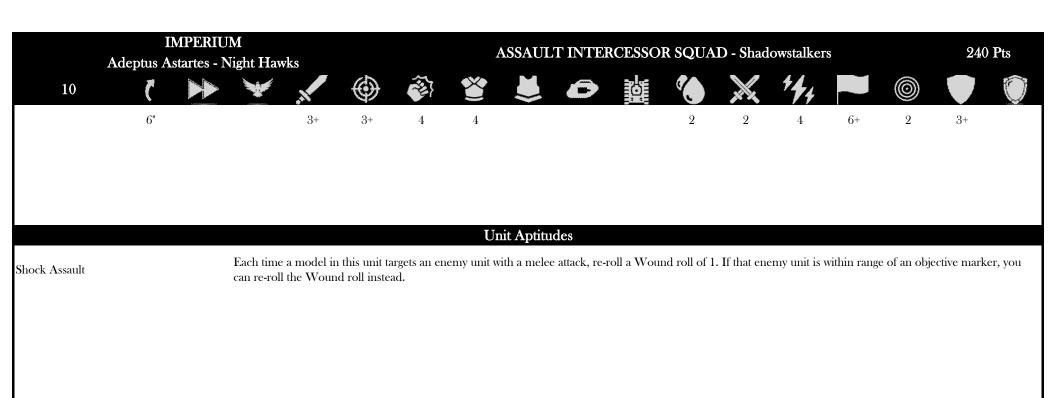


Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Weapons	益	(©	Pts
Bolt pistol	12"	1	4	0	1	Pistol	
Boltrifle	24"	2	4	-1	1	Assault - Heavy	5
Close combat weapon	Melee	User	User	0	1	Melee	

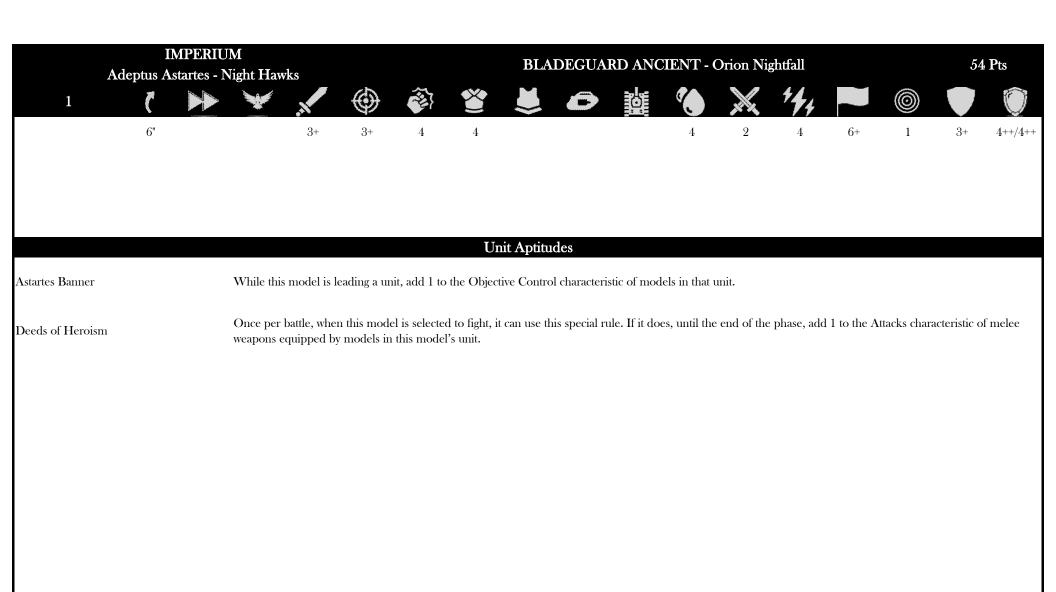
Oath of the Moment By Wing & Talon

Decapitation Strike



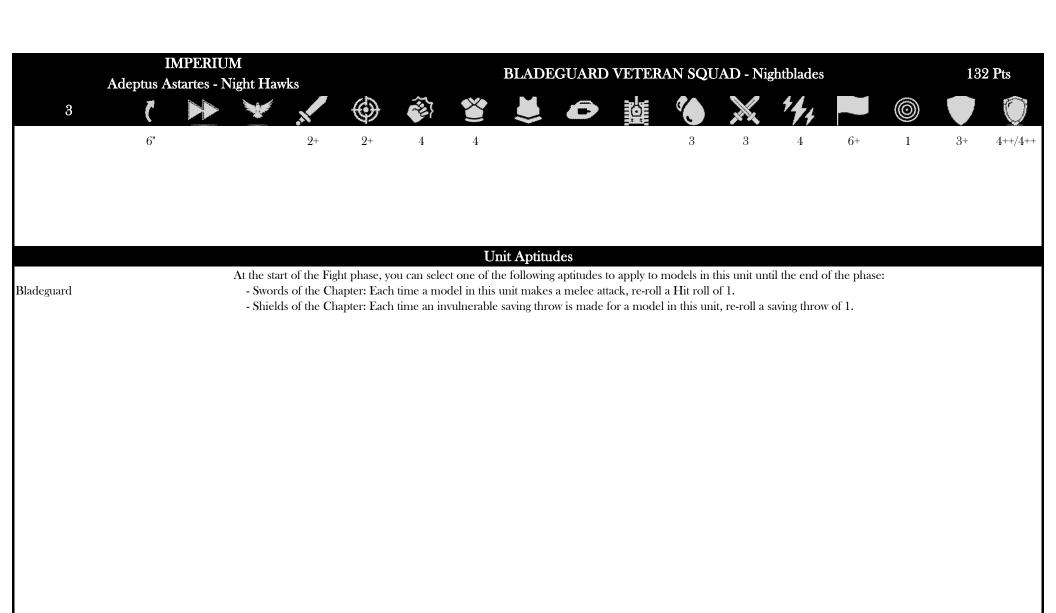
Frag & Krak Grenades / And They Shall Know No Fear

