

DEATHWATCH

ARMY RULES

From their hidden bases in orbiting watch fortresses, the Deathwatch dispatch carefully selected operatives to hunt down and exterminate alien presences wherever they may be found. Each of these post-human warriors is a veteran of countless battles, tithed by their original Chapter to undertake the Long Vigil and guard against alien incursion.

KILL TEAMS

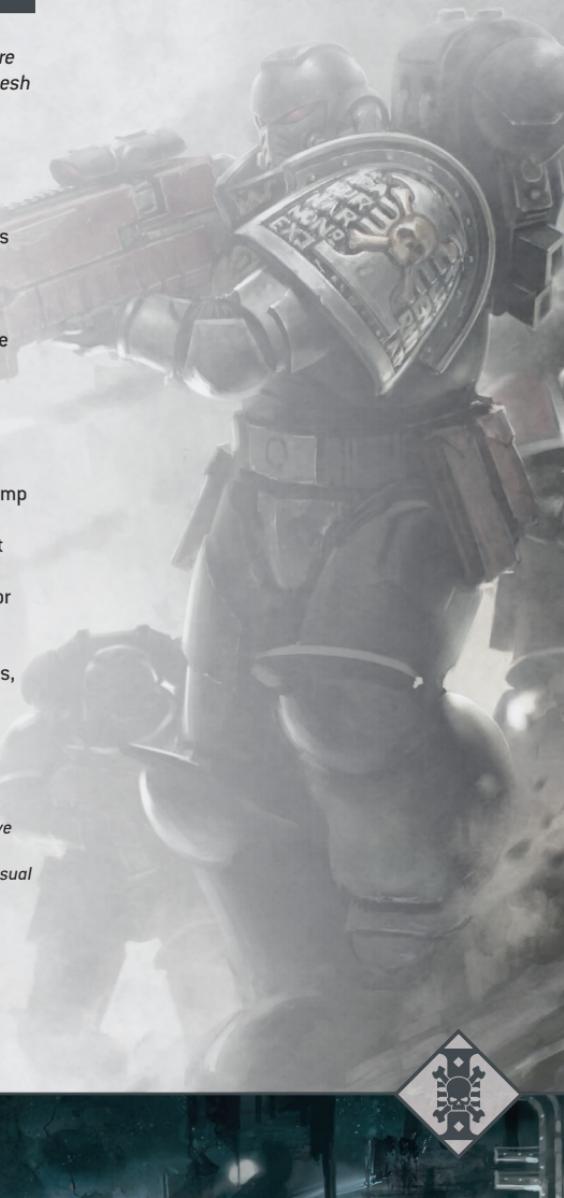
When faced with an array of missions to complete and varying enemies to lay low, the Deathwatch are highly adept at forming effective kill teams that mesh starkly diverse armour and equipment.

Each time an attack targets a **KILL TEAM** unit from your army that contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models can embark within a **TRANSPORT** model, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any **TRANSPORT** their unit can embark within, even though similar models in other units may have the **TERMINATOR**, **MOUNTED** or **JUMP PACK** keywords.

For the purposes of interacting with terrain features, all models in units with the Kill Team ability are treated as **INFANTRY**, even though similar models in other units may have the **MOUNTED** or **JUMP PACK** keywords.

Designer's Note: While the slight abstractions in the above rules cause some models to behave differently to similar models in other units, they are designed to minimise unusual or complicated movement, **TRANSPORT** and **Benefit of Cover** effects.



DEATHWATCH – BLACK SPEAR TASK FORCE

DETACHMENT RULE

If your Army Faction is **ADEPTUS ASTARTES**, you can use this Black Spear Task Force Detachment rule.

RESTRICTIONS

- Your army can include **DEATHWATCH** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.
- Your army cannot include any of the following units: **ASSAULT SQUAD; ASSAULT SQUAD WITH JUMP PACKS; ATTACK BIKE SQUAD; DEVASTATOR SQUAD; LAND SPEEDER STORM; SCOUT SQUAD; SCOUT SNIPER SQUAD; TACTICAL SQUAD.**



MISSION TACTICS

Thousands of years of collated strategic data and hard-won combat experience have provided the Deathwatch with the ultimate battlefield tactics to combat almost any foe.

At the start of your Command phase, you can select one of the Mission Tactics listed below. Until the start of your next Command phase, that Mission Tactic is active and its effects apply to all units from your army with this ability. Each Mission Tactic can only be selected once per battle.

FUROR TACTICS

When the enemy horde grows close, the Deathwatch will be tasked with the decimation of their core. Aiming not for clinical kills but for maximum destruction over a wide area, they tear the heart from the enemy army.

While this Mission Tactic is active, weapons equipped by **ADEPTUS ASTARTES** units from your army have the **[SUSTAINED HITS 1]** ability.

MALLEUS TACTICS

When the giants of war lumber forth, the Deathwatch will adopt Malleus tactics. Even the largest behemoth has a weak point, and the archives of the Deathwatch number them all.

While this Mission Tactic is active, weapons equipped by **ADEPTUS ASTARTES** units from your army have the **[LETHAL HITS]** ability.

PURGATUS TACTICS

By adopting Purgatus tactics, the Deathwatch focus their deadly ire upon the commanders of the enemy host, assassinating them one after another with pitiless head shots and killing thrusts of the blade.

While this Mission Tactic is active, each time an **ADEPTUS ASTARTES** unit from your army makes an attack, if a Critical Hit is scored, that attack has the **[PRECISION]** ability.



DEATHWATCH – BLACK SPEAR TASK FORCE

STRATAGEMS

If you are using the Black Spear Task Force Detachment rule, you can use these Black Spear Task Force Stratagems.

ARMOUR OF CONTEMPT



BLACK SPEAR TASK FORCE – BATTLE TACTIC STRATAGEM

The belligerency and transhuman physiologies of the Adeptus Astartes make them unyielding foes.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

TELEPORTARIUM



BLACK SPEAR TASK FORCE – STRATEGIC PLOY STRATAGEM

Site-to-site battlefield teleportation is a rare capability indeed, used only by the Deathwatch in extreme situations.

1CP

WHEN: End of your opponent's Fight phase.

TARGET: Up to two **KILL TEAM** units from your army, or one other **ADEPTUS ASTARTES INFANTRY** unit from your army.

EFFECT: Remove those units from the battlefield. In the Reinforcements step of your next Movement phase, set each of those units up anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

RESTRICTIONS: You cannot select any units that are within Engagement Range of one or more enemy units.

ADAPTIVE TACTICS



BLACK SPEAR TASK FORCE – STRATEGIC PLOY STRATAGEM

Only a truly versatile approach to warfare allows the tactical genius of the Deathwatch to best the myriad xenos foes they face.

WHEN: Your Command phase.

TARGET: Up to two **KILL TEAM** units from your army, or one other **ADEPTUS ASTARTES** unit your army.

EFFECT: For each unit targeted, select the Furor Tactics, Malleus Tactics or Purgatus Tactics. Until the start of your next Command phase, that Mission Tactic is active for that unit instead of any Mission Tactic that is active for your army.

HELLFIRE ROUNDS



BLACK SPEAR TASK FORCE – WARGEAR STRATAGEM

Hellfire rounds douse their targets in voracious acids that are utterly lethal to organic life.

WHEN: Your Shooting phase.

TARGET: Up to two **KILL TEAM** units from your army that have not been selected to shoot this phase, or one other **ADEPTUS ASTARTES** unit from your army (excluding **VEHICLES**) that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons (excluding Devastating Wounds weapons) equipped by models in your unit have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 5+] abilities.

RESTRICTIONS: You cannot select any units that have already been targeted with either the Kraken Rounds or Dragonfire Rounds Stratagems this phase.



DEATHWATCH – BLACK SPEAR TASK FORCE

STRATAGEMS

If you are using the Black Spear Task Force Detachment rule, you can use these Black Spear Task Force Stratagems.

KRAKEN ROUNDS

BLACK SPEAR TASK FORCE – WARGEAR STRATAGEM

1CP

Kraken rounds utilise adamantine cores and improved propellants to penetrate the thickest hide.

WHEN: Your Shooting phase.

TARGET: Up to two **KILL TEAM** units from your army that have not been selected to shoot this phase, or one other **ADEPTUS ASTARTES** unit from your army (excluding **VEHICLES**) that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1 and improve the range characteristic of those weapons by 6".

RESTRICTIONS: You cannot select any units that have already been targeted with either the Dragonfire Rounds or Hellfire Rounds Stratagems this phase.

DRAGONFIRE ROUNDS

BLACK SPEAR TASK FORCE – WARGEAR STRATAGEM

1CP

Dragonfire rounds are designed to explode just before contact, saturating foes in cover with searing gas and flames.

WHEN: Your Shooting phase.

TARGET: Up to two **KILL TEAM** units from your army that have not been selected to shoot this phase, or one other **ADEPTUS ASTARTES** unit from your army (excluding **VEHICLES**) that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[ASSAULT]** and **[IGNORES COVER]** abilities.

RESTRICTIONS: You cannot select any units that have already been targeted with either the Kraken Rounds or Hellfire Rounds Stratagems this phase.



DEATHWATCH – BLACK SPEAR TASK FORCE ENHANCEMENTS

If you are using the Black Spear Task Force Detachment rule, you can use these Black Spear Task Force Enhancements.

THIEF OF SECRETS

The Thief of Secrets is a blade whose machine spirit has an unquenchable thirst for knowledge. It has tasted the vitae of countless alien races, absorbing those liquids through auto-sanctified sanguinator-channels and codifying them through the honeycombed array of logicum cells within. The biological secrets of many xenos races have thus been laid bare, allowing the blade's user to modulate its power field, the better to slice through chitinous armour, rupture xenofrom organs and burn out alien nervous systems.

ADEPTUS ASTARTES model only. Improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 1. If an enemy model is destroyed as the result of a melee attack made by the bearer, at the end of that phase, until the end of the battle, improve the Strength, Damage and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

OSSEUS KEY

The ancient clavis known as the Osseus Key is said to be the most powerful of its kind. Where other such devices are made from sanctified platinum, the Osseus Key is made from the hand and finger bones of deceased Imperial Fists heroes that fought in the Horus Heresy, scrimshawed with inhuman care and imbued with the fiercest machine spirits of the age. No portal can bar its bearer from entry, and no xenos machine can stand before his wrath.

WATCH MASTER or **TECHMARINE** model only. At the start of your opponent's Shooting phase, select one enemy **VEHICLE** unit (excluding **TITANIC** units) within 12" of and visible to the bearer. That model must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

BEACON ANGELIS

The Beacon Angelis was devised to guide the Deathwatch to the threshold of the alien adversary. Housed within a reliquary, it calls out to the warriors' augur arrays with the voices of a hundred electric cherubim, its summons so strong that it draws the righteous unto its locale regardless of what darkness may surround it.

ADEPTUS ASTARTES model only. Models in the bearer's unit have the Deep Strike ability. In addition, you can target the bearer's unit with the Rapid Ingress Stratagem for OCP.

THE TOME OF ECTOCLADES

This grimoire, bound in the skin of the alien, holds the most powerful truths the Deathwatch have uncovered about their foes, whether xenos or those who harbour them. On occasion, such knowledge has been known to save not only the book's custodian, but entire worlds.

WATCH MASTER or **CAPTAIN** model only. Once per battle, after you have selected an enemy unit using the Oath of Moment ability in your Command phase, the bearer can use this Enhancement if they are on the battlefield. When they do, select a second enemy unit – until the start of your next Command phase, each time an **ADEPTUS ASTARTES** model from your army makes an attack that targets either of those enemy units, you can re-roll the Hit roll and you can re-roll the Wound roll.



CORVUS BLACKSTAR

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Blackstar rocket launcher [BLAST]	30"	D6+1	3+	5	0	1
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D6, Hover, Stealth

FACTION: Oath of Moment

Blackstar Cluster Launcher: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 5+, that unit suffers 1 mortal wound.

WARGEAR ABILITIES

AuspeX Array: Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

Infernun Halo-launcher: The bearer has the SMOKE keyword.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, TRANSPORT, CORVUS BLACKSTAR



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

CORVUS BLACKSTAR

Corvus Blackstars are sleek and shrouded aircraft used to insert kill teams into heavily infested landing zones or even xenos strongholds. With a barrage of missiles, Blackstars secure aerial supremacy and sweep the target site clear before firing their hover jets and delivering their deadly payload of elite warriors.



WARGEAR OPTIONS

- This model's twin assault cannon can be replaced with 1 twin lascannon.
- This model's 2 Blackstar rocket launchers can be replaced with 2 stormstrike missile launchers.
- This model can be equipped with 1 hurricane bolter.
- This model can be equipped with one of the following:
 - 1 auspex array
 - 1 infernum halo-launcher

UNIT COMPOSITION

- 1 Corvus Blackstar

This model is equipped with: 2 Blackstar rocket launchers; twin assault cannon; armoured hull.

TRANSPORT

This model has a transport capacity of 12 ADEPTUS ASTARTES INFANTRY models or one KILL TEAM unit. Each JUMP PACK, GRAVIS or TERMINATOR model takes up the space of 2 models and each MOUNTED model takes up the space of 3 models.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, IMPERIUM, TRANSPORT, CORVUS BLACKSTAR



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH TERMINATOR SQUAD

M T SV W LD OC

5" 5 2+ 3 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, DEATHWATCH TERMINATOR SQUAD

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Terminatus Assault: Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" of any enemy models. That token is then removed.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH TERMINATOR SQUAD

The indomitable warriors honoured to wear hulking suits of Terminator armour are an inspiring sight to their brethren. Deathwatch

Terminators carry the most powerful close combat weapons, and the strength and durability of their armour allows them to take the heaviest firepower directly into hidden xenos lairs.



WARGEAR OPTIONS

- Up to 3 Deathwatch Terminators can each have their storm bolter replaced with one of the following:
 - 1 assault cannon
 - 1 heavy flamer
 - 1 plasma cannon
 - 1 cyclone missile launcher and 1 storm bolter (this model's storm bolter cannot be replaced)
- Any number of models can each have their power fist and storm bolter replaced with one of the following:
 - 1 storm bolter and 1 power weapon
 - 1 storm bolter and 1 chainfist
 - 1 twin lightning claws
 - 1 thunder hammer and 1 storm shield

UNIT COMPOSITION

- 1 Deathwatch Terminator Sergeant
- 4-9 Deathwatch Terminators

Every model is equipped with: power fist; storm bolter.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **TERMINATOR SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, DEATHWATCH TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH VETERANS

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Frag cannon [BLAST, HEAVY, RAPID FIRE D3]	18"	D3	4+	7	-1	2
▶ Infernus heavy bolter – heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
▶ Infernus heavy bolter – heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
▶ Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
▶ Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Deathwatch thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	10	-2	3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Xenophage blade [DEVASTATING WOUNDS]	Melee	4	3+	5	-2	1

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, KILL TEAM, GRENADES, IMPERIUM, DEATHWATCH VETERANS

ABILITIES

FACTION: Oath of Moment

Death to the Alien: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the IMPERIUM or CHAOS keywords, you can re-roll the Hit roll instead.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH VETERANS

Deathwatch Veterans' skills have been honed in their former Chapter for decades, sometimes centuries. Throughout their long vigil against the manifold xenos threats, each Veteran learns to arm himself so as to best contribute to the mission at hand, and squads carry an array of weapons to fell any foe.



WARGEAR OPTIONS

- Any number of models can each have their boltgun and Long Vigil melee weapon replaced with one of the following:
 - 1 Long Vigil ranged weapon and 1 close combat weapon
 - 1 Astartes shield, 1 boltgun and 1 close combat weapon
 - 1 Astartes shield and 1 Long Vigil melee weapon
- For every 5 models in this unit, up to 2 models can each have their boltgun and Long Vigil melee weapon replaced with 1 Deathwatch thunder hammer.
- For every 5 models in this unit, up to 2 models can each have their boltgun and Long Vigil melee weapon replaced with one of the following:
 - 1 frag cannon and 1 close combat weapon
 - 1 infernus heavy bolter and 1 close combat weapon
 - 1 missile launcher and 1 close combat weapon
- The Watch Sergeant's Long Vigil melee weapon can be replaced with 1 xenophase blade.
- The Watch Sergeant's boltgun can be replaced with 1 Long Vigil ranged weapon.

UNIT COMPOSITION

- 1 Watch Sergeant
- 4-9 Deathwatch Veterans

Every model is equipped with: boltgun; Long Vigil melee weapon.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **VANGUARD VETERAN SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, BATTLELINE, KILL TEAM, GRENADES, IMPERIUM, DEATHWATCH VETERANS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

INDOMITOR KILL TEAM

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault bolters [ASSAULT, PISTOL, SUSTAINED HITS 2, TWIN -LINKED]	18"	3	3+	5	-1	2
Auto boltstorm gauntlets [TWIN-LINKED]	18"	3	3+	4	0	1
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Heavy bolt rifle [ASSAULT, HEAVY]	30"	2	3+	5	-1	1
Heavy bolter [ASSAULT, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Flamestorm gauntlets [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+1	N/A	4	0	1
Melta rifle [HEAVY, MELTA 2]	18"	1	3+	9	-4	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
Plasma exterminators – standard [ASSAULT, PISTOL, TWIN-LINKED]	18"	2	3+	7	-2	2
Plasma exterminators – supercharge [ASSAULT, HAZARDOUS, PISTOL, TWIN-LINKED]	18"	2	3+	8	-3	3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Power fists [TWIN-LINKED]	Melee	3	4+	8	-2	2

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, GRAVIS, INDOMITOR KILL TEAM

ABILITIES

FACTION: Kill Team, Oath of Moment

Indomitor Doctrines: Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

WARGEAR ABILITIES

Jump Pack: The bearer has a Move characteristic of 10" and can move over models and terrain features as if they were not there.

► Before selecting targets for this weapon, select one of its profiles to make attacks with.



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

INDOMITOR KILL TEAM

Comprising warriors wearing the heavier Gravis variant of Mk X armour, Indomitor Kill Teams are mobile bastions capable of unleashing the firepower of a squadron of battle tanks. Before them, hordes of xenos and monstrous beasts alike are torn apart.



WARGEAR OPTIONS

- For every 5 models in this unit, 1 model equipped with a heavy bolt rifle can have its heavy bolt rifle replaced with 1 heavy bolter.
- 1 model equipped with a melta rifle can have its melta rifle replaced with 1 multi-melta.
- Any number of models equipped with flamestorm gauntlets can each have their flamestorm gauntlets replaced with 1 auto boltstorm gauntlets and 1 fragstorm grenade launcher.
- Any number of models equipped with assault bolters can each have their assault bolters replaced with 1 plasma exterminators.

ATTACHED UNIT

If a **CHARACTER** unit from your army can be attached to a **HEAVY INTERCESSOR SQUAD**, it can be attached to this unit instead.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Heavy Intercessors
- 0-2 Kill Team Heavy Intercessors with power fists
- 0-2 Kill Team Heavy Intercessors with melta rifles
- 0-2 Kill Team Heavy Intercessors with jump packs

Every Kill Team Heavy Intercessor is equipped with: bolt pistol*, heavy bolt rifle; close combat weapon.

