







Weapons							Pts
Bolt pistol	12"	1	4	0	1	Pistol	0
Combi-melta - Bolt	24"	2	4	0	1	Rapid Fire 1	0
Combi-melta - Melta	12"	1	9	-4	D6	Assault - Melta	11
Frag cannon - Frag-round	18"	2	6	0	1	Assault - Heavy - Rapid Fire D3 - Blast	10
Frag cannon - Solid-shell	24"	2	7	-3	D6	Assault - Heavy - Impact	11
Hand flamer	Template	1	3	0	1	Pistol - Ignores Cover	2
Heavy flamer	Template	1	5	-1	1	Assault - Ignores Cover	7
Meltagun	12"	1	9	-4	D6	Assault - Melta	11
Plasma pistol - Standard	12"	1	7	-2	1	Pistol	5
Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot	6
Power fist	Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy	16
Twin boltgun	24"	2	4	0	1	Rapid Fire 1 - Twin	1
Twin lightning claw	Melee	User	+1	-2	2	Melee - Twin - Shred - Specialist	13
Astartes chainsword	Melee	User	User	0	2	Melee	0
Boltgun	24"	2	4	0	1	Rapid Fire 1	0
Power sword	Melee	User	+1	-3	1	Melee	20
Ammunition Dragonfire Bolt	=	=	=	=	=	Ignores Cover	0
Ammunition Hellfire Round	=	=	-3	-1	=	Poisoned (2+)	0
Ammunition Kraken Bolt	+25%	=	=	-1	=	Concussive	0
Ammunition Vengeance Round	-25%	=	=	-3	=	Gets Hot	0
Faction Aptitudes							Unit type
Oath of the Moment	Kill Team		Mission Tactics			Infantry / Jump / Bike	