Weapons		(A. State		(3)		₫	Pts
Astartes chainsword	Melee	User	User	0	2	Melee		
Heavy bolt pistol	18"	1	4	-1	1	Pistol		40
	Faction	Aptitudes					Ţ	Unit type
Oath of the Moment By Wing & Talon	Decapitation Strike							Infantry



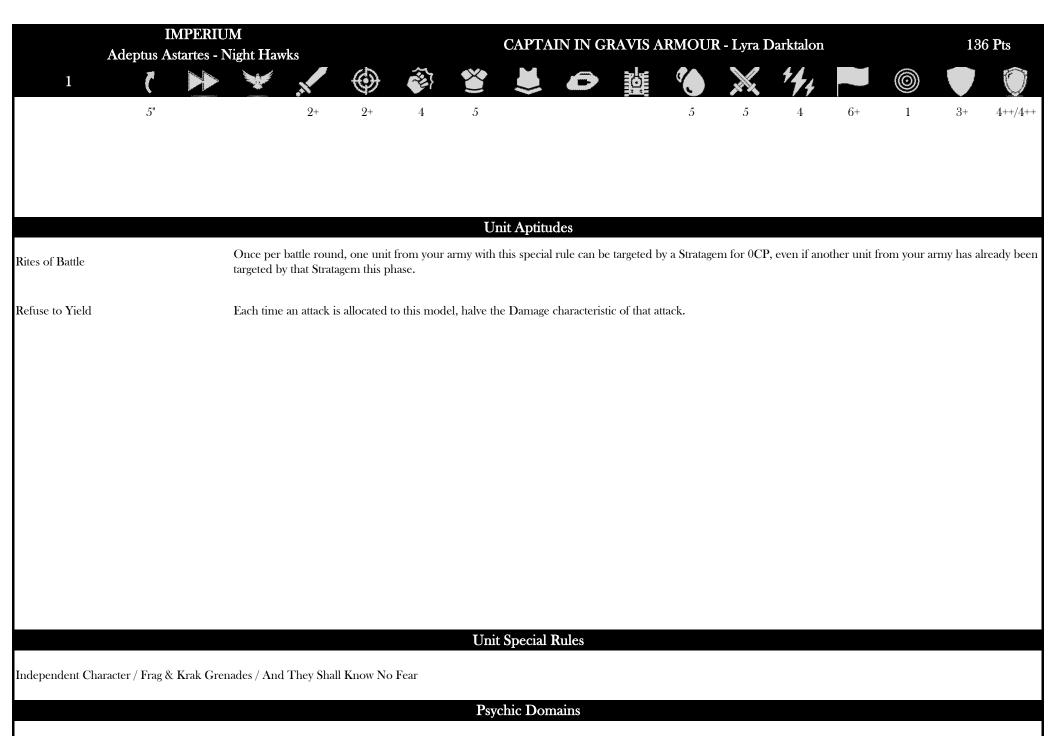
Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Weapons	*	(U			Ø,	Pts
ose combat weapon	Melee	User	User	0	1	Melee		
eavy bolt pistol	18"	1	4	-1	1	Pistol		4
	Faction	Aptitudes						Unit type
ath of the Moment By Wing & Talon De	capitation Strike							Infantry



