rotary Autocanon, and Rocket Pods. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Firefalcon Gunship | | | | | 1. - | | 1. **20”-50”** | | 1. 5+ | | 1. **3+** | | 1. 6 | 1. 7 | | 1. 6-14 | 1. 3 | 1. 7 | 1. 2+ |  |
|  |  | | | | |  | | 1. **20”-40”** | | 1. 6+ | | 1. **4+** | |  |  | | 1. 3-5 | 1. 2 |  |  |  |
|  |  | | | | |  | | 1. **20-30”** | | 1. - | | 1. **5+** | |  |  | | 1. 1-2 | 1. 1 |  |  |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| Dual Rotary Autocannon | | | | - | 1. 36” | | 1. Heavy 16 | | 1. 5 | | 1. -3 | | 1. 2 | | |  | | | | | |
| Rocket Pods | | | | - | 1. 36” | | 1. Heavy 2D3 | | 1. 6 | | 1. -3 | | 1. 2 | | | Explosive | | | | | |
| Dual Heavy Stud Gun | | | | 0 | 36” | | Heavy 6 | | 6 | | -2 | | 2 | | |  | | | | | |
| Dual Laser Destroyer | | | | 10 | 48” | | Heavy 1 | | 9 | | -4 | | D6+3 | | |  | | | | | |
| 1. Storm Streak Missile Pods | | | | 1. 0 | 1. 48” | | 1. Heavy 2 | | 1. 8 | | 1. -3 | | 1. 4 | | |  | | | | | |
| 1. **OPTIONS** | | * This Model may take a Heavy Rotary Autocannon instead of their Laser Destroyer. * This Model may take a Dual Heavy Stud Gun instead of their Firetalon air to air Missiles. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Jink:** Ranged shots against this model must subtract 1 to hit. 2. **Hovering:** Before this model moves each turn you declare that it is hovering. If it is hovering its minimum move stat becomes its move stat, it looses the Jink special rule and the AIRCRAFT keyword but gains the FLY keyword. This unit may stop hovering at the start of its next movement phase. 3. **Heavy Damage:** Once this Model enters its last damage bracket It looses the Jink Special Rule and is considered to be Hovering for the rest of the game. 4. **Crash:** If this model is destroyed you must draw a line directly forward of the model that is half the length of its last move. All units within 3” of that line suffer D3 Deadly Wounds. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. AIRCRAFT, ARMOURED, FIREFALCON GUNSHIP | | | | | | | | | | | | | | | | | | |

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| 1. **Aircraft** | 1. **355 Pts** | | | | | | | 1. **Nightraven Assault Transport** | | | | | | | | | | | | | |
| 1. A Stormhawk Gunship is an Aircraft armed with Dual Rotary Autocanons, and Rocket Pods. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Nightraven Assault Transport | | | | | 1. - | | 1. **20”-40”** | | 1. **5+** | | 1. **3+** | | 1. 7 | 1. 8 | | 1. 6-14 | 1. **3** | 1. 7 | 1. 2+ |  |
|  |  | | | | |  | | 1. **20”-30”** | | 1. **6+** | | 1. **4+** | |  |  | | 1. 3-5 | 1. **2** |  |  |  |
|  |  | | | | |  | | 1. **20”** | | 1. **-** | | 1. **5+** | |  |  | | 1. 1-2 | 1. **1** |  |  |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| Dual Rotary Autocannon | | | | - | 1. 36” | | 1. Heavy 16 | | 1. 5 | | 1. -3 | | 1. 2 | | |  | | | | | |
| Rocket Pods | | | | - | 1. 36” | | 1. Heavy 2D3 | | 1. 6 | | 1. -3 | | 1. 2 | | | Explosive | | | | | |
| Dual Stud Rifle Array | | | | 48 | 1. 24” | | 1. Automatic 12 | | 1. 5 | | 1. -2 | | 1. 2 | | |  | | | | | |
| **Dual Heavy Plasma Gun** | | | | -6 | - | | - | | - | | - | | - | | |  | | | | | |
| Standard | | | | - | 24” | | Heavy 2D3 | | 7 | | -3 | | 1 | | | Explosive. | | | | | |
| Overcharged | | | | - | 24” | | Heavy 4D3 | | 8 | | -3 | | 2 | | | Explosive. On an unmodified hit roll of 1 the wielder takes 1 deadly wound after the shot is resolved. | | | | | |
| Dual Laser Destroyer | | | | -8 | 48” | | Heavy 2 | | 9 | | -4 | | D6+3 | | |  | | | | | |
| Dual Microwave Cannon | | | | 9 | 24” | | Heavy 2 | | 9 | | -4 | | D6+2 | | | Under half range change the Damage of this weapon to 8 | | | | | |
| Dual Heavy Stud Gun | | | | -1 | 36” | | Heavy 6 | | 6 | | -2 | | 2 | | |  | | | | | |
| 1. ATGM | | | | 1. 12 | 1. 48” | | 1. Heavy 1 | | 1. 8 | | 1. -4 | | 1. 6 | | | 1. This weapon can only be fired once per battle. Only 2 of these weapons may be fired per turn. | | | | | |