Every Kill Team Heavy Intercessor with power fists is equipped with: flamestorm gauntlets; power fists.

Every Kill Team Heavy Intercessor with melta rifle is equipped with: bolt pistol*, melta rifle; close combat weapon.

Every Kill Team Heavy Intercessor with jump pack is equipped with: assault bolters; close combat weapon; jump pack.

*The profile for this weapon can be found on the Deathwatch Armoury card.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, GRAVIS, INDOMITOR KILL TEAM



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

FORTIS KILL TEAM

M	T	SV	W	LD	OC	
6"	4	3+	2	6+	1	KILL TEAM INTERCESSOR
12"	5	3+	4	6+	2	KILL TEAM OUTRIDER



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
Plasma incinerator – supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	4+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, TACTICUS,
FORTIS KILL TEAM

ABILITIES

FACTION: Kill Team, Oath of Moment

Fortis Doctrines: Each time a model in this unit makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

FORTIS KILL TEAM

Further refined from Watch Master Mordelai's original concept, Fortis Kill Teams exemplify the supreme adaptability of the Tacticus variant of Mk X power armour, seamlessly merging a variety of close support roles and deadly firepower.



WARGEAR OPTIONS

- 1 Kill Team Intercessor's bolt rifle can be replaced with one of the following:
 - 1 hand flamer
 - 1 plasma pistol
 - 1 Astartes chainsword
 - 1 Long Vigil melee weapon
- 1 model equipped with a bolt rifle can replace its close combat weapon with one of the following:
 - 1 Astartes chainsword
 - 1 Long Vigil melee weapon
- For every 5 models in this unit, 1 model's bolt rifle can be replaced with 1 Long Vigil ranged weapon.
- Any number of Kill Team Intercessors with plasma incinerators can each have their bolt pistol replaced with 1 plasma pistol.*

**The profile for this weapon can be found on the Deathwatch Armoury card.*

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Intercessors
 - 0-4 Kill Team Intercessors with plasma incinerators
 - 0-4 Kill Team Intercessors with heavy bolt pistols
 - 0-2 Kill Team Outriders
- Every Kill Team Intercessor is equipped with: bolt pistol; bolt rifle; close combat weapon.
- Every Kill Team Intercessor with plasma incinerator is equipped with: bolt pistol; plasma incinerator; close combat weapon.
- Every Kill Team Intercessor with heavy bolt pistol is equipped with: heavy bolt pistol; Astartes chainsword.
- Every Kill Team Outrider is equipped with: bolt pistol; twin bolt rifle; Astartes chainsword.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to an **INTERCESSOR SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, TACTICUS, FORTIS KILL TEAM



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

KILL TEAM CASSIUS

M	T	SV	W	LD	OC	
6"	4	3+	4	5+	2	CHAPLAIN CASSIUS
6"	4	3+	2	6+	2	KILL TEAM VETERAN

M	T	SV	W	LD	OC	
5"	5	2+	3	6+	2	KILL TEAM TERMINATOR
12"	5	3+	3	6+	2	KILL TEAM BIKER

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Deathwatch twin boltgun	24"	4	3+	4	0	1
Frag cannon [BLAST, HEAVY, RAPID FIRE D3]	18"	D3	4+	7	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	2	0	1
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Psychic Cleanse [PSYCHIC]	24"	D6	3+	5	-1	D3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	3	3+	5	-2	1
Force weapon [PSYCHIC]	Melee	5	2+	5	-3	D3
Long Vigil melee weapon	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	5	-2	1

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment, Kill Team

Catechism of Death: While this unit contains Chaplain Cassius, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Unflinching: Each time this unit takes a Battle-shock or Leadership test, you can re-roll that test.

WARGEAR ABILITIES

Jump Pack: The bearer has a Move characteristic of 12" and can move over models and terrain as if they were not there.

Psychic Hood: Models in the bearer's unit have the Feel No Pain 4+ ability against Psychic Attacks.

INVULNERABLE SAVE*

* Chaplain Cassius and Kill Team Terminator only.

KEYWORDS – ALL MODELS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, KILL TEAM CASSIUS | CHAPLAIN CASSIUS: CHARACTER, EPIC HERO



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

4+

KILL TEAM CASSIUS

Kill Team Cassius is an elite squad of specialists, even amongst Talasa Prime's ranks of Veterans. Hand-picked by Chaplain Cassius for an unauthorised mission, the kill team uncovered the first recorded Genestealer Cult alongside him on Ghosar Quintus. They have fought together many times since, and baulk at no xenos horror.



WARGEAR

- Chaplain Cassius is equipped with: artificer crozius; bolt pistol.
- Vael Donatus is equipped with: boltgun; bolt pistol; close combat weapon.
- Zameon Gydrael is equipped with: Long Vigil ranged weapon; Long Vigil melee weapon.
- Rodricus Grytt is equipped with: frag cannon; bolt pistol; close combat weapon.
- Antor Delassio is equipped with: Long Vigil ranged weapon; Long Vigil melee weapon, jump pack.
- Edryc Setorax is equipped with: twin lightning claws, jump pack.
- Jensus Natorian is equipped with: psychic Cleanse; bolt pistol; force weapon; psychic hood.
- Drenn Redblade is equipped with: Long Vigil melee weapon; boltgun.
- Garran Branatar is equipped with: heavy flamer; Long Vigil ranged weapon; power fist.
- Ennox Sorlock is equipped with: Long Vigil ranged weapon; close combat weapon.
- Jetek Suberei is equipped with: Deathwatch twin boltgun; Long Vigil melee weapon.

UNIT COMPOSITION

- 1 Chaplain Cassius – EPIC HERO
- 8 Kill Team Veterans:
 - Vael Donatus
 - Zameon Gydrael
 - Rodricus Grytt
 - Antor Delassio
 - Edryc Setorax
 - Jensus Natorian
 - Drenn Redblade
 - Ennox Sorlock
- 1 Kill Team Terminator (Garran Branatar)
- 1 Kill Team Biker (Jetek Suberei)

CASSIUS

Your army cannot contain both CHAPLAIN CASSIUS and KILL TEAM CASSIUS.

KEYWORDS – ALL MODELS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, KILL TEAM CASSIUS | CHAPLAIN CASSIUS: CHARACTER, EPIC HERO



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

PROTEUS KILL TEAM

M	T	SV	W	LD	OC		M	T	SV	W	LD	OC	
6"	4	3+	2	6+	1	KILL TEAM VETERANS	5"	5	2+	3	6+	1	KILL TEAM TERMINATOR
12"	5	3+	3	6+	2	KILL TEAM BIKER							

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Frag cannon [BLAST, HEAVY, RAPID FIRE D3]	18"	D3	4+	7	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	1	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Deathwatch thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	10	-2	3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Terminator thunder hammer [DEVASTATING WOUNDS]	Melee	4	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

ABILITIES

FACTION: Kill Team, Oath of Moment

Proteus Doctrines: Each time a model in this unit makes an attack that targets a unit that is not Below Half-strength, add 1 to the Hit roll.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.

Jump Pack: The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE*

* Kill Team Terminator models only.

4+

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, PROTEUS KILL TEAM



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

PROTEUS KILL TEAM

The sheer versatility of their weapon loadout, coupled with their durability and manoeuvrability, make it little wonder that Proteus Kill Teams have worked miraculous feats of arms on countless hostile worlds over the course of the Imperium's history.



WARGEAR OPTIONS

- Any number of Kill Team Veterans can replace their bolter and Long Vigil melee weapon with:
 - 1 Long Vigil ranged weapon*
 - 1 bolter and 1 Astartes shield
 - 1 Long Vigil melee weapon and 1 Astartes shield
- For every 5 models in this unit, up to 2 models can replace their bolter and Long Vigil melee weapon with 1 Deathwatch thunder hammer.
- For every 5 models in the unit, up to 2 models can replace their bolter and Long Vigil melee weapon with one of the following:
 - 1 frag cannon
 - 1 Infernus heavy bolter*
- Any number of Kill Team Biker models can be equipped with one of the following:
 - 1 bolt pistol
 - 1 Long Vigil melee weapon

- Up to 3 models can each have their storm bolter replaced with one of the following:
 - 1 assault cannon*
 - 1 heavy flamer*
 - 1 plasma cannon*
 - 1 cyclone missile launcher* and 1 storm bolter (this model's storm bolter cannot be replaced)
- Any number of Kill Team Terminator models can replace their power fist and storm bolter with one of the following:
 - 1 storm bolter and 1 power weapon
 - 1 storm bolter and 1 chainfist
 - 1 twin lightning claws
 - 1 Terminator thunder hammer and 1 storm shield

*The profile for this weapon can be found on the Deathwatch Armoury card.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Veterans
- 0-4 Kill Team Veterans with Jump Packs
- 0-2 Kill Team Bikers
- 0-4 Kill Team Terminators

Every Kill Team Veteran is equipped with: bolter; Long Vigil melee weapon; close combat weapon.

Every Kill Team Veteran with Jump Pack is equipped with: Long Vigil melee weapon; close combat weapon; jump pack.

Every Kill Team Biker is equipped with: twin bolter; close combat weapon.

Every Kill Team Terminator is equipped with: storm bolter; power fist.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **VANGUARD VETERANS SQUAD**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, KILL TEAM, GRENADES, IMPERIUM, PROTEUS KILL TEAM



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

SPECTRUS KILL TEAM

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Accelerator autocannon [HEAVY]	48"	3	4+	8	-1	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt carbine [PRECISION]	24"	2	3+	4	0	1
Bolt sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-2	3
Las fusil [HEAVY]	36"	1	3+	9	-3	D6
Marksman bolt carbine [HEAVY]	24"	2	3+	4	0	1
Occulus bolt carbine [ASSAULT, IGNORES COVER]	24"	2	3+	4	0	1
Special-issue bolt pistol [PISTOL, PRECISION]	12"	3	3+	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife [PRECISION]	Melee	4	3+	4	0	1
Paired combat blades [SUSTAINED HITS 1]	Melee	3	3+	4	0	1

ABILITIES

CORE: Infiltrators, Scouts 6"

FACTION: Kill Team, Oath of Moment

Spectrus Doctrines: At the end of your opponent's turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase.

WARGEAR ABILITIES

Helix Gauntlet: Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Jump Pack: The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.

KEYWORDS: INFANTRY, KILL TEAM, SMOKE, GRENADES, IMPERIUM, PHOBOS, SPECTRUS KILL TEAM



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

SPECTRUS KILL TEAM

Sinister, silent and all but invisible until they strike, Spectrus Kill Teams are adept in inflicting death from both near and far. Clad in close-fitting Mk X Phobos battle plate, they specialise in battlefield control and enemy destabilisation.



WARGEAR OPTIONS

- One model equipped with a marksman bolt carbine can be equipped with one of the following:
 - 1 helix gauntlet
 - 1 Infiltrator comms array

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to an **INFILTRATOR SQUAD**, it can be attached to this unit instead.

UNIT COMPOSITION (10 MODELS MAXIMUM)

- 5-10 Kill Team Infiltrators
- 0-2 Kill Team Infiltrators with bolt sniper rifles
- 0-2 Kill Team Infiltrators with jump packs
- 0-4 Kill Team Infiltrators with oculus bolt carbines
- 0-4 Kill Team Infiltrators with combat knives

Every Kill Team Infiltrator is equipped with: bolt pistol; marksman bolt carbine; close combat weapon.

Every Kill Team Infiltrator with bolt sniper rifle is equipped with: bolt pistol; bolt sniper rifle; close combat weapon.

Every Kill Team Infiltrator with jump pack is equipped with: bolt pistol; accelerator autocannon; close combat weapon; jump pack.

Every Kill Team Infiltrator with oculus bolt carbine is equipped with: bolt pistol; oculus bolt carbine; paired combat blades.

Every Kill Team Infiltrator with combat knife is equipped with: special-issue bolt pistol; combat knife.

KEYWORDS: INFANTRY, KILL TEAM, SMOKE, GRENADES, IMPERIUM, PHOBOS, SPECTRUS KILL TEAM



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

VETERAN BIKE SQUAD

M T SV W LD OC

12" 5 3+ 3 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Twin bolter [TWIN-LINKED]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Xenophage blade [DEVASTATING WOUNDS]	Melee	4	3+	5	-2	1

ABILITIES

FACTION: Oath of Moment

Turbo-boost: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, VETERAN BIKE SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

VETERAN BIKE SQUAD

Matching their speed, strength and firepower against the swiftest xenos, Veteran Bikers are expert hunters. Undertaking extended missions in dangerous territory, they assess their enemy's every weakness, close off escape routes and use their velocity to enact sudden strikes from unexpected angles.



WARGEAR OPTIONS

- The Veteran Biker Sergeant can be equipped with one of the following:
 - 1 Long Vigil ranged weapon
 - 1 Long Vigil melee weapon
 - 1 xenophage blade
 - 1 Astartes shield
- Any number of Veteran Biker models can each be equipped with 1 Long Vigil melee weapon.

UNIT COMPOSITION

- 1 Veteran Biker Sergeant
- 2-5 Veteran Bikers

Every model is equipped with: bolt pistol; close combat weapon; twin boltguns.

ATTACHED UNIT

If a **CHARACTER** from your army with the Leader ability can be attached to a **OUTRIDER SQUAD**, it can be attached to this unit instead.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, VETERAN BIKE SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

WATCH CAPTAIN ARTEMIS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



RANGED WEAPONS

Hellfire Extremis
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER, TORRENT]

RANGE	A	BS	S	AP	D
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12"	D6	N/A	4	-1	1
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MELEE WEAPONS

Master-crafted power weapon

RANGE	A	WS	S	AP	D
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Melee	6	2+	5	-2	2
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ABILITIES

CORE: Feel No Pain 6+, Leader

FACTION: Oath of Moment

Tactical Instinct: While this model is leading a unit, you can target that unit with a Stratagem even if that Stratagem has already been used on another unit from your army this phase. In addition, that unit can be targeted with a Stratagem even while it is Battle-shocked.

Unstoppable Champion: The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 1 wound remaining.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, WATCH CAPTAIN ARTEMIS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

WATCH CAPTAIN ARTEMIS

Born survivor of a feral world and formerly of the macabre Mortifactors Chapter, Artemis leads a Watch Company of Talasa Prime. Known for his instinct for xenos trickery, he still relishes the prospect of violence, whether with his blade, the mutagenic acid-fire of Hellfire Extremis or a time-warping stasis grenade.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Watch Captain Artemis

This model is equipped with: Hellfire Extremis; master-crafted power weapon.

LEADER

This model can be attached to the following units:

- DEATHWATCH VETERANS
- PROTEUS KILL TEAM

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, WATCH CAPTAIN ARTEMIS



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

WATCH MASTER

M T SV W LD OC
6" 4 2+ 5 6+ 1



RANGED WEAPONS

Vigil spear	RANGE	A	BS	S	AP	D
	24"	2	2+	4	0	2

MELEE WEAPONS

Vigil spear [LANCE]	RANGE	A	WS	S	AP	D
	Melee	6	2+	6	-2	D3

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Strategic Knowledge: While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Watch Master: Once per battle, after your opponent uses a Stratagem, if this model is your WARLORD and is on the battlefield, it can use this ability. If it does, until the end of the battle, increase the cost of that Stratagem to your opponent by 1CP.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CAPTAIN, WATCH MASTER



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

WATCH MASTER

The galaxy's foremost xenos hunters, each Watch Master commands one of the Chapter's vigilant fortresses. These leaders possess centuries of strategic and esoteric knowledge of the horrors assailing Mankind. In battle, the crackling blades and tailored bolts of their vigil spears destroy any xenos before them.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Watch Master

This model is equipped with: vigil spear.

LEADER

This model can be attached to the following units:

- DEATHWATCH VETERANS
- PROTEUS KILL TEAM

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CAPTAIN, WATCH MASTER



FACTION KEYWORDS:
ADEPTUS ASTARTES, DEATHWATCH

DEATHWATCH ARMOURY

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
► Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
► Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
► Infernus heavy bolter – heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
► Infernus heavy bolter – heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
► Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
► Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2
► Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
► Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Long Vigil ranged weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

WEAPON LISTS

Some KILL TEAM models can be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.

PRIMARIS CAPTAIN

M T SV W LD OC

6"	4	3+	5	6+	1
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RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
Master-crafted bolt rifle	24"	2	2+	4	-1	2
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	2+	4	0	1
Master-crafted power weapon	Melee	6	2+	5	-2	2
Power fist	Melee	5	2+	8	-2	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

Finest Hour: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

INVULNERABLE SAVE

4+



PRIMARIS CAPTAIN

Leading strike forces of Space Marines from the front lines, Captains exemplify the strength and skill of the warriors under their command. They are paragons of strategic genius with centuries of battlefield experience, and their great deeds are often rewarded with ancient artefacts drawn from the Chapter's vaults.



WARGEAR OPTIONS

- This model's bolt pistol, master-crafted bolt rifle and close combat weapon can be replaced with one of the following:
 - 1 plasma pistol and 1 power fist
 - 1 heavy bolt pistol, 1 master-crafted power weapon and 1 relic shield
- This model's close combat weapon can be replaced with one of the following:
 - 1 master-crafted power weapon
 - 1 power fist

UNIT COMPOSITION

- 1 Primaris Captain

This model is equipped with: bolt pistol; master-crafted bolt rifle; close combat weapon.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD*
- HELLBLASTER SQUAD*
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

*This model cannot be attached to a BLADEGUARD VETERAN SQUAD unless it is equipped with a relic shield, and cannot be attached to a HELLBLASTER SQUAD unless it is equipped with a plasma pistol.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN IN GRAVIS ARMOUR

M T SV W LD OC

6" 6 3+ 6 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Boltstorm gauntlet [PISTOL]	12"	3	2+	4	-1	1
Master-crafted heavy bolt rifle	30"	2	2+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	5	-2	2
Power fist	Melee	5	2+	8	-2	2
Relic blade [EXTRA ATTACKS]	Melee	2	2+	5	-2	2
Relic chainsword [EXTRA ATTACKS]	Melee	3	2+	4	-1	2
Relic fist [EXTRA ATTACKS]	Melee	1	2+	8	-2	2

ABILITIES

FACTION: Leader, Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

Refuse to Yield: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, GRAVIS, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN IN GRAVIS ARMOUR

Clad in a suit of indomitable Gravis armour, a Space Marine Captain can fearlessly stride into the very fiercest battlefield firestorms. To don Gravis armour is to demonstrate the greatest determination to crush the enemy, no matter how deeply they are entrenched.