Frag & Krak Grenades / And They Shall Know No Fear

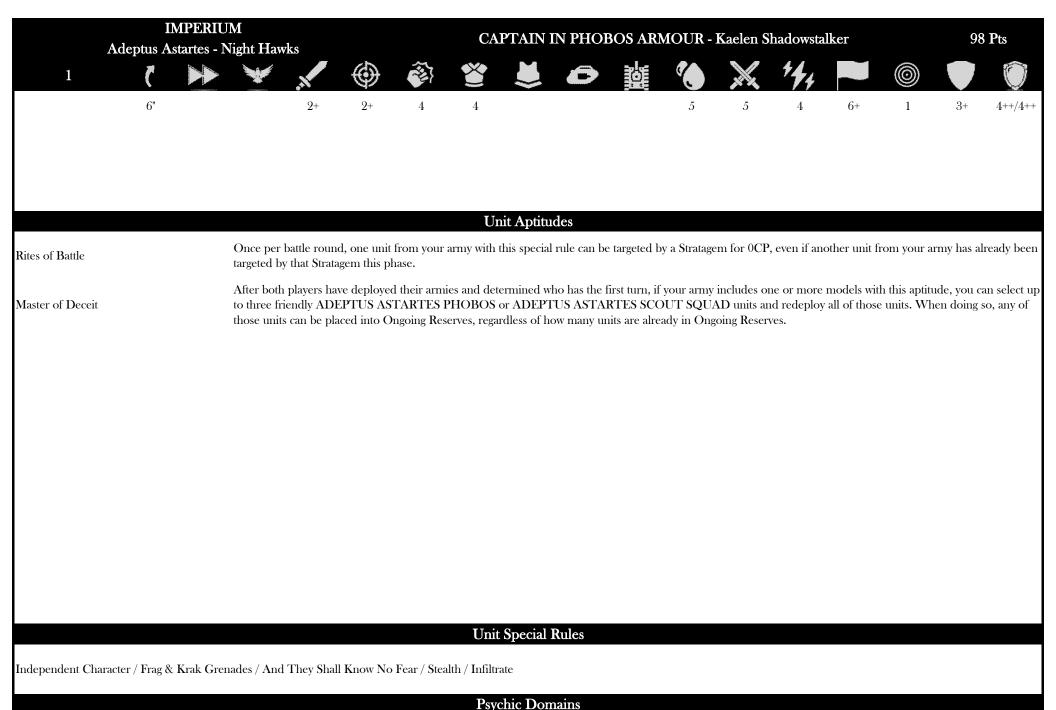
Weapons		\$			3		₡'	Pts
eavy bolt pistol	18"	1	4	-1	1	Pistol		12
wer sword	Melee	User	+1	-3	1	Melee		30
	Faction	n Aptitudes					U	nit type
ath of the Moment By Wing & Talon	Decapitation Strike]	Infantry



Weapons	*	(3	O		⇔	Pts
Boltstorm gauntlet - Shoot	12"	3	4	-1	1	Pistol	4
Boltstorm gauntlet - Melee	Melee	-2	x2	-2	3	Melee Specialist - Unwieldy	22
Power sword	Melee	User	+1	-3	1	Melee	10