| 1. **OPTIONS** | | * This Model may take a Dual Heavy Plasma Gun, or Dual Laser Destroyer instead of their Dual Rotary Autocannon. * This Model may take a Dual Heavy Stud Gun, or Dual Microwave Cannon instead of their Rocket Pods. * This Model may take a Dual Stud Rifle Array instead of 2 Models worth of their transport capacity. * This Model may take upto 4 ATGMs. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Jink:** Ranged shots against this model must subtract 1 to hit. 2. **Hovering:** Before this model moves each turn you declare that it is hovering. If it is hovering its minimum move stat becomes its move stat, it looses the Jink special rule and the AIRCRAFT keyword but gains the FLY keyword. This unit may stop hovering at the start of its next movement phase. 3. **Heavy Damage:** Once this Model enters its last damage bracket It looses the Jink Special Rule and is considered to be Hovering for the rest of the game. 4. **Crash:** If this model is destroyed you must draw a line directly forward of the model that is half the length of its last move. All units within 3” of that line suffer D3 Deadly Wounds. | | | | | | | | | | | | | | | | | | | |
| 1. **Transport** | | 1. This model Can transport upto 12 [CHAPTER] INFANTRY models. Each ASSAULT ARMOUR or JUMP model takes up the space of three other models. In addition this model can transport upto 1 UNYIELDING ANCIENT model. Units can only embark/disembark if this unit is Hovering. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. AIRCRAFT, ARMOURED, NIGHTRAVEN ASSAULT TRANSPORT | | | | | | | | | | | | | | | | | | |

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| 1. **Aircraft** | 1. **670 Pts** | | | | | | | 1. **Stormhawk Gunship** | | | | | | | | | | | | | |
| 1. A Stormhawk Gunship is an Aircraft armed with a 150mm cannon, 4 Dual Heavy Stud Guns, and 2 Heavy Laser Destroyers. | | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Stormhawk Gunship | | | | | 1. - | | 1. **20”-50”** | | 1. 5+ | | 1. **3+** | | 1. 8 | 1. 9 | | 1. 16-30 | 1. **3** | 1. 8 | 1. 2+ |  |
|  |  | | | | |  | | 1. **20”-40”** | |  | | 1. **4+** | |  |  | | 1. 6-15 | 1. **2** |  |  |  |
|  |  | | | | |  | | 1. **20”-30”** | |  | | 1. **5+** | |  |  | | 1. 1-5 | 1. **1** |  |  |  |
| 1. Weapon | | | | 1. Pts | 1. Range | | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| **150mm Cannon** | | | | - | - | | - | | - | | - | | - | | | When the wielder Shoots, choose one of the profiles below. | | | | | |
| Armour Penetrator | | | | - | 72” | | Heavy 1 | | 12 | | -5 | | 12 | | |  | | | | | |
| High Explosive | | | | - | 72” | | Heavy 2D6 | | 8 | | -3 | | 2 | | | Explosive | | | | | |
| Heavy Laser Destroyer | | | | - | 60” | | Heavy 1 | | 10 | | -4 | | 2D6 | | |  | | | | | |
| Dual Heavy Stud Gun | | | | - | 36” | | Heavy 6 | | 6 | | -2 | | 2 | | |  | | | | | |
| Naval Class Laser | | | | 100 | 120” | | Heavy 3D3 | | 16 | | -5 | | D6+6 | | | Explosive. You can re-roll failed wound rolls for this weapon. | | | | | |
| 1. ATGM | | | | 1. 8 | 1. 48” | | 1. Heavy 1 | | 1. 8 | | 1. -4 | | 1. 6 | | | 1. This weapon can only be fired once per battle. Only 2 of these weapons may be fired per turn. | | | | | |
| 1. **OPTIONS** | | 1. This Model may take upto 6 ATGMs. | | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Super Heavy Armour:** You can re-roll any failed saves for this model. 2. **Hovering:** Before this model moves each turn you declare that it is hovering. If it is hovering its minimum move stat becomes its move stat and it looses the AIRCRAFT keyword but gains the FLY keyword. This unit may stop hovering at the start of its next movement phase. 3. **Crash:** If this model is destroyed you must draw a line directly forward of the model that is half the length of its last move. All units within 4” of that line suffer 2D3 Deadly Wounds. | | | | | | | | | | | | | | | | | | | |