WARGEAR OPTIONS

- This model's master-crafted heavy bolt rifle and master-crafted power weapon can be replaced with:
 - 1 boltstorm gauntlet, 1 power fist and 1 relic chainsword
 - 1 boltstorm gauntlet, 1 power fist and 1 relic blade
 - 1 boltstorm gauntlet, 1 power fist and 1 relic fist

UNIT COMPOSITION

- 1 Captain in Gravis Armour

This model is equipped with: master-crafted heavy bolt rifle; master-crafted power weapon.

LEADER

This model can be attached to the following units:

- AGGRESSOR SQUAD
- ERADICATOR SQUAD
- HEAVY INTERCESSOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, GRAVIS, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN IN PHOBOS ARMOUR

M T SV W LD OC
6" 4 3+ 5 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Instigator bolt carbine [PRECISION]	24"	1	2+	4	-2	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Combat knife	Melee	6	2+	4	0	1

ABILITIES

CORE: Infiltrators, Leader, Stealth

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

Master of Deceit: After both players have deployed their armies and determined who has the first turn, if your army includes one or more models with this ability, you can select up to three friendly **ADEPTUS ASTARTES PHOBOS**, **ADEPTUS ASTARTES SCOUT SQUAD** or **ADEPTUS ASTARTES SCOUT SNIPER SQUAD** units and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PHOBOS, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN IN PHOBOS ARMOUR

All Primaris Space Marines are trained in reconnaissance, stealth and sabotage while in the 10th Company. Donning his Phobos armour, a Captain will combine these skills with his incredible martial prowess and hard-won strategic expertise to lead strike forces of Vanguard warriors on dangerous covert missions.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Captain in Phobos Armour

This model is equipped with: bolt pistol; instigator bolt carbine; combat knife.

LEADER

This model can be attached to the following units:

- ELIMINATOR SQUAD
- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER SQUAD
- SCOUT SQUAD
- SCOUT SNIPER SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PHOBOS, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN IN TERMINATOR ARMOUR

M T SV W LD OC
5" 5 2+ 6 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	5	3+	8	-2	2
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	7	2+	5	-2	1

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

The Imperium's Sword: You can re-roll Charge rolls made for this model's unit.

WARGEAR ABILITIES

Auxiliary Grenade Launcher: The bearer has the GRENADES keyword.

Relic Shield: The bearer has a Wounds characteristic of 7.

4+

INVULNERABLE SAVE



KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CAPTAIN

FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN IN TERMINATOR ARMOUR

Space Marine Captains are expected to fight from the front, and few kinds of armour enable them to do so as effectively as Terminator plate. Formidably resilient, such a suit protects the Captain against all but the most devastating enemy fire and enables him to deploy by teleport strike right into the heart of the foe.



WARGEAR OPTIONS

- This model's storm bolter can be replaced with one of the following:
 - 1 combi-weapon
 - 1 power fist
 - 1 relic shield*
 - 1 relic weapon
 - 1 thunder hammer
- This model's relic weapon can be replaced with one of the following:
 - 1 chainfist
 - 1 power fist
 - 1 relic shield*
 - 1 thunder hammer
- This model's storm bolter and relic weapon can be replaced with 1 twin lightning claws.
- If this model is equipped with a power fist, it can be equipped with 1 auxiliary grenade launcher.

*Maximum one per model.

UNIT COMPOSITION

- 1 Captain in Terminator Armour

This model is equipped with: storm bolter; relic weapon.

LEADER

This model can be attached to the following units:

- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN

M T SV W LD OC

6" 4 3+ 5 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3
Master-crafted boltgun	24"	2	2+	4	0	2
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	7	2+	5	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CAPTAIN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

Finest Hour: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN

Space Marine Captains have spent centuries with their Chapter. They expect nothing but utter dedication from those they command. Each Space Marine lives up to this standard willingly, knowing there is no sacrifice their Captains haven't made, no enemy they have not slain and no hardship they have not endured.



WARGEAR OPTIONS

- This model's master-crafted boltgun can be replaced with one of the following:
 - 1 combi-weapon**
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 storm bolter**
 - 1 power fist
 - 1 relic shield*
 - 1 relic weapon
 - 1 thunder hammer
- This model's Astartes chainsword can be replaced with one of the following:
 - 1 close combat weapon and 1 relic shield*
 - 1 power fist
 - 1 relic weapon
 - 1 thunder hammer
- This model's master-crafted boltgun and Astartes chainsword can be replaced with 1 twin lightning claws.
*Maximum one per model.

**The profile for this weapon can be found on the Adeptus Astartes Armoury card.

UNIT COMPOSITION

- 1 Captain

This model is equipped with: bolt pistol; master-crafted boltgun; Astartes chainsword.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD



CAPTAIN WITH JUMP PACK

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [PISTOL, MELTA 2]	6"	1	2+	8	-4	D3
Master-crafted boltgun	24"	2	2+	4	0	2
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	?	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	?	2+	5	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES, IMPERIUM, CAPTAIN

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Angel's Wrath: While this model is leading a unit, each time that unit ends a Charge move, until the end of the turn, add 1 to the Strength characteristic of melee weapons equipped by models in that unit.

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN WITH JUMP PACK

Many a Space Marine Captain favours fury and speed, and devises ingenious strategies to use these to devastating effect against their enemies. Being superlative warriors and inspiring leaders, they have no place but at the very forefront of battle. With a jump pack, Captains can lead their warriors as spearheads for their assaults.



WARGEAR OPTIONS

- This model's master-crafted boltgun can be replaced with one of the following:
 - 1 combi-weapon**
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 storm bolter**
 - 1 power fist
 - 1 relic shield*
 - 1 relic weapon
 - 1 thunder hammer
- This model's Astartes chainsword can be replaced with one of the following:
 - 1 close combat weapon and 1 relic shield*
 - 1 power fist
 - 1 relic weapon
 - 1 thunder hammer
- This model's master-crafted boltgun and Astartes chainsword can be replaced with 1 twin lightning claws.

*Maximum one per model.

**The profile for this weapon can be found on the Adeptus Astartes Armoury card.

UNIT COMPOSITION

- 1 Captain with Jump Pack

This model is equipped with: bolt pistol; master-crafted boltgun; Astartes chainsword.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD WITH JUMP PACKS
- VANGUARD VETERAN SQUAD WITH JUMP PACKS

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES, IMPERIUM, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN ON BIKE

M	T	SV	W	LD	OC
12"	5	3+	6	6+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3
Master-crafted boltgun	24"	2	2+	4	0	2
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2
Twin boltgun [TWIN-LINKED]	24"	2	2+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	?	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	7	2+	5	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Swift Assault: While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of ?.

INVULNERABLE SAVE

4+

CAPTAIN ON BIKE

When a Captain thunders to war on a Space Marine bike, he can race to the most critical locations on the battlefield. He smashes foes aside, cuts down countless fleeing enemies, or joins his Outriders to carry out reconnaissance missions in person so as to best develop his battle plans with first-hand knowledge.



WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 combi-weapon**
 - 1 hand flamer
 - 1 inferno pistol
 - 1 master-crafted boltgun
 - 1 plasma pistol
 - 1 storm bolter**
 - 1 relic shield*
 - 1 relic weapon
 - 1 power fist
- This model's Astartes chainsword can be replaced with one of the following:
 - 1 close combat weapon and 1 relic shield*
 - 1 power fist
 - 1 relic weapon
- This model's bolt pistol and Astartes chainsword can be replaced with 1 twin lightning claws.
**Maximum one per model.*
***The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

UNIT COMPOSITION

- 1 Captain on Bike

This model is equipped with: bolt pistol; twin boltgun; Astartes chainsword.

LEADER

This model can be attached to the following units:

- BIKE SQUAD
- OUTRIDER SQUAD



PRIMARIS LIEUTENANT

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
Master-crafted bolt rifle	24"	2	2+	4	-1	2
Neo-volkite pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	2+	5	0	2
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1
Master-crafted power weapon	Melee	5	2+	5	-2	2
Power fist	Melee	4	2+	8	-2	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS LIEUTENANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Target Priority: This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

PRIMARIS LIEUTENANT

Primaris Lieutenants, in addition to being extremely able tacticians and strategists, are highly skilled warriors. Experts in all the lethal firearms of the Intercessors they so often command and fight alongside, they lay down impressive volleys of bolts even as they bellow orders and coordinate their brothers' fire.



WARGEAR OPTIONS

- This model's master-crafted bolt rifle can be replaced with one of the following:
 - 1 plasma pistol
 - 1 master-crafted power weapon
 - 1 power fist
- This model's bolt pistol, master-crafted bolt rifle and close combat weapon can be replaced with 1 neo-volkite pistol, 1 master-crafted power weapon and 1 storm shield.
- This model's bolt pistol can be replaced with 1 heavy bolt pistol.
- This model's close combat weapon can be replaced with one of the following:
 - 1 master-crafted power weapon
 - 1 power fist

UNIT COMPOSITION

- 1 Primaris Lieutenant

This model is equipped with: bolt pistol; master-crafted bolt rifle; close combat weapon.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

You can attach this model to one of the above units even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS LIEUTENANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT IN REIVER ARMOUR

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



RANGED WEAPONS

Master-crafted special issue bolt pistol
[PISTOL, PRECISION]

RANGE	A	BS	S	AP	D
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12"	1	2+	4	0	2
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MELEE WEAPONS

Combat knife [PRECISION]

RANGE	A	WS	S	AP	D
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Melee	6	2+	4	0	1
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ABILITIES

CORE: Leader, Scouts 6"

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Deadly Terror: While this model is leading a unit, increase the range of that unit's Terror Troops ability by 3".

KEYWORDS: INFANTRY, CHARACTER, SMOKE, GRENADES, IMPERIUM, PHOBOS,
LIEUTENANT IN REIVER ARMOUR



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT IN REIVER ARMOUR

When a Space Marine commander needs the enemy broken in terror, he unleashes detachments led by Lieutenants clad in the wargear of the Reiver Squads. With the masterful leadership of the Lieutenant, these forces become more powerful than the sum of their parts, and drive contingents of the foe to flight.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lieutenant in Reiver Armour

This model is equipped with: master-crafted special issue bolt pistol; combat knife.

LEADER

This model can be attached to the following unit:

- REIVER SQUAD

You can attach this model to the above unit even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, SMOKE, GRENADES, IMPERIUM, PHOBOS, LIEUTENANT IN REIVER ARMOUR



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT IN PHOBOS ARMOUR

M T SV W LD OC

6"	4	3+	4	6+	1
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RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Master-crafted scoped bolt carbine	24"	2	2+	4	0	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Paired combat blades [SUSTAINED HITS 1]	Melee	5	2+	4	0	1

ABILITIES

CORE: Deep Strike, Infiltrators, Leader, Scouts 6"

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Shoot and Fade: In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy models, it can make a Normal move of up to D6".

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PHOBOS, LIEUTENANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT IN PHOBOS ARMOUR

Highly capable combat commanders, Lieutenants can lead independent reconnaissance, sabotage and assassination forces far beyond Imperial lines. They are deadly warriors, and the last sensation of countless foes has been the cold press of a Space Marine Lieutenant's knife to their neck.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lieutenant in Phobos Armour

This model is equipped with: bolt pistol; master-crafted scoped bolt carbine; paired combat blades.

LEADER

This model can be attached to the following units:

- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER SQUAD

You can attach this model to one of the above units even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PHOBOS, LIEUTENANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3
Master-crafted boltgun	24"	2	2+	4	0	2
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	6	2+	4	-1	1
Close combat weapon	Melee	5	2+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Power weapon	Melee	5	2+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	4	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	2+	5	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, LIEUTENANT

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Target Priority: This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT

Lieutenants constitute a supporting layer of leadership and strategic implementation within Space Marine strike forces. In addition to their own formidable combat prowess, they act as a force multiplier, their tactical capabilities allowing their warriors to adapt far more fluidly to changing situations.



WARGEAR OPTIONS

- This model's master-crafted boltgun can be replaced with one of the following:
 - 1 combi-weapon**
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist
 - 1 power weapon
 - 1 storm shield*
- This model's Astartes chainsword can be replaced with one of the following:
 - 1 close combat weapon and 1 storm shield*
 - 1 power fist
- This model's master-crafted boltgun and Astartes chainsword can be replaced with 1 twin lightning claws.

**Maximum one per model.*

***The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

UNIT COMPOSITION

- 1 Lieutenant

This model is equipped with: bolt pistol; master-crafted boltgun; Astartes chainsword.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

You can attach this model to one of the above units even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, LIEUTENANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS LIBRARIAN

M T SV W LD OC

6"	4	3+	4	6+	1
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RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, TACTICUS,
PRIMARIS LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Mental Fortress [Psychic]: While this model is leading a unit, models in that unit have a 4+ invulnerable save.

PRIMARIS LIBRARIAN

The physical improvements granted by Primaris implants greatly benefit Librarians. Immense strength and endurance enables them to sustain their furious psychic powers for longer, and in battle their entire bodies crackle with mind-melting energies that they launch at their foes.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Librarian

This model is equipped with: bolt pistol; Smite; force weapon.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- DESOLATION SQUAD
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, TACTICUS,
PRIMARIS LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN IN PHOBOS ARMOUR

M T SV W LD OC

6" 4 3+ 4 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, PHOBOS, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Infiltrators, Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Shrouding (Psychic): While this model is leading a unit, models in that unit have the Stealth ability and that unit cannot be targeted by ranged attacks unless the attacking model is within 12".

LIBRARIAN IN PHOBOS ARMOUR

Many Librarians learn the arcane arts of obscuration and illusion as part of their long and dangerous training. Donning Phobos armour, they take to the field and use these skills to fog the minds of their enemies, prise vital battle plans from their foes' minds and turn the enemy's shadows against them.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Librarian in Phobos Armour

This model is equipped with: bolt pistol; Smite; force weapon.

LEADER

This model can be attached to the following units:

- ELIMINATOR SQUAD
- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, PHOBOS, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN IN TERMINATOR ARMOUR

M T SV W LD OC

5" 5 2+ 5 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, TERMINATOR, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Veil of Time (Psychic): While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

INVULNERABLE SAVE

4+

LIBRARIAN IN TERMINATOR ARMOUR

The powers of a Chapter's Librarians lend a lethal psychic edge to its elite infantry spearheads. Whether it be gruelling boarding actions, ferocious urban combat or on the front line against overwhelming enemy numbers, Librarians in Terminator armour blast at the foe with their powerful psychic energies.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 combi-weapon
 - 1 storm bolter

UNIT COMPOSITION

- 1 Librarian in Terminator Armour

This model is equipped with: Smite; force weapon.

LEADER

This model can be attached to the following units:

- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, TERMINATOR, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Smite – focused witchfire	24"	D6	3+	6	-2	D3
[DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, LIBRARIAN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Mental Fortress [Psychic]: While this model is leading a unit, models in that unit have a 4+ invulnerable save.



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN

Librarians are the Space Marines' battle-psychers and keepers of lore. Wielding terrifying empyric energies, with but a thought they can crush a foe's skull, throw up force shields to protect their brethren from incoming fire, and hurl blasts of psychic power.



WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 boltergun
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter

UNIT COMPOSITION

- 1 Librarian

This model is equipped with: bolt pistol; Smite; force weapon.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS CHAPLAIN

M T SV W LD OC
6" 4 3+ 4 5+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Crozius arcum	Melee	5	2+	6	-1	2

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Litan of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Spiritual Leader: Once per battle, at the start of any phase, you can select one friendly ADEPTUS ASTARTES unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS CHAPLAIN

Cloak billowing in the heat of battle and absolvor pistol flaring, Primaris Chaplains stride purposefully into battle, the boom of their oration audible even over the furious din of conflict. Without rest they exhort their brothers to victory, steeling their hearts, minds and souls no matter the savagery of the enemy.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Chaplain

This model is equipped with: absolvor bolt pistol; crozius arcana.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN IN TERMINATOR ARMOUR

M T SV W LD OC
5" 5 2+ 5 5+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Crozius arcum	Melee	5	2+	6	-1	2

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Recitation of Faith: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against mortal wounds.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN IN TERMINATOR ARMOUR

Every Space Marine is roused to war by the litanies of their Chaplains, and never is this spiritual fortification more vital than amidst the blood and horror of boarding actions and beachhead strikes. Thus, Chaplains are trained to wear formidable Terminator armour so they can fight alongside Veteran battle-brothers.



WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 combi-weapon.

UNIT COMPOSITION

- 1 Chaplain in Terminator Armour

This model is equipped with: storm bolter; crozius arcum.

LEADER

This model can be attached to the following units:

- RElic TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN ON BIKE

M	T	SV	W	LD	OC
12"	5	3+	5	5+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [PISTOL]	18"	1	3+	5	-1	2
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Crozius arcana	Melee	5	2+	6	-1	2

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Litan of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Catechism of Fire: Each time this model's unit is selected to shoot, you can select one enemy unit within 12" of and visible to this model. Until the end of the phase, ranged weapons equipped by models in this model's unit have the [DEVASTATING WOUNDS] ability when targeting that enemy unit.

INVULNERABLE SAVE

4+



KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CHAPLAIN

FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN ON BIKE

When a Chaplain takes to the field on a Raider-pattern bike, he is able to keep pace with even the swiftest armoured advance or spearhead breakthrough. Fighting in such an action, he will urge his brothers to victory as he bellows his catechisms and charges headlong into the foe, crozius arcum swinging.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chaplain on Bike

This model is equipped with: absolvor bolt pistol; twin bolt rifle; crozius arcum.

LEADER

This model can be attached to the following units:

- BIKE SQUAD
- OUTRIDER SQUAD

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN

M	T	SV	W	LD	OC
6"	4	3+	4	5+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Crozius arcana	Melee	5	2+	6	-1	2
Power fist	Melee	4	2+	8	-2	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CHAPLAIN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Litan of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Spiritual Leader: Once per battle, at the start of any phase, you can select one friendly ADEPTUS ASTARTES unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN

Chaplains are the guardians of their Chapter's spirit and protectors of its warriors' souls. They uphold the traditions of their brotherhood and keep its relics safe, while on the battlefield they bellow litanies of hatred and faith, their fiery sermons giving grim inspiration to the warriors they accompany.



WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 boltgren
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist

UNIT COMPOSITION

- 1 Chaplain

This model is equipped with: bolt pistol; crozius arcana.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN WITH JUMP PACK

M	T	SV	W	LD	OC
12"	4	3+	4	6+	1

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Crozius arcana	Melee	5	2+	6	-1	2
Power fist	Melee	4	2+	8	-2	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, IMPERIUM, CHAPLAIN

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Exhortation of Rage: Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN WITH JUMP PACK

Ever are the roared litanies of the Chaplains needed all over the battlefield, to stir the hearts of battle-brothers and drive fear into the enemy. With a jump pack a Chaplain can thunder to wherever he is most needed, or spearhead furious assaults into the enemy's positions himself.



WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 boltgrenade
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist

UNIT COMPOSITION

- 1 Chaplain with Jump Pack

This model is equipped with: bolt pistol; crozius arcana.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD WITH JUMP PACKS
- VANGUARD VETERAN SQUAD WITH JUMP PACKS

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, IMPERIUM, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS TECHMARINE

M T SV W LD OC
6" 4 2+ 4 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Forge bolter	24"	3	2+	5	-1	2
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm [EXTRA ATTACKS]	Melee	1	3+	8	-2	3

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Techmarine: While this model is within 3" of one or more friendly ADEPTUS ASTARTES VEHICLE units, this model has the Lone Operative ability.

Blessing of the Omnissiah: In your Command phase, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Vengeance of the Omnissiah: If a friendly ADEPTUS ASTARTES VEHICLE model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an Attacks characteristic of 7.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS TECHMARINE



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS TECHMARINE

Primaris Techmarines stride selflessly through oncoming fire to soothe the machine spirits of wounded war engines, deftly peeling back damaged armour plates to repair burnt-out cabling and bending warped panels back into shape with their servo-arms and mechadendrites.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Techmarine

This model is equipped with: forge bolter; grav-pistol; Omnisian power axe; servo-arm.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- ASTARTES SERVITORS
- INTERCESSOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS TECHMARINE



FACTION KEYWORDS:
ADEPTUS ASTARTES

TECHMARINE

M T SV W LD OC

6" 4 2+ 3 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELT 2, PISTOL]	6"	1	2+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Omnissian power axe	Melee	4	3+	6	-2	2
Plasma cutter [EXTRA ATTACKS]	Melee	2	3+	8	-2	2
Power fist	Melee	4	3+	8	-2	2
Servo-arm [EXTRA ATTACKS]	Melee	1	3+	8	-2	3
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TECHMARINE

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Techmarine: While this model is within 3" of one or more friendly ADEPTUS ASTARTES VEHICLE units, this model has the Lone Operative ability.

Blessing of the Omnissiah: In your Command phase, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Vengeance of the Omnissiah: If a friendly ADEPTUS ASTARTES VEHICLE model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an Attacks characteristic of 7.



FACTION KEYWORDS:
ADEPTUS ASTARTES

TECHMARINE

Possessing knowledge of the Ommissiah's deeper mysteries, Techmarines are responsible for the maintenance of their Chapter's arsenal of armoured vehicles. Equipped with a servo-arm and plasma cutter, they can repair terrible battlefield damage, ensuring the Chapter's vehicles continue to wage war.



WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 boltergun
 - 1 combi-weapon*
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter*
- This model's Omnissian power axe can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 power fist
 - 1 thunder hammer
- This model can be equipped with 1 flamer, 1 plasma cutter and 1 servo-arm.

* The profile for this weapon can be found on the Adeptus Astartes Armoury card.

UNIT COMPOSITION

- 1 Techmarine

This model is equipped with: bolt pistol; Omnissian power axe; servo-arm.

LEADER

This model can be attached to the following units:

- ASTARTES SERVITORS
- TACTICAL SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TECHMARINE



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASTARTES SERVITORS

M T SV W LD OC

6"	4	4+	1	8+	0
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RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	3	0	1
Servitor servo-arm	Melee	1	5+	6	-2	3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, ASTARTES SERVITORS

ABILITIES

Mindlock: While a TECHMARINE model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by ASTARTES SERVITOR models in this unit by 1.

INVULNERABLE SAVE

6+



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASTARTES SERVITORS

Mono-task cybernetic slaves, Servitors are arcane combinations of lobotomised Human and machine. Fitted with an array of mechanical augmentations, in battle Servitors assist Techmarines, either by laying down torrents of covering fire or by carrying out additional repair work with their servo-arms.



WARGEAR OPTIONS

- Up to 2 models can each have their Servitor servo-arm replaced with one of the following:
 - 1 heavy bolter and 1 close combat weapon
 - 1 multi-melta and 1 close combat weapon
 - 1 plasma cannon and 1 close combat weapon

UNIT COMPOSITION

- 4 Astartes Servitors

Every model is equipped with: Servitor servo-arm.

SERVITOR RETINUE

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a TECHMARINE. If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: INFANTRY, IMPERIUM, ASTARTES SERVITORS



FACTION KEYWORDS:
ADEPTUS ASTARTES

INTERCESSOR SQUAD

M T SV W LD OC

6" 4 3+ 2 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
► Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
► Astartes grenade launcher – krak	24"	1	3+	9	-2	D3
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
► Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
► Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS,
INTERCESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

FACTION: Oath of Moment

Objective Secured: If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

INTERCESSOR SQUAD

Intercessor Squads are capable of laying down punishing fire while advancing or holding ground against the enemy. They have access to a range of bolt weaponry suited to varied battlefield assignments, from engaging enemies at long range to cleansing bunker complexes.



WARGEAR OPTIONS

- The Sergeant's bolt rifle can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 hand flamer
 - 1 plasma pistol
 - 1 power weapon
- The Intercessor Sergeant's close combat weapon can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- For every 5 models in this unit, 1 model equipped with a bolt rifle can be equipped with 1 Astartes grenade launcher.

UNIT COMPOSITION

- 1 Intercessor Sergeant
- 4-9 Intercessors

Every model is equipped with: bolt pistol; bolt rifle; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS,
INTERCESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INFERNUS SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Pyreblaster [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Purge the Foe: In your Shooting phase, after this unit has shot, you can select one enemy INFANTRY unit hit by one or more of those attacks made with a pyreblaster. That enemy unit must take a Battle-shock test.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, INFERNUS SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INFERNUS SQUAD

Infernus Squads purge swathes of the enemy ranks with the incandescent firestorms they unleash from their pyreblasters. They are close assault specialists, sending jets of burning promethium into enemy trench lines and bunkers and through dense ruins and concealing vegetation, ensuring no foe escapes their fiery wrath.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Infernus Sergeant
- 4-9 Infernus Marines

Every model is equipped with: bolt pistol; pyreblaster; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, INFERNUS SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASSAULT INTERCESSOR SQUAD

M T SV W LD OC
6" 4 3+ 2 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS,
ASSAULT INTERCESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

FACTION: Oath of Moment

Shock Assault: Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

ASSAULT INTERCESSOR SQUAD

Assault Intercessors are amongst the most widespread close support units in a Chapter's arsenal. Firing their heavy bolt pistols as they close upon the foe, they charge into the fray, where they make short work of their enemies with brutal swings of their chainswords.



WARGEAR OPTIONS

- The Assault Intercessor Sergeant's heavy bolt pistol can be replaced with one of the following:
 - 1 hand flamer
 - 1 plasma pistol
- The Assault Intercessor Sergeant's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

UNIT COMPOSITION

- 1 Assault Intercessor Sergeant
- 4-9 Assault Intercessors

Every model is equipped with: heavy bolt pistol; Astartes chainsword.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS,
ASSAULT INTERCESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN WITH JUMP PACK

M	T	SV	W	LD	OC
12"	4	3+	4	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Smite – focused witchfire	24"	D6	3+	6	-2	D3
[DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, PSYKER, GRENADES, IMPERIUM, LIBRARIAN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Might of Heroes [Psychic]: While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN WITH JUMP PACK

Librarians are skilled warriors possessed of esoteric powers, and will not hesitate to launch themselves into danger to root out empyric threats. With a jump pack, there are few secrets beyond a Librarian's reach, and by drawing on the immaterium's power he can grant his battle-brothers the strength to crush the foe wherever they hide.



WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 bolter
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter

UNIT COMPOSITION

- 1 Librarian with Jump Pack

This model is equipped with: bolt pistol; Smite; force weapon.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD WITH JUMP PACKS
- VANGUARD VETERAN SQUAD WITH JUMP PACKS

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, PSYKER, GRENADES, IMPERIUM, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT WITH COMBI-WEAPON

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



RANGED WEAPONS

Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	RANGE	A	BS	S	AP	D
	24"	1	3+	4	0	1

MELEE WEAPONS

Paired combat blades [ANTI-TYRANIDS 4+, SUSTAINED HITS 1]	RANGE	A	WS	S	AP	D
	Melee	5	2+	4	0	1

ABILITIES

CORE: Feel No Pain 5+, Infiltrators, Lone Operative, Stealth

FACTION: Oath of Moment

Priority Objective Identified (Aura): At the start of the first battle round, if your army contains one or more models with this ability, you can select one objective marker on the battlefield to be the Priority Objective. Until the end of the battle, while a friendly **ADEPTUS ASTARTES** unit is within 6" of this model, each time a model in that unit makes an attack that targets an enemy unit that is within range of the Priority Target, re-roll a Wound roll of 1.

Evade and Survive: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, SMOKE, IMPERIUM, PHOBOS, LIEUTENANT WITH COMBI-WEAPON



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT WITH COMBI-WEAPON

Some Lieutenants in Phobos armour are tasked with operating behind enemy lines, acting as skilled assassins and intelligence gatherers. By the time the main Space Marine task force has arrived they have cast the enemy into disarray and collected incredible tactical data that will all but guarantee the assault's success.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lieutenant with Combi-weapon

This model is equipped with: combi-weapon; paired combat blades.

LAST SURVIVOR

This model cannot be selected as your **WARLORD**.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, SMOKE, IMPERIUM, PHOBOS, LIEUTENANT WITH COMBI-WEAPON



FACTION KEYWORDS:
ADEPTUS ASTARTES

HEAVY INTERCESSOR SQUAD

M T SV W LD OC

5"

6

3+

3

6+

2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Heavy bolt rifle [ASSAULT, HEAVY]	30"	2	3+	5	-1	1
Heavy bolter [ASSAULT, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Unyielding in the Face of the Foe: While this unit is within range of an objective marker you control, each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, GRAVIS,
HEAVY INTERCESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

HEAVY INTERCESSOR SQUAD

Clad in thick Gravis armour, Heavy Intercessors secure ground and are immovable in the defence. Always ready for any sign of enemy counter-attack, they stand firm, laying down volleys of heavy fire that keep all but the most determined or foolhardy enemies at bay.



WARGEAR OPTIONS

- For every 5 models in this unit, 1 Heavy Intercessor's heavy bolt rifle can be replaced with 1 heavy bolter.

UNIT COMPOSITION

- 1 Heavy Intercessor Sergeant
- 4-9 Heavy Intercessors

Every model is equipped with: bolt pistol; heavy bolt rifle; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, GRAVIS,
HEAVY INTERCESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INFILTRATOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Marksman bolt carbine [HEAVY]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

CORE: Infiltrators

FACTION: Oath of Moment

Omni-scramblers: Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this unit.

WARGEAR ABILITIES

Helix Gauntlet: Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INFILTRATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INFILTRATOR SQUAD

Infiltrator Squads are experts in covert operations and are drilled extensively in self-sufficiency and survival skills. Equipped with omni-scramblers that cripple enemy communications, they wreak havoc amongst their foes before cutting them down with hails of accurate bolt fire.



WARGEAR OPTIONS

- 1 Infiltrator can be equipped with 1 helix gauntlet.*
- 1 Infiltrator can be equipped with 1 Infiltrator comms array.*

*These options cannot be taken on the same model.

UNIT COMPOSITION

- 1 Infiltrator Sergeant
- 4-9 Infiltrators

Every model is equipped with: bolt pistol; marksman bolt carbine; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INFILTRATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INCURSOR SQUAD

M T SV W LD OC
6" 4 3+ 2 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Occulus bolt carbine [ASSAULT, IGNORES COVER]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Paired combat blades [SUSTAINED HITS 1]	Melee	3	3+	4	0	1

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Multi-spectrum Array: In your Shooting phase, after this unit has shot, select one enemy unit that was hit by one or more attacks made by this unit this phase. Until the end of the phase, each time a friendly ADEPTUS ASTARTES unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

WARGEAR ABILITIES

Haywire Mine: Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6; on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a VEHICLE unit.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INCURSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INCUSOR SQUAD

Aggressive light infantry, Incusors specialise in storming enemy defences and destroying essential assets. With a formidable array of auspexes and sensory equipment, they can see their enemies through walls and predict their movements – and with a burst of carbine fire or knife thrusts, cut them down.



WARGEAR OPTIONS

- One Incusor can be equipped with 1 haywire mine.

UNIT COMPOSITION

- 1 Incusor Sergeant
- 4-9 Incusors

Every model is equipped with: bolt pistol; oculus bolt carbine; paired combat blades.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INCUSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS COMPANY CHAMPION

M T SV W LD OC
6" 4 3+ 4 6+ 1



RANGED WEAPONS

Bolt pistol [PISTOL]	RANGE	A	BS	S	AP	D
	12"	1	3+	4	0	1

MELEE WEAPONS

Master-crafted power weapon [PRECISION]	RANGE	A	WS	S	AP	D
	Melee	5	2+	5	-2	2

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Honour or Death: While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and you can target that unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

Martial Superiority: Each time this model makes a melee attack that targets a CHARACTER unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS COMPANY CHAMPION



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS COMPANY CHAMPION

Tasked with upholding the martial honour of their battle-brothers, Primaris Company Champions are bladesmen supreme. They are veteran combatants and peerless duellists, cleaving apart lesser foes to reach the enemy's greatest champions face to face, there to humble them.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Company Champion

This model is equipped with: bolt pistol; master-crafted power weapon.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS COMPANY CHAMPION



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS APOTHECARY

M T SV W LD OC
6" 4 3+ 4 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [PISTOL]	18"	1	3+	5	-1	2
Reductor pistol [PISTOL]	3"	1	3+	4	-4	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Narthecium: While this model is leading a unit, in your Command phase, you can return 1 destroyed model (excluding CHARACTER models) to that unit.

Gene-seed Recovery: When this model's Bodyguard unit is destroyed, roll one D6: on a 2+, you gain 1CP.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS APOTHECARY



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS APOTHECARY

In addition to battlefield surgery, it is the Apothecary's duty to recover the gene-seed of the fallen, and thus preserve the Chapter for later generations. For this task the Primaris Apothecary is equipped to bring peace to those too wounded to save, and efficiently extract their precious progenoid glands.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Apothecary

This model is equipped with: absolvor bolt pistol; reductor pistol; close combat weapon.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- DESOLATION SQUAD
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

You can attach this model to one of the above units even if one CAPTAIN, CHAPTER MASTER or LIEUTENANT model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS APOTHECARY



FACTION KEYWORDS:
ADEPTUS ASTARTES

APOTHECARY BIOLOGIS

M T SV W LD OC
5" 6 3+ 5 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Surgical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Vivispectrum: If this model's unit destroys an enemy unit as the result of a melee attack, until the end of the battle, this model has an Objective Control characteristic of 9.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, GRAVIS, APOTHECARY BIOLOGIS



FACTION KEYWORDS:
ADEPTUS ASTARTES

APOTHECARY BIOLOGIS

Clad in Gravis armour, the Apothecary Biologis can advance through storms of enemy fire, vivispectrum at the ready to take bio-material samples for later analysis, whether that be xenos flesh, viral weapons casings or esoteric gene-tech.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Apothecary Biologis

This model is equipped with: absolvor bolt pistol; close combat weapon.

LEADER

This model can be attached to the following units:

- AGGRESSOR SQUAD
- ERADICATOR SQUAD
- HEAVY INTERCESSOR SQUAD

You can attach this model to one of the above units even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, GRAVIS, APOTHECARY BIOLOGIS



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS ANCIENT

M T SV W LD OC
6" 4 3+ 4 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1
Power weapon	Melee	5	2+	5	-2	1

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Unbreakable Duty: While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the Feel No Pain 4+ ability.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS ANCIENT



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS ANCIENT

Ancients bear the Chapter's precious standards. These glorious relics have been present in some of the Chapter's most notable battles, their finely worked designs commemorating countless campaigns and heroic deeds. They are symbols of selfless commitment and the unbreakable loyalty of brothers.



WARGEAR OPTIONS

- This model's bolt rifle and close combat weapon can be replaced with 1 power weapon.

UNIT COMPOSITION

- 1 Primaris Ancient

This model is equipped with: bolt pistol; bolt rifle; close combat weapon.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- DESOLATION SQUAD

You can attach this model to one of the above units even if one CAPTAIN, CHAPTER MASTER or LIEUTENANT model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS ANCIENT



FACTION KEYWORDS:
ADEPTUS ASTARTES

BLADEGUARD ANCIENT

M T SV W LD OC
6" 4 3+ 4 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Deeds of Heroism: Once per battle, when this model is selected to fight, it can use this ability. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in this model's unit.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
BLADEGUARD ANCIENT



FACTION KEYWORDS:
ADEPTUS ASTARTES

BLADEGUARD ANCIENT

Bladeguard Ancients bear the honour of carrying their Chapter's precious standards into battle. The most revered of these incorporate the remains of fallen heroes of the Chapter; in their presence, battle-brothers are inspired to emulate the legendary deeds of these paragons of old.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Bladeguard Ancient

This model is equipped with: heavy bolt pistol; close combat weapon.

LEADER

This model can be attached to the following unit:

- BLADEGUARD VETERAN SQUAD

You can attach this model to the above unit even if one CAPTAIN, CHAPTER MASTER or LIEUTENANT model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
BLADEGUARD ANCIENT



FACTION KEYWORDS:
ADEPTUS ASTARTES

ANCIENT IN TERMINATOR ARMOUR

M T SV W LD OC
5" 5 2+ 5 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	4	3+	8	-2	2
Close combat weapon	Melee	5	2+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Power weapon	Melee	5	2+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	4	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	2+	5	-2	1

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Keep the Banner High: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

WARGEAR ABILITIES

Terminator Storm Shield: The bearer has a Wounds characteristic of 6.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, ANCIENT



FACTION KEYWORDS:
ADEPTUS ASTARTES

ANCIENT IN TERMINATOR ARMOUR

Carrying the Space Marines' sacred banners is a most vital task. Symbols of the Chapter's might, Space Marines will gladly die to preserve them. This makes Ancients frequent targets. Clad in Terminator armour, they are near impervious to enemy fire, ensuring the standard always flies proud.



WARGEAR OPTIONS

- This model's power fist can be replaced with one of the following:
 - 1 chainfist
 - 1 close combat weapon
 - 1 power weapon
 - 1 thunder hammer
- This model's storm bolter and power fist can be replaced with one of the following:
 - 1 twin lightning claws
 - 1 thunder hammer and 1 Terminator storm shield

UNIT COMPOSITION

- 1 Ancient in Terminator Armour

This model is equipped with: storm bolter; power fist.

LEADER

This model can be attached to the following units:

- RELIC TERMINATOR SQUAD
- TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD

You can attach this model to one of the above units even if one CAPTAIN, CHAPTER MASTER or LIEUTENANT model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, ANCIENT



FACTION KEYWORDS:
ADEPTUS ASTARTES

BLADEGUARD VETERAN SQUAD

M T SV W LD OC

6"	4	3+	3	6+	1
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RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Neo-volkite pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	5	0	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS,
BLADEGUARD VETERAN SQUAD

ABILITIES

FACTION: Oath of Moment

Bladeguard: At the start of the Fight phase, you can select one of the following abilities to apply to models in this unit until the end of the phase:

- **Swords of the Imperium:** Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1.
- **Shields of the Imperium:** Each time an invulnerable saving throw is made for a model in this unit, re-roll a saving throw of 1.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

BLADEGUARD VETERAN SQUAD

Bladeguard Veterans are inexorable warriors, advancing relentlessly with blades held high – the very image of noble knights of myth.