Oath of the Moment By Wing & Talon

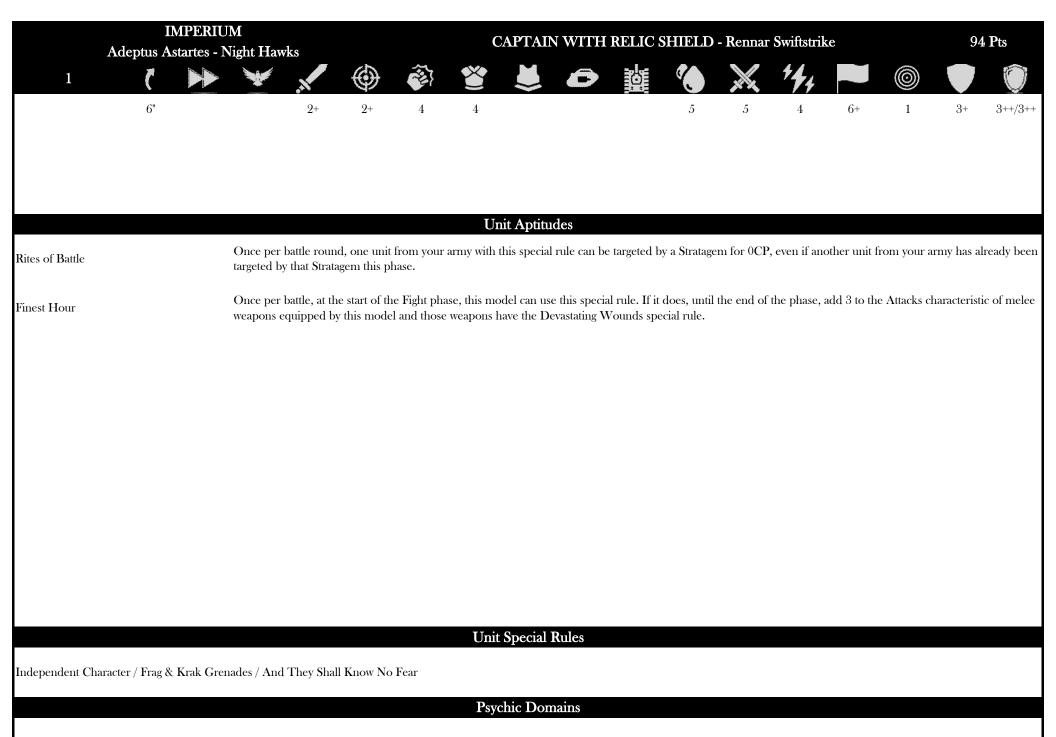
Decapitation Strike



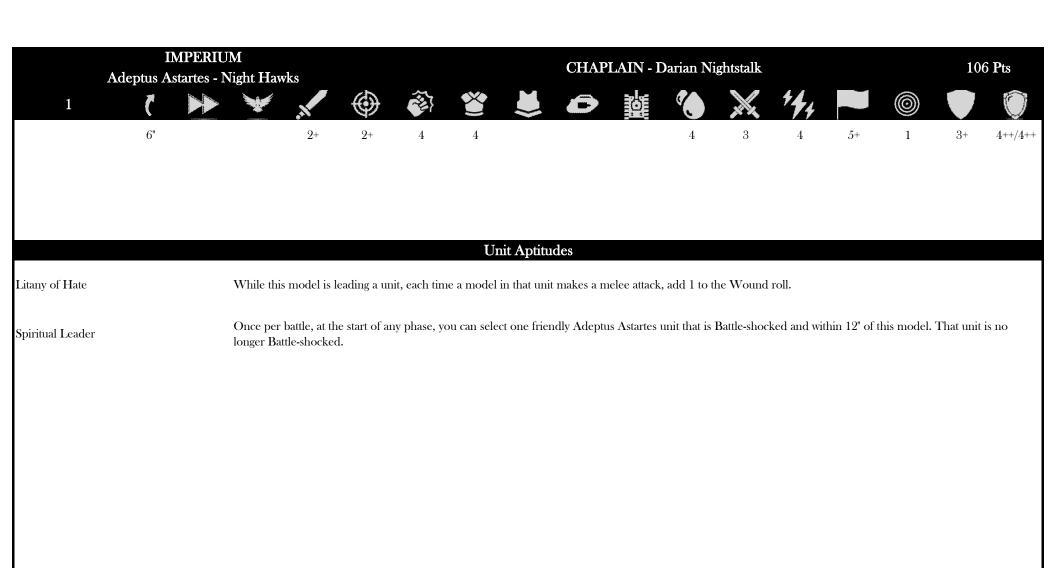
Weapons	*	((7)		Ó,	Pts
olt pistol	12"	1	4	0	1	Pistol		
ombat knife	Melee	User	User	0	1	Melee		
astigator bolt carbine	30"	1	4	-2	2	Assault - Precision Shots		8

Oath of the Moment By Wing & Talon

Decapitation Strike



Weapons	*	((3)		Ø,	Pts
eavy bolt pistol	18"	1	4	-1	1	Pistol		4
wer sword	Melee	User	+1	-3	1	Melee		10
	Faction	ı Aptitudes						Unit type
ath of the Moment By Wing & Talon I	Decapitation Strike							Infantry

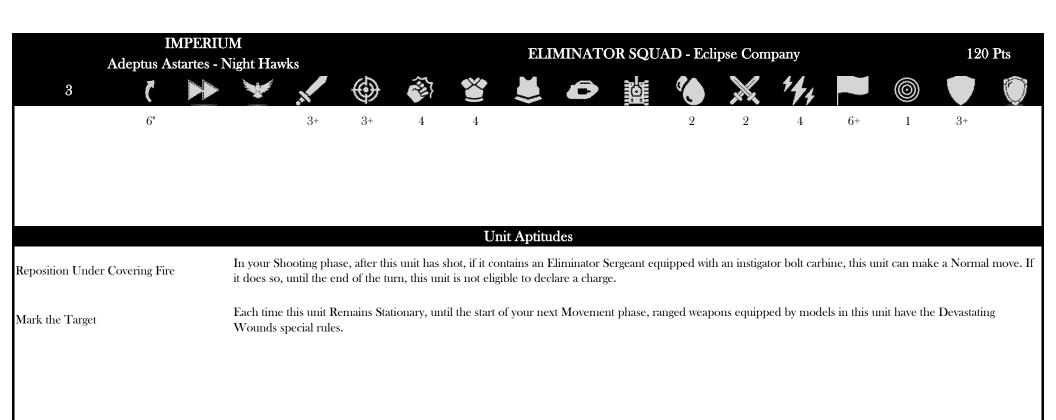


Independent Character / Frag & Krak Grenades / And They Shall Know No Fear / Zealot

Psychic Domains

Litanies of Battle

Weapons	*	Φ)		U	\$		₫ ?	Pts
Absolvor bolt pistol	18"	1	5	-1	2	Pistol		6
Crozius Arcanum	Melee	User	+2	-1	2	Melee - Concussive		10
	Faction A	Aptitudes					Unit	type
Oath of the Moment By Wing & Talon	Decapitation Strike						Infa	entry

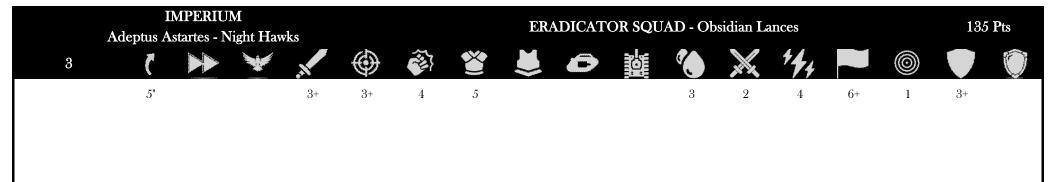


Frag & Krak Grenades / And They Shall Know No Fear / Scout / Infiltrate

Weapons	数	Φ		U	9	© ₹	Pts
Bolt pistol	12"	1	4	0	1	Pistol	
Bolt sniper rifle	36"	1	5	-2	3	Heavy - Sniper	30
Close combat weapon	Melee	User	User	0	1	Melee	
Close compar weapon	Welec	OSCI	CSCI	V	1	Melec	

Oath of the Moment By Wing & Talon

Decapitation Strike



Total Obliteration

Each time a ranged attack made by a model in this unit targets a Monstruous Creature 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.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear

Weapons	*	(O	()		© 7	Pts
Bolt pistol	12"	1	4	0	1	Pistol		
Close combat weapon	Melee	User	User	0	1	Melee		
Meltarifle	18"	1	9	-4	D 6	Heavy		45

Faction Aptitudes

Decapitation Strike

Oath of the Moment By Wing & Talon

Unit type

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.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear

Weapons	数	(O	49	₫	Pts
Bolt pistol	12"	1	4	0	1	Pistol	
Close combat weapon	Melee	User	User	0	1	Melee	
Plasma incinerator - Standard	24"	2	7	-2	1	Assault - Heavy	30
Plasma incinerator - Supercharge	24"	2	8	-3	2	Assault - Heavy - Gets Hot	45

Oath of the Moment By Wing & Talon

Decapitation Strike

	I Adeptus A	MPERIU startes - N	vks	IMPULSOR - Nightfall Crusader											124	Pts
1	7		, X	(4)	(E)						X	144		0		
Full HP	12"	18"	3+	3+	6		12	12	11	10	3	4	6+	2	3+	
Mid HP	8"	12"	4+	4+	6		11	11	10	7	2	4	7+	1	3+	
Low HP	4"	6"	5+	5+	6		10	10	9	3	1	4	8+		3+	

Explosive Lethal Demise When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.

Transport Capacity (6) This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Firing Deck (6) Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.

Unit Special Rules

And They Shall Know No Fear / Searchlight / Assault Vehicle / Tank / Oppen-topped / Skimmer / Transport

Weapons	数	(© 7	Pts
Bellicatus missile array - Frag	48"	1	4	0	1	Heavy - Blast	8
Bellicatus missile array - Icarus	48"	1	8	-1	2	Heavy - Anti-Flyer	11
Bellicatus missile array - Krak	48"	1	9	-2	D 6	Heavy	10
Ironhail heavy stubber	36"	3	4	0	1	Rapid Fire 3	5
Storm bolter	24"	2	4	0	1	Assault - Rapid Fire 2	
Vehicles close combat	Melee	User	User	0	1	Melee	

Oath of the Moment By Wing & Talon Decapit

Decapitation Strike

Vehicle



When this unit is set up on the battlefield using the Deep Strike special rule, 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.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Deep Strike / Bulky

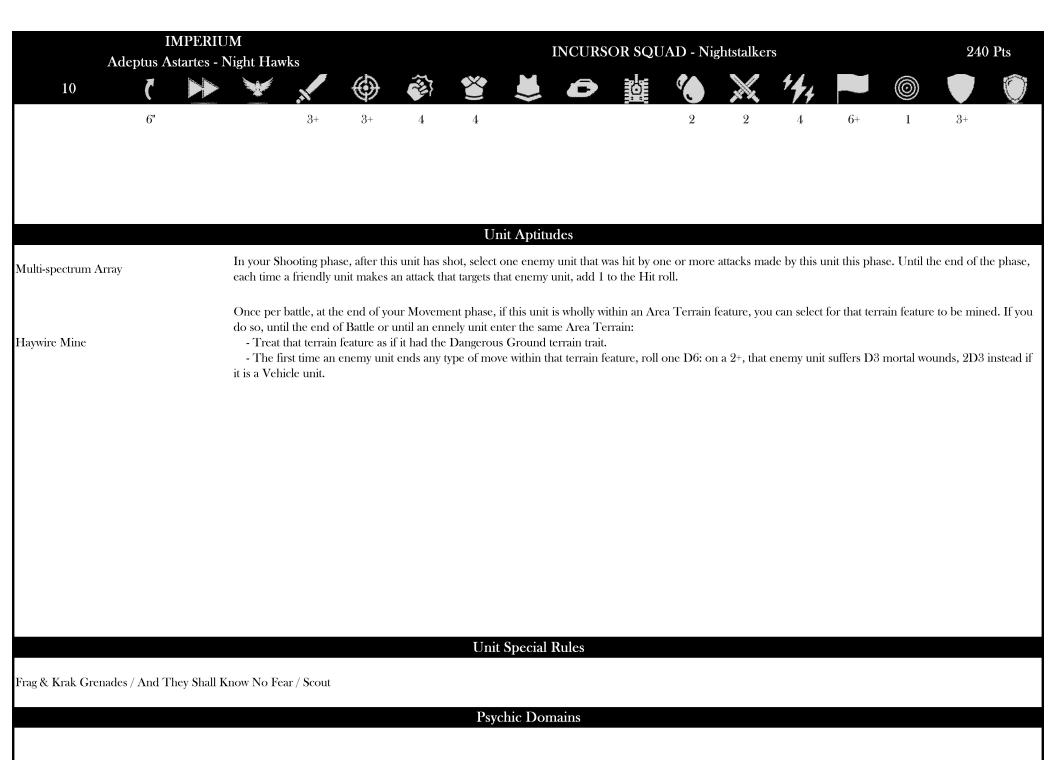
Meteoric Descent

Weapons	*	(U	(*)	Q ³	Pts
Assault boltgun	18"	3	5	-1	2	Pistol - Assault - Twin - Sustained Hits 2	27
Close combat weapon	Melee	User	User	0	1	Melee	
	Faction A	Aptitudes					Unit type

Jump / Infantry

Oath of the Moment By Wing & Talon

Decapitation Strike



Weapons	*	(U	(Ø [₹]	Pts
tartes chainsword	Melee	User	User	0	2	Melee		
eavy bolt pistol	18"	1	4	-1	1	Pistol		40
	Faction	Aptitudes						Unit type
th of the Moment By Wing & Talon D	ecapitation Strike							Infantry



Omni-scrambler Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.