| 1. **Transport** | | 1. This model Can transport upto 20 [CHAPTER] INFANTRY models. Units can only embark/disembark if this unit is Hovering. | | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. AIRCRAFT, ARMOURED, STORMHAWK GUNSHIP | | | | | | | | | | | | | | | | | | |

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| 1. **Aircraft** | 1. **1260 Pts** | | | | | | 1. **Voidtalon Orbital Transport** | | | | | | | | | | | | | |
| 1. A Voidtalon Orbital Transport is an Aircraft armed with 6 Dual Heavy Stud Guns. | | | | | | | | | | | | | | | | | | | | |
| 1. **No** | 1. **Name** | | | | | 1. **Pts** | 1. **M** | | 1. **WS** | | 1. **BS** | | 1. **S** | 1. **T** | | 1. **W** | 1. **A** | 1. **Ld** | 1. **Sv** |  |
| 1. 1 | 1. Voidtalon Orbital Transport | | | | | 1. - | 1. **20”-50”** | | 1. 5+ | | 1. **3+** | | 1. 9 | 1. 10 | | 1. 23-45 | 1. **3** | 1. 8 | 1. 2+/4++ |  |
|  |  | | | | |  | 1. **20”-40”** | |  | | 1. **4+** | |  |  | | 1. 8-22 | 1. **2** |  |  |  |
|  |  | | | | |  | 1. **20”-30”** | |  | | 1. **5+** | |  |  | | 1. 1-7 | 1. **1** |  |  |  |
| 1. Weapon | | | | 1. Pts | 1. Range | 1. Type | | 1. S | | 1. AP | | 1. D | | | 1. Special Rules | | | | | |
| 1. Dual Heavy Stud Gun | | | | 1. - | 1. 36” | 1. Heavy 6 | | 1. 6 | | 1. -2 | | 1. 2 | | |  | | | | | |
| Dual Laser Destroyer | | | | 11 | 48” | Heavy 2 | | 9 | | -4 | | D6+3 | | |  | | | | | |
| 1. Starstreak Missile | | | | 1. 13 | 1. 90” | 1. Heavy 1 | | 1. 8 | | 1. -4 | | 1. 6 | | | 1. This weapon can only be fired once per battle. Only 2 of these weapons may be fired per turn. This weapon has a +1 to hit models with the FLY or AIRCRAFT keywords. | | | | | |
| 1. **OPTIONS** | | * This Model may take upto 6 Starstreak Missiles. * This model may replace any of its Dual Heavy Stud Guns with Dual Laser Destroyers. | | | | | | | | | | | | | | | | | | |
| 1. **Special Rules** | | 1. **Super Heavy Armour:** You can re-roll any failed normal saves for this model. 2. **Deflector Grid:** This model has Deflector Generators that each generate 30 Shield Points. While there are any shield points left, all lost wounds are applied to the shield points instead of the models wounds stat. Once the Shield Points have been reduced to 0, the models 4+ Unbreakable Save is lost and all further attacks will do damage to the model as normal. If the weapon that removes the last of this models shield points has any damage left over from its attack do not apply it to the models wound stat, instead discard the damage. 3. **Shield Regeneration:** At the start of your turn this model regenerates 2D3 shield points. 4. **Hovering:** Before this model moves each turn you declare that it is hovering. If it is hovering its minimum move stat becomes its move stat and it looses the AIRCRAFT keyword but gains the FLY keyword. This unit may stop hovering at the start of its next movement phase. 5. **Crash:** If this model is destroyed you must draw a line directly forward of the model that is half the length of its last move. All units within 5” of that line suffer 2D3 Deadly Wounds. | | | | | | | | | | | | | | | | | | |
| 1. **Transport** | | 1. This model Can transport upto 50 [CHAPTER] INFANTRY models. It can also transport upto 2 PUMA TRANSPORT, or HYENA IFV units (including any troops embarked in them). Each of these units takes up the space of 25 INFANTRY models. Units can only embark/disembark if this unit is Hovering. | | | | | | | | | | | | | | | | | | |
| 1. FACTION KEYWORDS: | | | 1. HUMAN, SPACE MARINE, [CHAPTER] | | | | | | | | | | | | | | | | | |
| 1. Unit KEYWORDs: | | | 1. AIRCRAFT, ARMOURED, VOIDTALON ORBITAL TRANSPORT | | | | | | | | | | | | | | | | | |

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| Weapon | Range | Type | S | AP | D | Special Rules |
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