Members of their Chapter's elite 1st Company of Veterans, each of these vastly experienced Space Marines has fought to preserve the Imperium across uncounted worlds.



WARGEAR OPTIONS

- The Bladeguard Veteran Sergeant's heavy bolt pistol can be replaced with one of the following:
 - 1 neo-volkite pistol
 - 1 plasma pistol

UNIT COMPOSITION

- 1 Bladeguard Veteran Sergeant
- 2-5 Bladeguard Veterans

Every model is equipped with: heavy bolt pistol; master-crafted power weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS,
BLADEGUARD VETERAN SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

COMMAND SQUAD

M	T	SV	W	LD	OC
6"	4	3+	3	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-gun [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	1
Melta gun [MELTA 2]	12"	1	3+	9	-4	D6
Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Champion's blade [PRECISION]	Melee	4	3+	5	-2	2
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	4	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, COMMAND SQUAD

ABILITIES

FACTION: Oath of Moment

Narthecium: While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding CHARACTER models) to this unit.

Astartes Banner: While this unit contains a Company Ancient, add 1 to the Objective Control characteristic of models in this unit.

Honour or Death: While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.



FACTION KEYWORDS:
ADEPTUS ASTARTES

COMMAND SQUAD

Command Squads accompany a Chapter's high-ranking officers. These veterans and specialists serve as honour guards and provide vital support to a commander. Champions defend their Company with martial excellence, Ancients guard its inspirational relic banners and Apothecaries tend to injuries or preserve the gene-seed of the fallen.



WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced with one of the following:
 - 1 hand flamer*
 - 1 grav-pistol*
 - 1 inferno pistol*
 - 1 plasma pistol*
- Any number of Company Veterans can each have their bolt pistol replaced with 1 Astartes shield.
- Any number of Company Veterans can each have their bolt pistol and boltgun replaced with 1 twin lightning claws.
- The Company Ancient's bolt pistol can be replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon*

*The profile for this weapon can be found on the Adeptus Astartes Armoury card.

- Any number of Company Veterans can each have their boltgun replaced with one of the following:
 - 1 Astartes chainsword
 - 1 Astartes shield
 - 1 combi-weapon*
 - 1 flamer
 - 1 heavy bolter*
 - 1 heavy flamer*
 - 1 grav-cannon*
 - 1 grav-gun
 - 1 lascannon*
 - 1 meltagun
 - 1 missile launcher*
 - 1 multi-melta*
 - 1 plasma cannon*
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

UNIT COMPOSITION

- 1 Apothecary
- 1 Company Ancient
- 1 Company Champion
- 2 Company Veterans

The Apothecary is equipped with: bolt pistol; Astartes chainsword.

The Company Ancient is equipped with: bolt pistol; close combat weapon.

The Company Champion is equipped with: bolt pistol; Champion's blade; Astartes shield.

Each Company Veteran is equipped with: bolt pistol; boltgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, COMMAND SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

VANGUARD VETERAN SQUAD

M T SV W LD OC
6" 4 3+ 2 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Heirloom weapon	Melee	4	3+	5	-1	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, VANGUARD VETERAN SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Vanguard Assault: Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

VANGUARD VETERAN SQUAD

Vanguard Veterans are close combat experts with decades of experience. They arm themselves with the finest melee weapons from their Chapter's armouries. Their peerless skills and armaments make them some of the most fearsome assault specialists in the Imperium.



WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced one of the following:
 - 1 storm shield
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol

UNIT COMPOSITION

- 1 Vanguard Veteran Sergeant
- 4-9 Vanguard Veterans

Every model is equipped with: bolt pistol; heirloom weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, VANGUARD VETERAN SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

VANGUARD VETERAN SQUAD WITH JUMP PACKS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Heirloom weapon	Melee	4	3+	5	-1	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, JUMP PACK, FLY, IMPERIUM, VANGUARD VETERAN SQUAD WITH JUMP PACKS

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Vanguard Assault: Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.



FACTION KEYWORDS:
ADEPTUS ASTARTES

VANGUARD VETERAN SQUAD WITH JUMP PACKS

On the battlefield, Vanguard Veteran Squads with jump packs are peerless rapid-response troops as well as line-breakers. With great plumes of fire extending behind them they can arrive at the perfect time and place to ensure the decisiveness of an assault or utterly break an enemy incursion.



WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced one of the following:
 - 1 storm shield
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol

UNIT COMPOSITION

- 1 Vanguard Veteran Sergeant with Jump Pack
- 4-9 Vanguard Veterans with Jump Packs

Every model is equipped with: bolt pistol; heirloom weapon.

KEYWORDS: INFANTRY, GRENADES, JUMP PACK, FLY, IMPERIUM,
VANGUARD VETERAN SQUAD WITH JUMP PACKS



FACTION KEYWORDS:
ADEPTUS ASTARTES

STERNGUARD VETERAN SQUAD

M T SV W LD OC

6" 4 3+ 2 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Sternguard bolt pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	4	0	1
Sternguard bolt rifle [ASSAULT, DEVASTATING WOUNDS, HEAVY, RAPID FIRE 1]	24"	2	3+	4	-1	1
Sternguard heavy bolter [DEVASTATING WOUNDS, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Bolter Drill: Once per battle, in your Shooting phase, after this unit has shot, if one or more enemy units were destroyed as a result of those attacks, this unit can shoot again.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS,
STERNGUARD VETERAN SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

STERNGUARD VETERAN SQUAD

Sternguard Veterans are possessed of an unshakeable calm, and are renowned amongst their brothers for their exemplary marksmanship in the fiercest battles. Proficient in all of the Chapter's ranged weaponry, they can always be found where their pinpoint volleys will best shatter the foe.



WARGEAR OPTIONS

- Any number of models can each have their Sternguard bolt rifle replaced with 1 combi-weapon.
- For every 5 models in this unit, 1 Sternguard Veteran's Sternguard bolt rifle can be replaced with 1 Sternguard heavy bolter.

UNIT COMPOSITION

- 1 Sternguard Veteran Sergeant
- 4-9 Sternguard Veterans

Every model is equipped with: Sternguard bolt pistol; Sternguard bolt rifle; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS,
STERNGUARD VETERAN SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

JUDICIAR

M T SV W LD OC
6" 4 3+ 4 5+ 1



RANGED WEAPONS

RANGE	A	BS	S	AP	D
18"	1	3+	5	-1	2

Absolver bolt pistol [PISTOL]

MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	5	2+	7	-2	2

Executioner relic blade
[DEVASTATING WOUNDS, PRECISION]

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Tempormortis: While this model is leading a unit, that unit has the Fights First ability.

Silent Fury: Each time this model destroys an enemy CHARACTER model, until the end of the battle, add 1 to the Attacks characteristic of its executioner relic blade.

INVULNERABLE SAVE*

4+

* This model has a 4+ invulnerable save against melee attacks.



KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TACTICUS, JUDICIAR

FACTION KEYWORDS:
ADEPTUS ASTARTES

JUDICIAR

Sworn to silence, Judiciars do not preach aloud, but instead their deeds are a litany of fury. Wielding a temporomartis in one hand and an immense blade in the other, they must prove their worth in battle to join the Chaplaincy proper, doing so through acts of devotion and the slaying of enemies.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Judiciar

This model is equipped with: absolvor bolt pistol; executioner relic blade.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TACTICUS, JUDICIAR



FACTION KEYWORDS:
ADEPTUS ASTARTES

REIVER SQUAD

M T SV W LD OC
6" 4 3+ 2 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt carbine [PRECISION]	24"	2	3+	4	0	1
Special issue bolt pistol [PISTOL, PRECISION]	12"	1	3+	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife [PRECISION]	Melee	4	3+	4	0	1

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Fearsome Assault: At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

Terror Troops (Aura): While an enemy unit is within 6" of this unit, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.

WARGEAR ABILITIES

Grapnel Launcher: Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

Reiver Grav-chute: The bearer has the Deep Strike ability.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, REIVER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

REIVER SQUAD

Rapid-insertion terror troops, Reiver Squads often deploy using grav-chutes and directional fins to land with pinpoint accuracy.

Operating with near perfect stealth to reach the optimum location to strike from, when ready they unleash their fury, surging forward with augmented guttural roars and blasts of weapons fire.



WARGEAR OPTIONS

- All models in this unit can each have their combat knife replaced with 1 bolt carbine.
- If the Reiver Sergeant is equipped with 1 bolt carbine, it can be equipped with 1 combat knife.
- All models in this unit can each be equipped with 1 Reiver grav-chute.
- All models in this unit can each be equipped with 1 grapnel launcher.

UNIT COMPOSITION

- 1 Reiver Sergeant
- 4-9 Reivers

Every model is equipped with: special issue bolt pistol; combat knife.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, REIVER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

AGGRESSOR SQUAD

M T SV W LD OC
5" 6 3+ 3 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Auto boltstorm gauntlets [TWIN-LINKED]	18"	3	3+	4	0	1
Flamestorm gauntlets [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+1	N/A	4	0	1
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Power fist [TWIN-LINKED]	Melee	3	4+	8	-2	2

ABILITIES

FACTION: Oath of Moment

Close-quarters Firepower: Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

KEYWORDS: INFANTRY, IMPERIUM, GRAVIS, AGGRESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

AGGRESSOR SQUAD

Capable of spearheading devastating offensives or shattering the most determined enemy assaults, Aggressors are walking ceramite strongpoints. They excel at close-quarters combat and laying down torrents of devastating fire before crushing their foes beneath their energised fists.



WARGEAR OPTIONS

- All models in this unit can each have their flamer storm gauntlets replaced with 1 auto bolt storm gauntlet and 1 frag storm grenade launcher.

UNIT COMPOSITION

- 1 Aggressor Sergeant
- 2-5 Aggressors

Every model is equipped with: flamer storm gauntlets; power fist.

KEYWORDS: INFANTRY, IMPERIUM, GRAVIS, AGGRESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERMINATOR ASSAULT SQUAD

M T SV W LD OC
5" 5 2+ 3 6+ 1



MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.

Terminatus Assault: Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE

4+



KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR ASSAULT SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES

TERMINATOR ASSAULT SQUAD

Terminator Assault Squads are armed with devastating close-combat weaponry perfect for ferocious vanguard assaults and savage boarding actions. They rush to engage the enemy's greatest warriors, shredding the foe with lightning claws or shattering their skulls with thunder hammers.



WARGEAR OPTIONS

- Any number of models can each have their thunder hammer and storm shield replaced with 1 twin lightning claws.

UNIT COMPOSITION

- 1 Assault Terminator Sergeant
- 4-9 Assault Terminators

Every model is equipped with: thunder hammer; storm shield.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR SQUAD

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.

Fury of the First: Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristic and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected for the Oath of Moment ability this turn, add 1 to the Hit roll.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERMINATOR SQUAD

Terminator armour is a marvel of technology that enables its wearer to survive anything, from the stresses of teleportation to earth-shaking artillery bombardments. So equipped, Terminator Squads can appear in the midst of the foe or stride unstoppably across the field towards them, firing their weapons all the while.



WARGEAR OPTIONS

- For every 5 models in this unit, 1 Terminator's storm bolter can be replaced with one of the following:
 - 1 assault cannon
 - 1 heavy flamer
 - 1 cyclone missile launcher and 1 storm bolter.*
- Any number of models can each have their power fist replaced with 1 chainfist.

* This model's storm bolter cannot be replaced.

UNIT COMPOSITION

- 1 Terminator Sergeant
- 4-9 Terminators

The Terminator Sergeant is equipped with: storm bolter; power weapon.

Every Terminator is equipped with: storm bolter; power fist.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

RELIC TERMINATOR SQUAD

M T SV W LD OC

5" 5 2+ 3 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Plasma blaster – standard	18"	2	3+	7	-2	1
Plasma blaster – supercharge [HAZARDOUS]	18"	2	3+	8	-3	2
Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	36"	4	3+	7	-1	1
Volkite charger [DEVASTATING WOUNDS]	18"	2	3+	5	0	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, RELIC TERMINATOR SQUAD

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Fury of the First: Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristic and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected for the Oath of Moment ability this turn, add 1 to the Hit roll.

WARGEAR ABILITIES

Grenade Harness: The bearer has the GRENADES keyword.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

RELIC TERMINATOR SQUAD

Many Chapters possess suits of Terminator armour – such as those of the Cataphractii or Tartaros variety – that date back to the Great Crusade. Each is revered as a relic of the Chapter, and those privileged enough to wear them fight all the harder knowing the legacy of glory and sacrifice they bear.



WARGEAR OPTIONS

- The Relic Terminator Sergeant's combi-bolter can be replaced with one of the following:
 - 1 plasma blaster
 - 1 volkite charger
- For every 5 models in this unit, 1 Relic Terminator's combi-bolter can be replaced with one of the following:
 - 1 heavy flamer
 - 1 reaper autocannon
- For every 5 models in this unit, 1 model can be equipped with 1 grenade harness.
- Any number of models can each have their power fist replaced with 1 power weapon.
- Any number of models can each have their power fist replaced with one 1 chainfist.
- Any number of models can each have their combi-bolter and power fist replaced with 1 twin lightning claws.

UNIT COMPOSITION

- 1 Relic Terminator Sergeant
- 4-9 Relic Terminators

Every model is equipped with: combi-bolter; power fist.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, RELIC TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

CENTURION ASSAULT SQUAD

M T SV W LD OC

4"

7

2+

4

6+

2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Centurion bolters [RAPID FIRE 3, TWIN-LINKED]	24"	3	3+	4	0	1
Twin flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	4	0	1
Twin meltagun [MELTA 2, TWIN-LINKED]	12"	1	3+	9	-4	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Siege drills [TWIN-LINKED]	Melee	3	3+	10	-2	3

ABILITIES

FACTION: Oath of Moment

Annihilator Protocols: Melee weapons equipped by models in this unit have the [SUSTAINED HITS 2] ability when targeting MONSTER, VEHICLE or FORTIFICATION units.

WARGEAR ABILITIES

Centurion Assault Launcher: The bearer has the GRENADES keyword.

KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

CENTURION ASSAULT SQUAD

There are few technologies better adapted for siege warfare than the Centurion Warsuit. Wading into thunderous storms of enemy fire, Centurion Assault Squads use their roaring siege drills to crack open armoured bunkers and tear apart tanks.



WARGEAR OPTIONS

- Any number of models can each have their twin flamer replaced with 1 twin meltagun.
- Any number of models can each have their Centurion bolters replaced with 1 Centurion assault launcher.

UNIT COMPOSITION

- 1 Assault Centurion Sergeant
- 2-5 Assault Centurions

Every model is equipped with: twin flamer; siege drills; Centurion bolters.

KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

CENTURION DEVASTATOR SQUAD

M T SV W LD OC

4" 7 2+ 4 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Centurion bolters [RAPID FIRE 3, TWIN-LINKED]	24"	3	3+	4	0	1
Centurion missile launcher [BLAST]	36"	D3	3+	9	-2	D3
Grav-cannon [ANTI-VEHICLE 2+]	24"	3	3+	6	-1	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Centurion fists	Melee	3	4+	5	-1	2

ABILITIES

FACTION: Oath of Moment

Decimator Protocols: Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION DEVASTATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

CENTURION DEVASTATOR SQUAD

Centurion Devastator Squads dominate the field of battle, their presence dictating the flow of action. They frequently operate with Stormraven Gunships, which transport the Space Marines inside their bulky warsuits to the next position, where they function as an armoured firebase to clear enemy-held positions of all opposition.



WARGEAR OPTIONS

- Any number of models can each have their Centurion bolters replaced with 1 Centurion missile launcher.
- Any number of models can each have their grav-cannon replaced with one of the following:
 - 1 twin heavy bolter
 - 1 twin lascannon

UNIT COMPOSITION

- 1 Devastator Centurion Sergeant
- 2-5 Devastator Centurions

Every model is equipped with: grav-cannon; Centurion bolters; Centurion fists.

KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION DEVASTATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INVICTOR TACTICAL WARSUIT

M T SV W LD OC

8" 8 3+ 12 6+ 4



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Incendium cannon [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	1
Twin ironhail autocannon [TWIN-LINKED]	48"	3	3+	9	-1	3
Twin ironhail heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Invictor fist	Melee	5	3+	14	-2	3

ABILITIES

CORE: Deadly Demise D3, Scouts 8"

FACTION: Oath of Moment

Combat Support: Once per turn, in your opponent's Shooting phase, when a friendly **ADEPTUS ASTARTES PHOBOS INFANTRY** unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, after that enemy model's unit has finished making its attacks, this model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, PHOBOS, INVICTOR TACTICAL WARSUIT



FACTION KEYWORDS:
ADEPTUS ASTARTES

INVICTOR TACTICAL WARSUIT

Outfitted with silent reactors and servos, the Invictor Tactical Warsuit is a combat walker ideally suited to supporting Vanguard operations and functioning independently from a main Space Marine strike force. In battle they are piloted by hand-picked warriors dedicated to defending their battle-brothers.



WARGEAR OPTIONS

- This model's incendium cannon can be replaced with 1 twin ironhail autocannon.

UNIT COMPOSITION

- 1 Invictor Tactical Warsuit

This model is equipped with: fragstorm grenade launcher; heavy bolter; incendium cannon; twin ironhail heavy stubber; Invictor fist.



KEYWORDS: VEHICLE, WALKER, IMPERIUM, PHOBOS, INVICTOR TACTICAL WARSUIT

FACTION KEYWORDS:
ADEPTUS ASTARTES

DREADNOUGHT

M T SV W LD OC

6" 9 2+ 8 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	2
Heavy plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT

ABILITIES

CORE: Deadly Demise 1

FACTION: Oath of Moment

Wisdom of the Ancients (Aura): While a friendly ADEPTUS ASTARTES INFANTRY unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.



FACTION KEYWORDS:
ADEPTUS ASTARTES

DREADNOUGHT

Dreadnoughts are bipedal combat walkers piloted by centuries-old fallen heroes of the Chapter, kept alive by esoteric technologies in an ancient sarcophagus at the Dreadnought's heart. Equipped with devastating heavy weapons, they can annihilate the enemy from afar or crush them to paste in brutal melee.



WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following:
 - 1 heavy plasma cannon
 - 1 multi-melta
 - 1 twin lascannon
- This model's Dreadnought combat weapon and storm bolter can be replaced with one of the following:
 - 1 missile launcher and 1 close combat weapon
 - 1 heavy flamer and 1 Dreadnought combat weapon

UNIT COMPOSITION

- 1 Dreadnought

This model is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

CONTEMPTOR DREADNOUGHT

M T SV W LD OC
6" 9 2+ 10 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Kheres-pattern assault cannon [DEVASTATING WOUNDS]	24"	6	3+	7	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Dreadnought combat weapon	Melee	5	3+	12	-2	3

ABILITIES

CORE: Deadly Demise 1

FACTION: Oath of Moment

Even In Death, I Serve: The first time this model is destroyed, remove it from play without resolving its Deadly Demise ability. Then, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining.

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, IMPERIUM, CONTEMPTOR DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

CONTEMPTOR DREADNOUGHT

During the Great Crusade, hundreds of Contemptor Dreadnaughts strode the battlefield in the Emperor's name. Now but a handful remain. They are no less powerful for this, fitted with atomantic field generators that shield them from harm while wielding weapons that can annihilate infantry and armour alike.



WARGEAR OPTIONS

- This model's multi-melta can be replaced with 1 Kheres-pattern assault cannon.

UNIT COMPOSITION

- 1 Contemptor Dreadnaught

This model is equipped with: combi-bolter; multi-melta; Dreadnaught combat weapon.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, CONTEMPTOR DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

IRONCLAD DREADNOUGHT

M T SV W LD OC
6" 10 2+ 8 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Dreadnought chainfist [ANTI-VEHICLE 3+]	Melee	4	3+	12	-2	3
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Seismic hammer	Melee	3	3+	14	-3	D6+2

ABILITIES

CORE: Deadly Demise 1

FACTION: Oath of Moment

Siege-breaker Protocols: Each time this model makes a melee attack that targets a VEHICLE or FORTIFICATION unit, add 1 to the Hit roll and add 1 to the Wound roll.

WARGEAR ABILITIES

Ironclad Assault Launchers: The bearer has the GRENADES keyword.

KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT, IRONCLAD DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

IRONCLAD DREADNOUGHT

Clad with slabs of ceramite plating and equipped to rend ferrocrite or reduce thick walls to rubble, the Ironclad Dreadnought has been perfected for siege warfare. It is akin to a giant battering ram, pummelling through enemy positions while flooding them with burning promethium and torrents of mass-reactive bolts.



WARGEAR OPTIONS

- This model's seismic hammer can be replaced with 1 Dreadnought chainfist.
- This model's Dreadnought combat weapon and storm bolter can be replaced with 1 hurricane bolter.
- This model's storm bolter can be replaced with 1 heavy flamer.
- This model's meltagun can be replaced with 1 heavy flamer.
- This model can be equipped with up to 2 hunter-killer missiles.
- This model can be equipped with 1 Ironclad assault launcher.

UNIT COMPOSITION

- 1 Ironclad Dreadnought

This model is equipped with: meltagun; storm bolter; Dreadnought combat weapon; seismic hammer.

KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT,
IRONCLAD DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

REDEMPTOR DREADNOUGHT

M T SV W LD OC
 8" 10 2+ 12 6+ 4



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Macro plasma incinerator – standard [BLAST]	36"	D6+1	3+	8	-3	2
Macro plasma incinerator – supercharge [BLAST, HAZARDOUS]	36"	D6+1	3+	9	-4	3
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin fragstorm grenade launcher [BLAST, TWIN-LINKED]	18"	D6	3+	4	0	1
Twin storm bolter [RAPID FIRE 2, TWIN-LINKED]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Redemptor fist	Melee	5	3+	12	-2	3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, REDEMPTOR DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REDEMPTOR DREADNOUGHT

Redemptor Dreadnoughts are some of the largest of their kind ever fielded by the Adeptus Astartes. Armed to the teeth, they can be equipped to utterly destroy virtually any kind of battlefield target with hails of solid shot or super-heated plasma.



WARGEAR OPTIONS

- This model can be equipped with 1 Icarus rocket pod.
- This model's heavy flamer can be replaced with 1 onslaught gatling cannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 macro plasma incinerator.
- This model's twin fragstorm grenade launcher can be replaced with 1 twin storm bolter.

UNIT COMPOSITION

- 1 Redemptor Dreadnought

This model is equipped with: twin fragstorm grenade launcher; heavy flamer; heavy onslaught gatling cannon; Redemptor fist.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, REDEMPTOR DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

BRUTALIS DREADNOUGHT

M T SV W LD OC
8" 10 2+ 12 6+ 4



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Brutalis bolt rifles [TWIN-LINKED]	24"	4	3+	4	-1	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin Icarus ironhail heavy stubber [ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	-1	1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Brutalis fists [TWIN-LINKED]	Melee	6	3+	12	-2	3
Brutalis talons – strike [TWIN-LINKED]	Melee	6	3+	12	-2	3
Brutalis talons – sweep [TWIN-LINKED]	Melee	10	3+	7	-2	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, BRUTALIS DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Brutalis Charge: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

BRUTALIS DREADNOUGHT

The Brutalis Dreadnought is a line-breaker and a terror weapon. As it storms towards the enemy lines it lays down a hail of anti-personnel fire. Yet the greatest threat lies in its massive ceramite-sheathed fists or talons, which can crush an armoured warrior like spoiled fruit or punch through a bunker wall like parchment.



WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin multi-melta.
- This model's Brutalis fists and Brutalis bolt rifles can be replaced with 1 Brutalis talons.

UNIT COMPOSITION

- 1 Brutalis Dreadnought

This model is equipped with: twin Icarus ironhail heavy stubber; twin heavy bolter; Brutalis bolt rifles; Brutalis fists.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, BRUTALIS DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

BALLISTUS DREADNOUGHT

M T SV W LD OC
8" 10 2+ 12 6+ 4



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Ballistus missile launcher – frag [BLAST]	48"	2D6	3+	5	0	1
Ballistus missile launcher – krak	48"	2	3+	10	-2	D6
Ballistus lascannon	48"	2	3+	12	-3	D6+1
Twin storm bolter [RAPID FIRE 2, TWIN-LINKED]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	7	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, BALLISTUS DREADNOUGHT

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Ballistus Strike: Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:
ADEPTUS ASTARTES

BALLISTUS DREADNOUGHT

Ballistus Dreadnoughts are walking gun emplacements. Within a shielded sarcophagus at these combat walkers' core lies the mortal remains of a fallen Chapter hero. Through webs of neural links, he pilots the war engine, targeting enemy armour or elite infantry with banks of devastating heavy weapons.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ballistus Dreadnought

This model is equipped with: Ballistus missile launcher; Ballistus lascannon; twin storm bolter; armoured feet.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, BALLISTUS DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

OUTRIDER SQUAD

M	T	SV	W	LD	OC
12"	5	3+	4	6+	2
12"	5	3+	8	6+	2

OUTRIDER

INVADER ATV



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	5	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Turbo-boost: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, OUTRIDER SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES

OUTRIDER SQUAD

Outrider Squads advance ahead of the main Space Marine lines, guard flanks of larger formations and hunt down enemy infiltrators. When battle is joined, they conduct lightning-fast hit-and-run attacks on defended positions, and run down those who would try to escape the vengeance of the Chapter.



WARGEAR OPTIONS

- An Invader ATV's onslaught gatling cannon can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Outrider Sergeant
- 2-5 Outriders
- 0-1 Invader ATV

The Outrider Sergeant and every Outrider is equipped with: heavy bolt pistol; twin bolt rifle; Astartes chainsword.

An Invader ATV is equipped with: heavy bolt pistol; twin bolt rifle, onslaught gatling cannon; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, OUTRIDER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INVADER ATV

M T SV W LD OC
12" 5 3+ 8 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Outrider Escort: Once per turn, in your opponent's Shooting phase, when a friendly **ADEPTUS Astartes Mounted** unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, after that enemy unit has finished making its attacks, this model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, INVADER ATV



FACTION KEYWORDS:
ADEPTUS Astartes

INVADER ATV

The Invader is a highly flexible all-terrain vehicle, perfectly adapted to an aggressive reconnaissance role. Outfitted with either a multi-melta or onslaught gatling cannon, it can rapidly deliver punishing fire against vulnerable parts of the enemy line, or swiftly engage and destroy scouting elements of opposing forces.



WARGEAR OPTIONS

- This model's onslaught gatling cannon can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Invader ATV

This model is equipped with: heavy bolt pistol; twin bolt rifle, onslaught gatling cannon; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, INVADER ATV



FACTION KEYWORDS:
ADEPTUS ASTARTES

BIKE SQUAD

M	T	SV	W	LD	OC
12"	5	3+	3	6+	2
12"	5	3+	5	6+	2

SPACE MARINE BIKE

ATTACK BIKE



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, BIKE SQUAD

ABILITIES

FACTION: Oath of Moment

Turbo-boost: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.



FACTION KEYWORDS:
ADEPTUS ASTARTES

BIKE SQUAD

Deployed in rapid assault missions based on intelligence gathered by Scouts and Vanguard forces, Bikers can smash through enemy lines, battlefield obstacles and even ferrocement walls due to the raw fury of their mounts' engines. Their sheer bulk belies their phenomenal power, speed and manoeuvrability.



WARGEAR OPTIONS

- The Biker Sergeant's bolt pistol can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 boltgun*
 - 1 combi-weapon*
 - 1 hand flamer
 - 1 grav-pistol
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- Any number of Space Marine Bikers can each have their bolt pistol replaced with 1 Astartes chainsword.
- Up to 2 Space Marine Bikers can each have their bolt pistol replaced with one of the following:
 - 1 flamer
 - 1 grav-gun
 - 1 meltagun
 - 1 plasma gun
 - 1 plasma pistol
- An Attack Bike's heavy bolter can be replaced with 1 multi-melta.

*The profile for this weapon can be found on the Adeptus Astartes Armoury card.

UNIT COMPOSITION

- 1 Biker Sergeant
- 2-5 Space Marine Bikers
- 0-1 Attack Bike

The Biker Sergeant and every Space Marine Biker is equipped with: bolt pistol; twin boltguns; close combat weapon.

An Attack Bike is equipped with: bolt pistol; heavy bolter; twin boltguns; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, BIKE SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

SCOUT BIKE SQUAD

M	T	SV	W	LD	OC
12"	5	4+	3	6+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
▶ Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
▶ Astartes grenade launcher – krak	24"	1	3+	9	-2	D3
Astartes shotgun [ASSAULT]	18"	2	3+	4	0	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Combat knife	Melee	3	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, GRENADES, SMOKE, IMPERIUM, SCOUT BIKE SQUAD

FACTION KEYWORDS:
ADEPTUS ASTARTES



SCOUT BIKE SQUAD

Fast-moving recon and disruption units, Scout Bike Squads operate far beyond friendly lines. They booby trap neutral ground, sever the foe's communications links, burn enemy supplies, seek out weaknesses in defences and set up locator beacons to draw down the Space Marines' fearsome orbital strikes.



WARGEAR OPTIONS

- The Scout Biker Sergeant's bolt pistol can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 bolgun*
 - 1 combi-weapon*
 - 1 hand flamer*
 - 1 grav-pistol*
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- Any number of models can each have their twin bolgun replaced with 1 Astartes grenade launcher.

*The profile for this weapon can be found on the Adeptus Astartes Armoury card.

UNIT COMPOSITION

- 1 Scout Biker Sergeant
- 2-5 Scout Bikers

Every model is equipped with: Astartes shotgun; bolt pistol; twin bolgun; combat knife.

KEYWORDS: MOUNTED, GRENADES, SMOKE, IMPERIUM, SCOUT BIKE SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

SUPPRESSOR SQUAD

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Accelerator autocannon [HEAVY]	48"	3	4+	8	-1	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Suppression Fire: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with an accelerator autocannon. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

KEYWORDS: INFANTRY, GRENADES, SMOKE, JUMP PACK, FLY, IMPERIUM, SUPPRESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

SUPPRESSOR SQUAD

Girded in armour that can tolerate the vicious recoil of their weapons and the terrible stresses of grav-drops, Suppressors rapidly take up key positions on the battlefield. From there, they unleash deluges of armour-piercing rounds that decimate enemy infantry and force the survivors to dive for cover.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Suppressor Sergeant
- 2 Suppressors

Every model is equipped with: accelerator autocannon; bolt pistol; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, SMOKE, JUMP PACK, FLY, IMPERIUM, SUPPRESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INCEPTOR SQUAD

M T SV W LD OC
10" 6 3+ 3 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault bolters [ASSAULT, PISTOL, SUSTAINED HITS 2, TWIN-LINKED]	18"	3	3+	5	-1	2
Plasma exterminators – standard [ASSAULT, PISTOL, TWIN-LINKED]	18"	2	3+	7	-2	2
Plasma exterminators – supercharge [ASSAULT, PISTOL, HAZARDOUS, TWIN-LINKED]	18"	2	3+	8	-3	3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, JUMP PACK, FLY, IMPERIUM, GRAVIS, INCEPTOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Meteoric Descent: When this unit is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

INCEPTOR SQUAD

Equipped with heavy jump packs, Inceptor Squads are superb spearhead troops that deliver overwhelming blows to the enemy. Plummeling to the surface from the very edge of a world's atmosphere, they strike with devastating force, unleashing a hurricane of fire that turns whole squads of enemy infantry to bloody mist.



WARGEAR OPTIONS

- All models in this unit can each have their assault bolters replaced with 1 plasma exterminators.

UNIT COMPOSITION

- 1 Inceptor Sergeant
- 2-5 Inceptors

Every model is equipped with: assault bolters; close combat weapon.

KEYWORDS: INFANTRY, JUMP PACK, FLY, IMPERIUM, GRAVIS, INCEPTOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER HAILSTRIKE

M T SV W LD OC
14" 9 3+ 11 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin ironhail heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Oath of Moment

Hailstrike: Each time this model has shot, select one enemy unit that was hit by one or more attacks made by this model this phase. Until the end of the phase, each time a friendly ADEPTUS ASTARTES unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER HAILSTRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER HAILSTRIKE

The Hailstrike is so heavily armed that it can annihilate entire swathes of infantry in fusillades of blistering projectiles. Speeding over the battlefield, its specialised loadout shatters charging formations and shreds barricades and defences.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Storm Speeder Hailstrike

This model is equipped with: 2 fragstorm grenade launchers; onslaught gatling cannon; twin ironhail heavy stubber; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER HAILSTRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER THUNDERSTRIKE

M T SV W LD OC

14" 9 3+ 11 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Stormfury missiles	48"	1	2+	12	-3	D6+1
Thunderstrike las-talon	36"	2	2+	9	-3	D6+1
Twin Icarus rocket pod [ANTI-FLY 2+, TWIN-LINKED]	24"	D3	3+	8	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Oath of Moment

Thunderstrike: Each time this model has shot, select one enemy MONSTER or VEHICLE unit that was hit by one or more attacks made by this model this phase. Until the end of the phase, each time a friendly ADEPTUS ASTARTES unit makes a ranged attack that targets that enemy unit, add 1 to the Wound roll.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER THUNDERSTRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER THUNDERSTRIKE

Thunderstrikes outmanoeuvre the foe at every turn, targeting vulnerable points in armour, fuel stores and missile hoppers to turn tanks into raging fireballs. Just a single Thunderstrike is capable of destroying armoured breakthrough attempts, and when one is on the battlefield, few enemies are safe.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Storm Speeder Thunderstrike

This model is equipped with: stormfury missiles; Thunderstrike las-talon; twin Icarus rocket pod; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER THUNDERSTRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER HAMMERSTRIKE

M T SV W LD OC
14" 9 3+ 11 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hammerstrike missile launcher	36"	2	3+	9	-3	D6
Krakstorm grenade launcher	18"	1	3+	9	-1	D3
Melta destroyer [MELTA 2]	18"	3	3+	9	-4	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Oath of Moment

Hammerstrike: Each time this model has shot, select one enemy unit that was hit by one or more attacks made by this model this phase. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER HAMMERSTRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER HAMMERSTRIKE

The Hammerstrike excels at rooting out enemies from trench and bunker networks. Sweeping low over the battlefield, it employs searing meltablasts and volleys of rockets to crack the foe's defence lines wide open.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Storm Speeder Hammerstrike

This model is equipped with: Hammerstrike missile launcher; 2 krakstorm grenade launchers; meltablast; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER HAMMERSTRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER

M	T	SV	W	LD	OC
14"	7	3+	6	6+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

CORE: Deadly Demise 1, Deep Strike

FACTION: Oath of Moment

Target Sighted: At the start of your Shooting phase, select one enemy unit that is visible to this model. Until the end of the phase, each time a friendly **ADEPTUS ASTARTES** model makes an attack with a Blast weapon that targets that enemy unit, add 1 to the Hit roll and that attack has the [IGNORES COVER] ability.

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER

The remarkable grav-drives utilised by Land Speeders enable them to perform seemingly impossible feats of manoeuvrability even as they strike against the enemy. Such adaptability makes them ideal for a variety of tasks, including scouting and counter-reconnaissance.



WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Land Speeder

This model is equipped with: heavy bolter; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER TORNADO

M T SV W LD OC

14"	7	3+	6	6+	2
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RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

CORE: Deadly Demise 1, Deep Strike

FACTION: Oath of Moment

Strafing Enfilade: Each time this model ends a Normal move, you can select one enemy unit (excluding MONSTER and VEHICLE units) that it moved over during that move, then roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TORNADO



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER TORNADO

The Land Speeder Tornado is a highly mobile, multi-threat skimmer that can deal far more death and destruction than its relatively small profile suggests. In battle it serves as a mobile firebase, able to bring multiple heavy weapons to bear wherever the need is greatest.



WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 multi-melta.
- This model's assault cannon can be replaced with 1 heavy flamer.

UNIT COMPOSITION

- 1 Land Speeder Tornado

This model is equipped with: assault cannon; heavy bolter; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TORNADO



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER TYPHOON

M T SV W LD OC

14" 7 3+ 6 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TYPHOON

ABILITIES

CORE: Deadly Demise 1, Deep Strike

FACTION: Oath of Moment

Fire and Redeploy: In your Shooting phase, each time this model has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this model is not eligible to declare a charge.



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER TYPHOON

Mounting a formidable multi-missile launcher, the Land Speeder Typhoon launches flurries of projectiles at its targets. Such a barrage shatters order in infantry assaults as formations are broken up. Nor is enemy armour safe, for the Typhoon's armour-piercing warheads allow it to pick off battle tanks and transports.



WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Land Speeder Typhoon

This model is equipped with: heavy bolter; Typhoon missile launcher; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TYPHOON



FACTION KEYWORDS:
ADEPTUS ASTARTES

HELLBLASTER SQUAD

M T SV W LD OC

6"	4	3+	2	6+	1
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RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
Plasma incinerator – supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, HELLBLASTER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

FACTION: Oath of Moment

For the Chapter: Each time a model in this unit is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play. When resolving these attacks, any Hazardous tests taken for that attack are automatically passed.

Designer's Note: This ability is triggered even when a model in this unit is destroyed as the result of failing a Hazardous test, meaning such a model may be able to shoot twice in the same phase.