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

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Infiltrate

Weapons	*	((3)	Ø	Pts
Bolt pistol	12"	1	4	0	1	Pistol	
Close combat weapon	Melee	User	User	0	1	Melee	
Marksman bolt carbine	24"	2	4	0	2	Heavy - Lethal Hits	25

Oath of the Moment By Wing & Talon

Decapitation Strike



Omni-scrambler Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.

Helix Gauntlet Models in the bearer's unit have the Feel no Pain (6+) special rule.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Infiltrate

Weapons	*	((3)	Ø	Pts
Bolt pistol	12"	1	4	0	1	Pistol	
Close combat weapon	Melee	User	User	0	1	Melee	
Marksman bolt carbine	24"	2	4	0	2	Heavy - Lethal Hits	25

Oath of the Moment By Wing & Talon

Decapitation Strike



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.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear

	Weapons	*	@		(U)		₫	Pts
Bolt pistol		12"	1	4	0	1	Pistol	
Boltrifle		24"	2	4	-1	1	Assault - Heavy	50
Close combat we	apon	Melee	User	User	0	1	Melee	

Oath of the Moment By Wing & Talon

Decapitation Strike

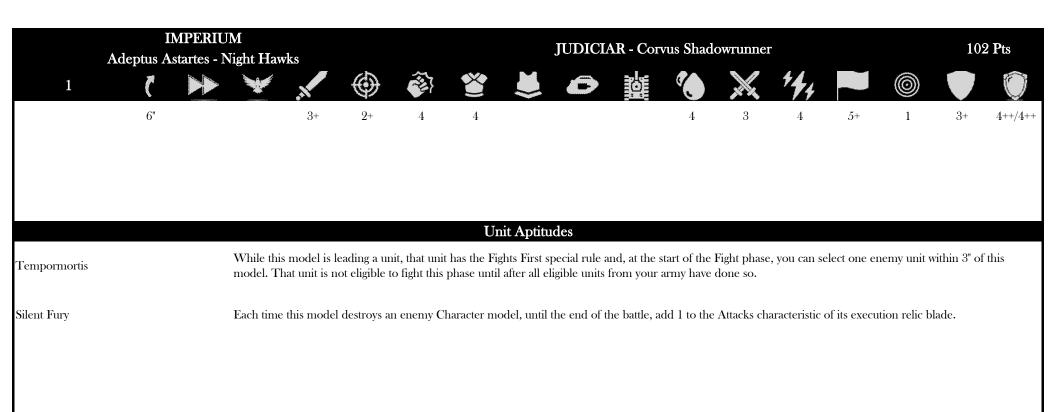
A		MPERIU startes - N		vks	INVICTOR TACTICAL WARSUIT - Nightclad Sentinel										178 Pts		
1	7			N.								X	144		0		T
Full HP	8"	12"		3+	3+	8		11	11	10	8	5	4	6+	3	3+	
Mid HP	5"	7"		4+	4+	8		10	10	9	5	4	4	7+	2	3+	
Low HP	3"	4"		5+	5+	8		9	9	8	3	3	4	8+	1	3+	
abat Support			army with	this special	rule can us	e it. If it do	g phase, whoes, after th		ly Infantry nit has finis	shed makir	g its attack					ne model fro poting phase	
al Demise			When this	s model is d	lestroyed, tl	nrow one I	D 6 for each	units within	n 6". On a 6	6, the unit s	suffers D 3 :	mortal wou	nds.				

And They Shall Know No Fear / Scout / Searchlight / Smoke launchers / Walker

Weapons	禁	P			(7)	© 7	Pts
Fragstorm grenade launcher	18"	D 3	4	0	1	Heavy - Blast	4
Heavy bolter	36"	3	5	-1	2	Heavy - Sustained Hit 1	12
Incendium cannon	Template	1	4	0	D 3	Assault - Heavy - Ignores Cover	7
Invictor fist	Melee	+1	x2	-2	3	Melee	20
Twin ironhail heavy stubber	36"	3	4	0	1	Rapid Fire 3 - Twin	5

Vehicle

Oath of the Moment By Wing & Talon Decapitation Strike



Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear / Zealot

Weapons	*	Φ)		U	(*)		Q,	Pts
Absolvor bolt pistol	18"	1	5	-1	2	Pistol		6
Execution relic blade	Melee	+1	+3	-2	2	Melee - Concussive		16
	Faction .	Aptitudes					Ţ	Init type
Oath of the Moment By Wing & Talon	Decapitation Strike							Infantry



Figurines within 6" of Librarian Jensus Natorian have the Feel no Pain (4+) special rule against Psychic Attacks.

While this model is leading a unit, models in that unit have the Stealth special rule and that unit cannot be targeted by ranged attacks unless the attacking model is within 12".

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear / Psyker (2)

Psychic Hood

Shrouding

Psychic Domains

Obscuration - Biomancy - Divination - Fulmination - Geokinesis - Librarius - Pyromancy - Technomancy - Telekinesis - Telepathy

Weapons	森	@				₫	Pts
Bolt pistol	12"	1	4	0	1	Pistol	
Force sword	Melee	User	+1	-3	D 3	Melee - Psychic	14
Smite - Witchfire	12"	5	5	-2	2	Psychic	
Smite - Focused Witchfire	12"	5	6	-2	2	Psychic - Devastating Wounds - Hazardous	

Oath of the Moment By Wing & Talon

Decapitation Strike

Infantry



Tactical Precision While this model is leading a unit, weapons equipped by models in that unit have the Lethal Hit special rule.

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

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Weapons	*	Φ)		U	(\$)		© ₹	P
lt pistol	12"	1	4	0	1	Pistol		
wer sword	Melee	User	+1	-3	1	Melee		10
		1						** *
	Faction	n Aptitudes						Unit type
th of the Moment By Wing & Talon	Decapitation Strike							Infantry



Tactical Precision While this model is leading a unit, weapons equipped by models in that unit have the Lethal Hit special rule.

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

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Weapons	*	(3	U		©	Pts
Bolt pistol	12"	1	4	0	1	Pistol	
Boltgun	24"	2	4	0	1	Rapid Fire 1	
Close combat weapon	Melee	User	User	0	1	Melee	

Oath of the Moment By Wing & Talon Decapitation Strike

Infantry



Tactical Precision While this model is leading a unit, weapons equipped by models in that unit have the Lethal Hit special rule.

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".

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear / Stealth / Infiltrate

Weapons		(P)				₫	Pts
Bolt pistol	12"	1	4	0	1	Pistol	
Occulus bolt carbine	30"	2	4	0	2	Assault - Precision Shots - Ignores Cover	8
Paired combat blades	Melee	User	User	-1	1	Melee - Sustained Hits 1	5

Oath of the Moment By Wing & Talon

Decapitation Strike

Infantry



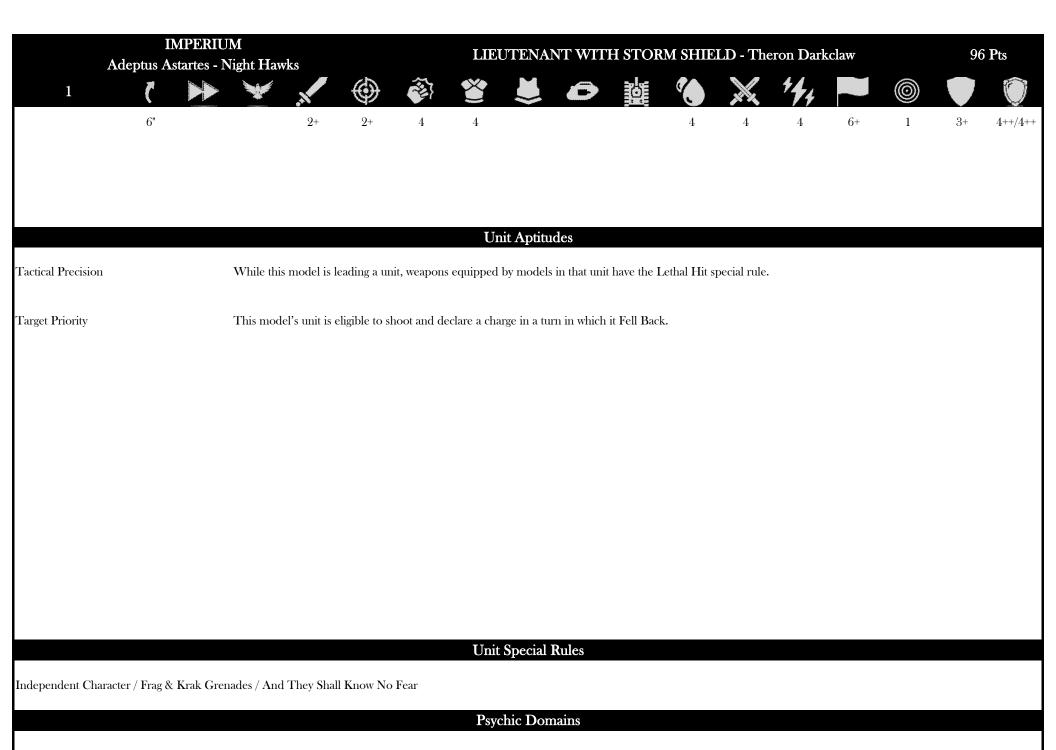
Tactical Precision While this model is leading a unit, weapons equipped by models in that unit have the Lethal Hit special rule.