HELLBLASTER SQUAD

Few foes can survive the incandescent fury of a Hellblaster Squad. Whether they be Tyranid Hive Tyrant, Ork Warboss or Heretic Astartes battle tank, all are reduced to ash and slag by searing, well-aimed plasma fire pouring from the Hellblasters' ferocious weapons.



WARGEAR OPTIONS

- All models in this unit can each have their bolt pistol replaced with 1 plasma pistol.

UNIT COMPOSITION

- 1 Hellblaster Sergeant
- 4-9 Hellblasters

Every model is equipped with: bolt pistol; plasma incinerator; close combat weapon.

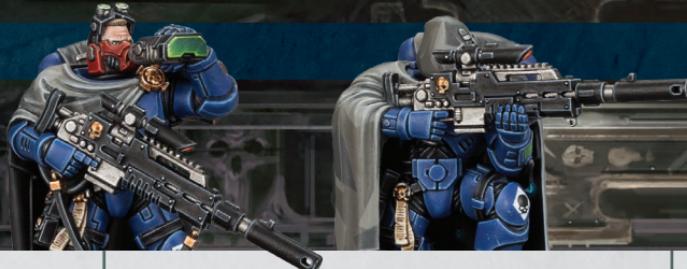
KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, HELLBLASTER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ELIMINATOR SQUAD

M T SV W LD OC
6" 4 3+ 2 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-2	3
Instigator bolt carbine [PRECISION]	24"	1	3+	4	-2	3
Las fusil [HEAVY]	36"	1	3+	9	-3	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

CORE: Infiltrators, Stealth

FACTION: Oath of Moment

Reposition Under Covering Fire: In your Shooting phase, after this unit has shot, if it contains an Eliminator Sergeant equipped with an instigator bolt carbine, this unit can make a Normal move. If it does so, until the end of the turn, this unit is not eligible to declare a charge.

Mark the Target: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, PHOBOS, ELIMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ELIMINATOR SQUAD

Eliminator Squads are peerless assassins, deadly marksmen who haunt the shadows of the battlefield unseen by the enemy. For hours they will lie in wait to take the perfect shot, their sophisticated scopes feeding them essential data to ensure they never fail to make the kill.



WARGEAR OPTIONS

- The Eliminator Sergeant's bolt sniper rifle can be replaced with one of the following:
 - 1 instigator bolt carbine
 - 1 las fusil
- All Eliminators in this unit can each have their bolt sniper rifle replaced with 1 las fusil.

UNIT COMPOSITION

- 1 Eliminator Sergeant
- 2 Eliminators

Every model is equipped with: bolt pistol; bolt sniper rifle; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, PHOBOS, ELIMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ERADICATOR SQUAD

M T SV W LD OC
5" 6 3+ 3 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Melta rifle [HEAVY, MELTA 2]	18"	1	3+	9	-4	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Total Obliteration: Each time a ranged attack made by a model in this unit targets a MONSTER or VEHICLE model, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, GRAVIS, ERADICATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ERADICATOR SQUAD

Before the molten ire of an Eradicator Squad, heavy armour and defended positions stand little chance. Eradicators wear the heavier Gravis-pattern of Mk X power armour, allowing them to stride unharmed through waves of incoming fire before bringing their own destructive weaponry to bear at close range.



WARGEAR OPTIONS

- For every 3 models in this unit, 1 Eradicator's meltar rifle can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Eradicator Sergeant
- 2-5 Eradicators

Every model is equipped with: bolt pistol; meltar rifle; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, GRAVIS, ERADICATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

DESOLATION SQUAD

M T SV W LD OC
6" 4 3+ 2 6+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Castellan launcher [BLAST, INDIRECT FIRE]	36"	D3	3+	4	0	1
Superfrag rocket launcher [BLAST, HEAVY]	48"	D6+1	4+	5	0	1
Superkrak rocket launcher [HEAVY]	48"	1	4+	10	-2	D6+1
Vengor launcher [BLAST, INDIRECT FIRE]	48"	D6	2+	7	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Targeter Optics: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability and can ignore the penalty to their Hit rolls when making attacks with Indirect Fire weapons against targets that are not visible to them.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, DESOLATION SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

DESOLATION SQUAD

Desolation Marines specialise in unleashing widespread devastation throughout the enemy ranks. Whether direct-firing warheads into massed infantry or enemy armour, or raining salvos down upon the enemy with their castellan launchers, these warriors reap a grievous toll amongst the foe.



WARGEAR OPTIONS

- All of the models in this unit can each have their superfrag rocket launcher replaced with 1 superkrak rocket launcher.
- The Desolation Sergeant's superfrag rocket launcher or superkrak rocket launcher can be replaced with 1 vengor launcher.

UNIT COMPOSITION

- 1 Desolation Sergeant
- 4-9 Desolation Marines

Every model is equipped with: bolt pistol; castellan launcher; superfrag rocket launcher; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, DESOLATION SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

THUNDERFIRE CANNON

M T SV W LD OC

3" 6 2+ 6 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Thunderfire cannon [BLAST, INDIRECT FIRE]	48"	D6+4	3+	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Gunner's servo-arms [EXTRA ATTACKS]	Melee	2	3+	8	-2	3
Plasma cutter [EXTRA ATTACKS]	Melee	2	3+	8	-2	1

ABILITIES

FACTION: Oath of Moment

Tremor Shells: In your Shooting phase, after this unit has shot, if an enemy INFANTRY unit was hit by one or more attacks made by this unit's thunderfire cannon this phase, until the end of your opponent's next turn, that enemy unit is shaken. While a unit is shaken, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

Crewed Artillery: If one model in this unit is destroyed, the remaining model in this unit is also destroyed.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, THUNDERFIRE CANNON



FACTION KEYWORDS:
ADEPTUS ASTARTES

THUNDERFIRE CANNON

A massive, multi-barrelled artillery piece mounted on heavy, grinding tracks, the Thunderfire Cannon can tear apart the enemy's assaults and blow huge holes in their strong-points in relentless barrages of shells. Able to traverse all kinds of difficult terrain, it excels in supporting Space Marine attacks or shoring up defences.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Techmarine Gunner
- 1 Thunderfire Cannon

The Techmarine Gunner is equipped with: bolt pistol; flamer; plasma cutter; Gunner's servo-arms; close combat weapon.

The Thunderfire Cannon is equipped with: thunderfire cannon; close combat weapon.

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, THUNDERFIRE CANNON



FACTION KEYWORDS:
ADEPTUS ASTARTES

FIRESTRIKE SERVO-TURRETS

M T SV W LD OC

3" 6 2+ 6 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Twin Firestrike autocannon [TWIN-LINKED]	48"	3	2+	9	-1	3
Twin Firestrike las-talon [TWIN-LINKED]	36"	2	2+	10	-3	D6+1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Sentinel Protocols: Each time you select this unit for the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 4+ when resolving that Stratagem.

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, FIRESTRIKE SERVO-TURRETS



FACTION KEYWORDS:
ADEPTUS ASTARTES

FIRESTRIKE SERVO-TURRETS

Primarily a defensive weapon, the Firestrike Servo-turret lays down withering volleys of fire to secure flanks or the Space Marines' base of operations. Mounted on gravitic ventral plates, they can hover across the battlefield to ideal firing positions from which to slaughter attacking enemies.



WARGEAR OPTIONS

- Any number of models can each have their twin Firestrike las-talon replaced with 1 twin Firestrike autocannon.

UNIT COMPOSITION

- 1-2 Firestrike Servo-turrets

Every model is equipped with: twin Firestrike las-talon; close combat weapon.

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, FIRESTRIKE SERVO-TURRETS



FACTION KEYWORDS:
ADEPTUS ASTARTES

HUNTER

M	T	SV	W	LD	OC
9"	11	3+	11	6+	3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6

One Shot: The bearer can only shoot with this weapon once per battle.

Skyspear missile launcher	36"	1	2+	10	-3	D6+2
[ANTI-FLY 3+, DEVASTATING WOUNDS, HEAVY]						

Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Hunter Missile Targeting: Each time this model makes an attack with its skyspear missile launcher that targets a MONSTER or VEHICLE unit, that attack scores a hit on an unmodified Hit roll of 2+.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, HUNTER



FACTION KEYWORDS:
ADEPTUS ASTARTES

HUNTER

The Adeptus Astartes' foremost anti-air vehicle, few foes can evade the missiles of the Hunter's skyspear missile launcher. Its deadly payload homes in on its target and can change direction with preternatural ease, guided as it is by the interred servitor-mummy of one of the Chapter's honoured ballistic serfs.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Hunter

This model is equipped with: skyspear missile launcher; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, HUNTER



FACTION KEYWORDS:
ADEPTUS ASTARTES

STALKER

M T SV W LD OC
9" 11 3+ 11 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6

One Shot: The bearer can only shoot with this weapon once per battle.

Icarus stormcannon [ANTI-FLY 2+]	48"	6	3+	7	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Skyfire Protocols: Each time you target this model with the Overwatch Stratagem just after an enemy unit that can **FLY** starts or ends a Normal, Advance or Fall Back move, when resolving that Stratagem, in addition to shooting that enemy unit, you can select up to three additional enemy units within 24" of this model that can **FLY**; this model can also shoot at each of those units with its Icarus stormcannons (provided each one is an eligible target), but when doing so, an unmodified Hit roll of 6 is required to score a hit.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, STALKER



FACTION KEYWORDS:
ADEPTUS ASTARTES

STALKER

The Stalker's phenomenal anti-air kill rate is achieved by a pair of independently targeting repeating cannons. These are tethered to a servo-mind conclave that cogitates reams of trajectory data to ensure the Stalker's weapons fire exactly where they should, enabling it to cleanse skies darkened by enemy flyers.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Stalker

This model is equipped with: 2 Icarus stormcannons; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, STALKER



FACTION KEYWORDS:
ADEPTUS ASTARTES

WHIRLWIND

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Whirlwind vengeance launcher [BLAST, INDIRECT FIRE]	72"	D6+3	3+	8	-2	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Pinning Bombardment: In your Shooting phase, after this model has shot, if one or more of those attacks made with its Whirlwind vengeance launcher scored a hit against an enemy INFANTRY unit, that unit must take a Battle-shock test.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, WHIRLWIND



FACTION KEYWORDS:
ADEPTUS ASTARTES

WHIRLWIND

Hails of missiles saturate the ground whenever a Whirlwind strikes, creating a carpet of explosions that launches deadly shrapnel or scorching flames in all directions. The Whirlwind fires from concealed positions in support of Space Marine attacks, utilising its speed to keep pace with the assault.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Whirlwind

This model is equipped with: Whirlwind vengeance launcher; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, WHIRLWIND



FACTION KEYWORDS:
ADEPTUS ASTARTES

PREDATOR DESTRUCTOR

M T SV W LD OC
10" 10 3+ 11 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon [RAPID FIRE 2]	48"	4	3+	9	-1	3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Destructor: Each time this model makes a ranged attack that targets an INFANTRY unit, improve the Armour Penetration characteristic of that attack by 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, PREDATOR DESTROYOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

PREDATOR DESTRUCTOR

Predator Destructars have served the Emperor for more than ten thousand years with resolute steadfastness, proving themselves by slaughtering hordes of enemy infantry, shattering assaults and laying waste to light vehicles. To the always-outnumbered Space Marines, their firepower has long been vital.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Predator Destructor

This model is equipped with: Predator autocannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, PREDATOR DESTRUCTOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

PREDATOR ANNIHILATOR

M T SV W LD OC
10" 10 3+ 11 6+ 3

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Predator twin lascannon [TWIN-LINKED]	48"	1	3+	14	-3	D6+1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1



ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Annihilator: Each time a ranged attack made by this model is allocated to a MONSTER or VEHICLE model, re-roll a Damage roll of 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, PREDATOR ANNIHILATOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

PREDATOR ANNIHILATOR

Predator Annihilators excel at leading armoured spearheads, moving at high speed and firing all the while. Their crews take pride in their particularly ferocious machine spirits, and gladly thunder into the fiercest fighting to blow apart enemy armoured columns and dense bunker complexes.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Predator Annihilator

This model is equipped with: Predator twin lascannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, PREDATOR ANNIHILATOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR LANCER

M T SV W LD OC
10" 10 3+ 12 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Lancer laser destroyer [HEAVY]	72"	2	3+	14	-4	D6+3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Aquilon Optics: Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving its attacks.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR LANCER



FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR LANCER

With pinpoint accuracy, the Gladiator Lancer picks off the heaviest enemy armour, laser destroyer punching smouldering holes in their hulls. Such is the range of its heavy cannon that it can eliminate threats to the Space Marines before they encounter them, storming past burning wrecks to claim their objectives.



WARGEAR OPTIONS

- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

UNIT COMPOSITION

- 1 Gladiator Lancer

This model is equipped with: Lancer laser destroyer; 2 storm bolters; armoured hull.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR LANCER



FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR REAPER

M T SV W LD OC
10" 10 3+ 12 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Icarus rocket pod [ANTI-FLY 2+]	24"	03	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Tempest bolter [RAPID FIRE 4]	24"	4	3+	4	-1	1
Twin heavy onslaught gatling cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	12	3+	6	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Rotating Death: This model's twin heavy onslaught gatling cannon has the [SUSTAINED HITS 2] ability when targeting INFANTRY units.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR REAPER



FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR REAPER

When the cannons of the Gladiator Reaper spin to full pitch, the droning makes the teeth of all nearby itch with the intensity of the vibrations. Within seconds, thousands of spent casings pour over the battle tank's armoured hide as enemies are erased from existence by the storm of fire.



WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

UNIT COMPOSITION

- 1 Gladiator Reaper

This model is equipped with: 2 tempest bolters; twin heavy onslaught gatling cannon; armoured hull.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR REAPER



FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR VALIANT

M T SV W LD OC
10" 10 3+ 12 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	10	-4	D6
Twin las-talon [TWIN-LINKED]	36"	2	3+	10	-3	D6+1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Ferocious Assault: Each time this model makes an attack with its twin las-talon that targets the closest eligible MONSTER or VEHICLE unit, add 1 to the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR VALIANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR VALIANT

The Valiant lays down blistering volleys of fire as it escorts transports or supports infantry in ferocious fighting, crossing rushing watercourses, sucking marshlands and bubbling lava lakes with equal ease. Its twin las-talons spit death at the foe, making short work of enemy armour and cracking open fortified positions.



WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

UNIT COMPOSITION

- 1 Gladiator Valiant

This model is equipped with: 2 multi-meltas; twin las-talon; armoured hull.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR VALIANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

VINDICATOR

M	T	SV	W	LD	OC
9"	11	2+	11	6+	3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Demolisher cannon [BLAST]	24"	D6+3	3+	14	-3	D6
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Siege Shield: When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, VINDICATOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

VINDICATOR

The Vindicator is a dedicated siege tank. It can smash obstacles aside with its massive shield, rumbling into the perfect firing position to unleash its demolisher cannon, a weapon so destructive it can blow apart enemy fortifications, annihilate columns of infantry and shatter armoured tanks with terrifying ease.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Vindicator

This model is equipped with: demolisher cannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, VINDICATOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Godhammer lascannon	48"	2	3+	12	-3	D6+1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 4, TWIN-LINKED]	36"	3	3+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, LAND RAIDER



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER

Land Raiders are mobile fortresses that bear squads of Space Marines through the most furious firestorms without so much as a scratch. Their machine spirits are so potent that if the crew are slain they will take over, making the tank a truly formidable asset.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Land Raider

This model is equipped with: twin heavy bolter; 2 godhammer lascannons; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, LAND RAIDER



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER CRUSADER

M T SV W LD OC
12" 12 2+ 16 6+ 5



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM,
LAND RAIDER CRUSADER



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER CRUSADER

The Land Raider Crusader is a superlative assault tank. Its bulk enables it to crush enemy defences, and its prodigious firepower cuts their defenders to ribbons. With an enhanced transport capacity, once it has stormed enemy defences, Space Marines pour from its hatches to slaughter those foes who remain.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Land Raider Crusader

This model is equipped with: 2 hurricane bolters; twin assault cannon; armoured tracks.

TRANSPORT

This model has a transport capacity of 16 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

KEYWORDS: VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM,
LAND RAIDER CRUSADER



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER REDEEMER

M	T	SV	W	LD	OC
12"	12	2+	16	6+	5



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Flamestorm cannon [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-2	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM,
LAND RAIDER REDEEMER



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER REDEEMER

In brutal urban combat, it can be impossible to root out entrenched foes. Not so for the Land Raider Redeemer. When it engages its flamestorm cannons, any caught in the raging inferno of burning promethium that follows are doomed, and bunkers, pill boxes, ruined factorums and shattered hab-blocks are cleansed of the enemy.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Land Raider Redeemer

This model is equipped with: 2 flamestorm cannons; twin assault cannon; armoured tracks.

TRANSPORT

This model has a transport capacity of 14 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

KEYWORDS: VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM,
LAND RAIDER REDEEMER



FACTION KEYWORDS:
ADEPTUS ASTARTES

REPULSOR

M T SV W LD OC
10" 12 3+ 16 6+ 5



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Hunter-slayer missile [INDIRECT FIRE, ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Las-talon	36"	2	3+	10	-3	D6+1
Repulsor defensive array	24"	18	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Emergency Combat Embarkation: Once per turn, in your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one **ADEPTUS ASTARTES** unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of any enemy units and every model in that unit is within 3" of this **TRANSPORT**, it can embark within this **TRANSPORT**. The charging unit can then select new targets for its charge.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

REPULSOR

Clad in advanced armour plating and armed for any battlefield situation, the Repulsor not only transports its passengers safely, it also provides superb fire support. Dangerous terrain is little impediment to it, its ventral plates channelling gravitic energies that crush obstacles beneath the vehicle's mass.



WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin lascannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 las-talon.

UNIT COMPOSITION

- 1 Repulsor

This model is equipped with: heavy onslaught gatling cannon; hunter-slaver missile; Repulsor defensive array; twin heavy bolter; armoured hull.

TRANSPORT

This model has a transport capacity of 12 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

REPULSOR EXECUTIONER

M	T	SV	W	LD	OC
10"	12	3+	16	6+	5



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy laser destroyer [HEAVY]	72"	2	3+	16	-4	D6+4
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Macro plasma incinerator – standard [BLAST]	36"	D6+1	3+	8	-3	2
Macro plasma incinerator – supercharge [BLAST, HAZARDOUS]	36"	D6+1	3+	9	-4	3
Repulsor Executioner defensive array	24"	10	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin Icarus ironhail heavy stubber [ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR EXECUTIONER

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Executioner: Each time this model makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:
ADEPTUS ASTARTES

REPULSOR EXECUTIONER

Based on the Repulsor chassis, the Repulsor Executioner sacrifices some transport capacity to accommodate powerful turret weaponry. Even the largest battle tanks can be crippled by the beam of a heavy laser destroyer, while the incinerating blasts of a macro plasma incinerator can obliterate infantry formations.