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

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Weapons	*	Φ)		U	(*)		Q ²	Pts
Combat knife	Melee	User	User	0	1	Melee		
Special issue bolt pistol	12"	1	4	0	2	Pistol - Precision Shots		
	Faction	Aptitudes						Jnit type
		Aputtudes						
Oath of the Moment By Wing & Talon	Decapitation Strike							Infantry



Weapons	*	(©	Pts
Neo-volkite pistol	12"		5 0	2	Pistol - Devastating Wounds	6
Power sword	Melee	User +	-3	1	Melee	10
	Faction	Aptitudes				Unit type

Infantry

Oath of the Moment By Wing & Talon

Decapitation Strike



Outrider Escort

Once per battle round, in your opponent's Shooting phase, when a friendly Adeptus Astartes unit within 6" of this unit is selected as the target of an attack, this unit can use this special rule. If it does, after that enemy unit has finished making its attacks, this unit 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).

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Very Bulky / Jink / Relentless / Hammer of Wrath

Weapons		(P)				Ø,	Pts
Astartes chainsword	Melee	User	User	0	2	Melee	
Heavy bolt pistol	18"	1	4	-1	1	Pistol	12
Twin boltrifle	24"	2	4	-1	1	Assault - Heavy - Twin	15

Oath of the Moment By Wing & Talon

Decapitation Strike

Bike



Fearsome Assault At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this special rule 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.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Infiltrate / Fear / Deep Strike

Weapons	*	Φ)		U	(*)		Q ²	Pts
Combat knife	Melee	User	User	0	1	Melee		
Special issue bolt pistol	12"	1	4	0	2	Pistol - Precision Shots		
	Faction	Aptitudes						Jnit type
		Aputtudes						
Oath of the Moment By Wing & Talon	Decapitation Strike							Infantry



Fearsome Assault At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this special rule 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.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Infiltrate / Fear / Deep Strike

Weapons		Φ			3	© 7	Pts
ose combat weapon	Melee	User	User	0	1	Melee	
cculus bolt carbine	30"	2	4	0	2	Assault - Precision Shots - Ignores Cover	40
	Faction	Aptitudes					Unit type
ath of the Moment By Wing & Talon	Decapitation Strike						Infantry



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

Unit Aptitudes

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

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Infiltrate / Fear

Weapons		Φ			3	© 7	Pts
ose combat weapon	Melee	User	User	0	1	Melee	
cculus bolt carbine	30"	2	4	0	2	Assault - Precision Shots - Ignores Cover	40
	Faction	Aptitudes					Unit type
ath of the Moment By Wing & Talon	Decapitation Strike						Infantry



Fearsome Assault

At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this special rule 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.

Grapnel Launcher

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

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Infiltrate / Fear

Weapons	*	Φ)		U	(*)		Q ²	Pts
Combat knife	Melee	User	User	0	1	Melee		
Special issue bolt pistol	12"	1	4	0	2	Pistol - Precision Shots		
	Faction	Aptitudes						Jnit type
		Aputtudes						
Oath of the Moment By Wing & Talon	Decapitation Strike							Infantry

IMPERIUM Adeptus Astartes - Night Hawks							REPULSOR - Darkstar Bastion								271 Pts		
1	7		*	N.	(4)	(a)						X	14		0		
Full HP	10"	15"		3+	3+	6		15	15	13	11	3	4	6+	3	3+	
Mid HP	7"	10"		4+	4+	6		14	14	12	7	2	4	7+	2	3+	
Low HP	3"	4"		5+	5+	6		13	13	11	4	1	4	8+	1	3+	
Unit Aptitudes 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 one or more 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. Explosive Lethal Demise When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds. Transport Capacity (12) This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules. Firing Deck (0) Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.																	

Unit Special Rules

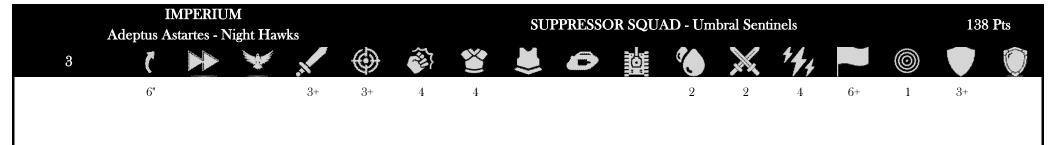
And They Shall Know No Fear / Searchlight / Smoke launchers / Tank / Heavyweights / Skimmer / Transport

Weapons	*	(U		Ø,	Pts
Icarus rocket pod	24"	1	8	-1	2	Heavy - Anti-Flyer - Indirect Fire	8
Ironhail heavy stubber	36"	3	4	0	1	Rapid Fire 3	5
Las-talon	36"	2	10	-3	D6+1	Heavy	17
Onslaught gatling cannon	24"	8	6	0	1	Heavy - Devastating Wounds	15
Repulsor defensive array	18"	4	5	-1	1	Assault - Blast	15
Twin lascannon	48"	1	12	-3	D6+1	Heavy - Twin	21
Vehicles close combat	Melee	User	User	0	1	Melee	

Oath of the Moment By Wing & Talon

Decapitation Strike

Vehicle



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.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Deep Strike / Bulky

Weapons	森	(9		₫	Pts
Accelerator autocannon	48"	3	8	-1	2	Heavy		48
Bolt pistol	12"	1	4	0	1	Pistol		
Close combat weapon	Melee	User	User	0	1	Melee		

Oath of the Moment By Wing & Talon

Decapitation Strike

Jump / Infantry