WARGEAR OPTIONS

- This model's macro plasma incinerator can be replaced with 1 heavy laser destroyer.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

UNIT COMPOSITION

- 1 Repulsor Executioner

This model is equipped with: heavy onslaught gatling cannon; macro plasma incinerator; Repulsor Executioner defensive array; twin heavy bolter; twin Icarus ironhail heavy stubber; armoured hull.

TRANSPORT

This model has a transport capacity of 6 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR EXECUTIONER



FACTION KEYWORDS:
ADEPTUS ASTARTES

RHINO

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6

One Shot: The bearer can only shoot with this weapon once per battle.

	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

FACTION: Oath of Moment

Self Repair: At the end of your Command phase, this model regains 1 lost wound.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RHINO



FACTION KEYWORDS:
ADEPTUS ASTARTES

RHINO

The Rhino transport has served the Space Marines for ten thousand years, and forms a part of many of their strike forces. With robust self-repair systems, the Rhino is a rugged vehicle that can swiftly navigate nightmare battlefields to deliver its deadly cargo of Space Marines into the heart of battle.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- 1 Rhino

This model is equipped with: storm bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. It cannot transport **JUMP PACK**, **WULFEN**, **TACTICUS**, **PHOBOS**, **GRAVIS**, **CENTURION** or **TERMINATOR** models.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RHINO



FACTION KEYWORDS:
ADEPTUS ASTARTES

RAZORBACK

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]						
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this TRANSPORT this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RAZORBACK



FACTION KEYWORDS:
ADEPTUS ASTARTES

RAZORBACK

The Razorback replaces some of the Rhino's transport capacity with a heavy weapon turret, and provides fire support for armoured infantry assaults while delivering its own cargo of warriors to battle. Such is its success that for many Chapters it performs additional functions, notably as a mobile command centre.



WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following:
 - 1 twin lascannon
 - 1 twin assault cannon
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Razorback

This model is equipped with: twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 6 **ADEPTUS ASTARTES INFANTRY** models. It cannot transport JUMP PACK, WULFEN, TACTICUS, PHOBOS, GRAVIS, CENTURION or TERMINATOR models.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RAZORBACK



FACTION KEYWORDS:
ADEPTUS ASTARTES

IMPULSOR

M T SV W LD OC
12" 9 3+ 11 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bellicatus missile array – frag [BLAST]	48"	D6	3+	4	0	1
Bellicatus missile array – Icarus [ANTI-FLY 2+]	48"	D3	3+	8	-1	2
Bellicatus missile array – krak	48"	1	3+	8	-2	D6
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Ironhail skytalon array [ANTI-FLY 4+, SUSTAINED HITS 1]	36"	8	3+	4	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPULSOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Deadly Demise D3, Firing Deck 6

FACTION: Oath of Moment

Assault Vehicle: Units can disembark from this TRANSPORT after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.

WARGEAR ABILITIES

Orbital Comms Array (Aura): While a friendly ADEPTUS ASTARTES unit is within 6" of the bearer, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Shield Dome: The bearer has a 5+ invulnerable save.

IMPULSOR

Equipped with vectored thrusters that make it faster than any other gravitic tank in the Space Marines' armouries, the Impulsor is a highly adaptable transport used by all Primaris Space Marines for rapid insertion and flanking manoeuvres. It is particularly favoured by Vanguard forces.



WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with one of the following:
 - 1 bellicatus missile array
 - 1 ironhail skytalon array
 - 1 orbital comms array
 - 1 shield dome

UNIT COMPOSITION

- 1 Impulsor

This model is equipped with: 2 storm bolters; armoured hull.

TRANSPORT

This model has a transport capacity of 6 TACTICUS or PHOBOS INFANTRY models. It cannot transport JUMP PACK models.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPULSOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

DROP POD

M	T	SV	W	LD	OC
-	7	3+	8	6+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Deathwind launcher [BLAST]	12"	D6+1	3+	5	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

ABILITIES

CORE: Deadly Demise 1, Deep Strike

FACTION: Oath of Moment

Drop Pod Assault: This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 9" away from all enemy models. After this model has been set up on the battlefield, no units can embark within it.

KEYWORDS: VEHICLE, TRANSPORT, IMPERIUM, DROP POD



FACTION KEYWORDS:
ADEPTUS ASTARTES

DROP POD

Launched from ships in low orbit, Drop Pods full of Space Marines slam into the battlefield, their hatches blowing open upon the violent impact. Within seconds, the squad bursts out with weapons firing. Such deadly strikes send the foe into disarray as their lines are torn apart in the furious assault.



WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 deathwind launcher.

UNIT COMPOSITION

- 1 Drop Pod

This model is equipped with: storm bolter.

TRANSPORT

This model has a transport capacity of 10 **ADEPTUS ASTARTES INFANTRY** models. It cannot transport **JUMP PACK**, **WULFEN**, **GRAVIS**, **CENTURION** or **TERMINATOR** models.

KEYWORDS: VEHICLE, TRANSPORT, IMPERIUM, DROP POD



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORMHAWK INTERCEPTOR

M T SV W LD OC
20+" 9 3+ 10 6+ 0



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Icarus stormcannon [ANTI-FLY 2+, TWIN-LINKED]	48"	6	3+	7	-1	2
Las-talon	36"	2	3+	10	-3	D6+1
Skyhammer missile launcher [ANTI-FLY 2+]	48"	3	3+	8	-1	D3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
▶ Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
▶ Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deadly Demise D3, Hover

FACTION: Oath of Moment

Interceptor: Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, SMOKE, STORMHAWK INTERCEPTOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORMHAWK INTERCEPTOR

Stormhawk Interceptors are high-altitude fighter craft designed solely for achieving aerial supremacy. Dropped from mag-crades aboard orbiting craft, these ceramite-plated vehicles engage enemy air assets in brutal dogfights and are protected by countermeasures that launch blazing flares.



WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following:
 - 1 twin heavy bolter
 - 1 typhoon missile launcher
- This model's las-talon can be replaced with 1 Icarus stormcannon.

UNIT COMPOSITION

- 1 Stormhawk Interceptor

This model is equipped with: twin assault cannon; skyhammer missile launcher; las-talon; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, SMOKE, STORMHAWK INTERCEPTOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORMTALON GUNSHIP

M T SV W LD OC
 20+" 8 3+ 10 6+ 0



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Skyhammer missile launcher [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	8	-1	D3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
▶ Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
▶ Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, STORMTALON GUNSHIP



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Deadly Demise D3, Hover

FACTION: Oath of Moment

Strafing Run: Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to the Hit roll.

STORMTALON GUNSHIP

Fast and manoeuvrable, the Stormtalon is an aerial interceptor optimised for escorting Stormraven Gunships. While fast enough to engage in aerial combat, its pilot can switch on the Stormtalon's repulsor systems, making it agile enough to closely support infantry in defence or on the attack.



WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following:
 - 1 twin heavy bolter
 - 1 twin lascannon
 - 1 typhoon missile launcher

UNIT COMPOSITION

- 1 Stormtalon Gunship

This model is equipped with: skyhammer missile launcher; twin assault cannon; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, STORMTALON GUNSHIP



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORMRAVEN GUNSHIP

M T SV W LD OC

20+" **10** **3+** **14** **6+** **0**



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon	24"	6	3+	6	0	1
[DEVASTATING WOUNDS, TWIN-LINKED]						
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy plasma cannon – standard	36"	D3	3+	7	-2	2
[BLAST, TWIN-LINKED]						
Twin heavy plasma cannon – supercharge	36"	D3	3+	8	-3	3
[BLAST, HAZARDOUS, TWIN-LINKED]						
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6
Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, STORMRAVEN GUNSHIP

FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Deadly Demise D6, Hover

FACTION: Oath of Moment

Armoured Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

STORMRAVEN GUNSHIP

The Stormraven superbly combines the role of reliable combat drop-ship and deadly aerial combatant. A capacious troop bay and thick layers of armour allow it to effectively transport squads of Space Marines – and, thanks to its magna-grapples, even a Dreadnought – into the very heart of battle.



WARGEAR OPTIONS

- This model's twin assault cannon can be replaced with one of the following:
 - 1 twin heavy plasma cannon
 - 1 twin lascannon
- This model's typhoon missile launcher can be replaced with one of the following:
 - 1 twin heavy bolter
 - 1 twin multi-melta
- This model can be equipped with 2 hurricane bolters.

UNIT COMPOSITION

- 1 Stormraven Gunship

This model is equipped with: 2 stormstrike missile launchers; twin assault cannon; typhoon missile launcher; armoured hull.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models and 1 **DREADNOUGHT** model. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, STORMRAVEN GUNSHIP



FACTION KEYWORDS:
ADEPTUS ASTARTES

HAMMERFALL BUNKER

M T SV W LD OC

- 12 2+ 14 6+ 0



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hammerfall heavy bolter array [DEFENSIVE ARRAY*, SUSTAINED HITS 1, TWIN-LINKED]	36"	6	4+	5	-1	2
Hammerfall heavy flamer array [DEFENSIVE ARRAY*, IGNORES COVER, TORRENT, TWIN-LINKED]	12"	2D6	N/A	5	-1	1
▶ Hammerfall missile launcher – superfrag [BLAST]	48"	2D6+2	4+	5	0	1
▶ Hammerfall missile launcher – superkrak	48"	2	4+	10	-2	D6+1

* **Defensive Array:** Each time an enemy unit is set up or ends a Normal, Advance or Fall Back move within range of this weapon, if that enemy unit is an eligible target, the bearer can shoot this weapon at that target as if it were your Shooting phase. The bearer can shoot up to four times in this way in your opponent's Movement phase.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: FORTIFICATION, IMPERIUM, HAMMERFALL BUNKER



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Fortification: While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Ceramite Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

HAMMERFALL BUNKER

Hammerfall Bunkers are launched from Space Marine warships in the same manner as Drop Pods. Automated area-denial assets crewed by hard-wired servitors, they have all kinds of battlefield roles, including securing beachheads, hampering enemy assaults and wreaking havoc behind the foe's lines.



WARGEAR OPTIONS

- This model's Hammerfall heavy bolter array can be replaced with 1 Hammerfall heavy flamer array.

UNIT COMPOSITION

- 1 Hammerfall Bunker

This model is equipped with: Hammerfall heavy bolter array; Hammerfall missile launcher.

KEYWORDS: FORTIFICATION, IMPERIUM, HAMMERFALL BUNKER



FACTION KEYWORDS:
ADEPTUS ASTARTES

ADEPTUS ASTARTES ARMOURY

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+*	4	0	1
Grav-cannon [ANTI-VEHICLE 2+, HEAVY]	24"	3	4+	6	-1	3
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+*	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+*	8	-4	D3
Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	3+*	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+*	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+*	4	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

* If a CAPTAIN or LIEUTENANT model is equipped with this weapon, improve this weapon's Ballistic Skill characteristic by 1.

WEAPON LISTS

Several ADEPTUS ASTARTES models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.



DEATHWATCH

Corvus Blackstar

1 model.....180 pts

Deathwatch Terminator Squad

5 models.....210 pts

10 models.....420 pts

Deathwatch Veterans

5 models.....100 pts

10 models.....200 pts

Fortis Kill Team

5 models.....115 pts

10 models.....230 pts

Indomitor Kill Team

5 models.....135 pts

10 models.....270 pts

Kill Team Cassius

11 models.....255 pts

Proteus Kill Team

5 models.....165 pts

10 models.....330 pts

Spectrus Kill Team

5 models.....110 pts

10 models.....220 pts

Veteran Bike Squad

3 models.....85 pts

6 models.....170 pts

Watch Captain Artemis

1 model.....75 pts

Watch Master

1 model.....115 pts

DETACHMENT ENHANCEMENTS

Black Spear Task Force

Beacon Angelis30 pts

Osseus Key20 pts

The Tome of Ectoclades40 pts

Thief of Secrets15 pts

SPACE MARINES

Adrax Agatone	Centurion Assault Squad	Heavy Intercessor Squad
1 model.....100 pts	3 models.....175 pts	5 models.....110 pts
Aggressor Squad	6 models.....350 pts	10 models.....220 pts
3 models.....110 pts	Centurion Devastator Squad	Hellblaster Squad
6 models.....220 pts	3 models.....205 pts	5 models.....125 pts
Ancient in Terminator Armour	6 models.....410 pts	10 models.....250 pts
1 model.....90 pts	Chaplain	Hunter
Apothecary Biologis	1 model.....70 pts	1 model.....100 pts
1 model.....55 pts	Chaplain Cassius	Impulsor
Assault Intercessor Squad	1 model.....80 pts	1 model.....95 pts
5 models.....90 pts	Chaplain in Terminator Armour	Inceptor Squad
10 models.....180 pts	1 model.....90 pts	3 models.....115 pts
Assault Squad	Chaplain on Bike	6 models.....230 pts
5 models.....95 pts	1 model.....80 pts	Incisor Squad
10 models.....190 pts	Chaplain with Jump Pack	5 models.....90 pts
Assault Squad with Jump Packs	1 model.....85 pts	10 models.....180 pts
5 models.....115 pts	Chief Librarian Tigurius	Infernus Squad
10 models.....230 pts	1 model.....85 pts	5 models.....90 pts
Astartes Servitors	Command Squad	10 models.....180 pts
4 models.....55 pts	5 models.....165 pts	Infiltrator Squad
Attack Bike Squad	Contemptor Dreadnought	5 models.....90 pts
1 model.....55 pts	1 model.....170 pts	10 models.....180 pts
2 models.....110 pts	Darnath Lysander	Intercessor Squad
3 models.....165 pts	1 model.....115 pts	5 models.....95 pts
Ballistus Dreadnought	Desolation Squad	10 models.....190 pts
1 model.....170 pts	5 models.....120 pts	Invader ATV
Bike Squad	10 models.....240 pts	1 model.....80 pts
3 models.....80 pts	Devastator Squad	Invictor Tactical Warsuit
6 models.....160 pts	5 models.....120 pts	1 model.....160 pts
Attack Bike	10 models.....200 pts	Iron Father Feirros
+ 55 pts	Dreadnought	1 model.....105 pts
Bladeguard Ancient	1 model.....160 pts	Ironclad Dreadnought
1 model.....50 pts	Drop Pod	1 model.....150 pts
Bladeguard Veteran Squad	1 model.....70 pts	Judiciar
3 models.....100 pts	Eliminator Squad	1 model.....75 pts
6 models.....200 pts	3 models.....95 pts	Kayvaan Shrike
Brutalis Dreadnought	Eradicator Squad	1 model.....110 pts
1 model.....220 pts	3 models.....95 pts	Kor'sarro Khan
Captain	6 models.....190 pts	1 model.....80 pts
1 model.....80 pts	Firestrike Servo-turrets	Land Raider
Captain in Gravis Armour	1 model.....80 pts	1 model.....275 pts
1 model.....95 pts	2 models.....160 pts	Land Raider Crusader
Captain in Phobos Armour	Gladiator Lancer	1 model.....255 pts
1 model.....80 pts	1 model.....145 pts	Land Raider Redeemer
Captain in Terminator Armour	Gladiator Reaper	1 model.....295 pts
1 model.....95 pts	1 model.....155 pts	Land Speeder
Captain on Bike	Gladiator Valiant	1 model.....80 pts
1 model.....95 pts	1 model.....155 pts	Land Speeder Storm
Captain Sicarius	Hammerfall Bunker	1 model.....70 pts
1 model.....95 pts	1 model.....210 pts	
Captain with Jump Pack		
1 model.....100 pts		

Land Speeder Tornado	Primaris Techmarine	Stormtalon Gunship
1 model.....95 pts	1 model.....65 pts	1 model.....175 pts
Land Speeder Typhoon	Razorback	Suppressor Squad
1 model.....100 pts	1 model.....100 pts	3 models.....95 pts
Librarian	Redemptor Dreadnought	Tactical Squad
1 model.....75 pts	1 model.....225 pts	10 models.....175 pts
Librarian in Phobos Armour	Reiver Squad	Techmarine
1 model.....75 pts	5 models.....95 pts	1 model.....70 pts
Librarian in Terminator Armour	10 models.....190 pts	Terminator Assault Squad
1 model.....90 pts	Relic Terminator Squad	5 models.....200 pts
Librarian with Jump Pack	5 models.....200 pts	10 models.....400 pts
1 model.....75 pts	10 models.....400 pts	Terminator Squad
Lieutenant	Repulsor	5 models.....205 pts
1 model.....80 pts	1 model.....195 pts	10 models.....410 pts
Lieutenant in Phobos Armour	Repulsor Executioner	Thunderfire Cannon
1 model.....60 pts	1 model.....230 pts	2 models.....90 pts
Lieutenant in Reiver Armour	Rhino	Tor Garadon
1 model.....65 pts	1 model.....85 pts	1 model.....100 pts
Lieutenant with Combi-weapon	Roboute Guilliman	Tyannic War Veterans
1 model.....80 pts	1 model.....355 pts	5 models.....85 pts
Marneus Calgar	Scout Bike Squad	Uriel Ventris
3 models.....205 pts	3 models.....75 pts	1 model.....85 pts
Outrider Squad	6 models.....150 pts	Vanguard Veteran Squad
3 models.....115 pts	Scout Sniper Squad	5 models.....120 pts
6 models.....230 pts	5 models.....75 pts	10 models.....240 pts
Invader ATV.....+80 pts	10 models.....150 pts	Vanguard Veteran Squad with Jump Packs
Pedro Kantor	Scout Squad	5 models.....130 pts
1 model.....100 pts	5 models.....70 pts	10 models.....260 pts
Predator Annihilator	10 models.....140 pts	Vindicator
1 model.....130 pts	Sergeant Chronus	1 model.....205 pts
Predator Destructor	1 model.....75 pts	Vulkan He'stan
1 model.....135 pts	Sergeant Telion	1 model.....95 pts
Primaris Ancient	1 model.....70 pts	Whirlwind
1 model.....55 pts	Stalker	1 model.....125 pts
Primaris Apothecary	1 model.....140 pts	
1 model.....55 pts	Sternguard Veteran Squad	DETACHMENT ENHANCEMENTS
Primaris Captain	5 models.....105 pts	Gladius Task Force
1 model.....80 pts	10 models.....210 pts	Adept of the Codex.....20 pts
Primaris Chaplain	Storm Speeder Hailstrike	Artificer Armour.....10 pts
1 model.....65 pts	1 model.....130 pts	Bolter Discipline25 pts
Primaris Company Champion	Storm Speeder Hammerstrike	The Honour Vehement.....15 pts
1 model.....55 pts	1 model.....160 pts	
Primaris Librarian	Storm Speeder Thunderstrike	
1 model.....70 pts	1 model.....160 pts	
Primaris Lieutenant	Stormhawk Interceptor	
1 model.....75 pts	1 model.....165 pts	
	Stormraven Gunship	
	1 model.....255 pts	