## Army Roster (1988 pts, 104 PL)

Imperium - Space Marines Brigade Detachment +12CP (1988 pts, 104 PL)

NAME	SLOT	ROSTER	POINTS	POWER
The Emperor's Champion	HQ	1 Emperor's Champion	75	4
Captain in Phobos Armour	HQ	1 Captain in Phobos Armour	99	5
Lieutenants in Phobos Armor	HQ	1 Lieutenant in Phobos Armour	75	5
Intercessor Squad	TR	1 Intercessor Sergeant, 4 Intercessor	107	5
Intercessor Squad	TR	1 Intercessor Sergeant, 4 Intercessor, 1 Intercessor Sergeant (Veteran Intercessors), 1 Intercessor (Veteran Intercessors)	107	5
Infiltrator Squad	TR	1 Infiltrator Sergeant, 4 Infilltrator	120	5
Crusader Squad	TR	4 Initiate, 1 Sword Brother	74	5
Scout Squad	TR	1 Scout, 1 Scout Sergeant	55	4
Tactical Squad	TR	4 Space Marine, 1 Space Marine Sergeant	60	4
Aggressor Squad	EL	1 Aggressor Sergeant, 2 Aggressor	111	5
Redemptor Dreadnought	EL	1 Redemptor Dreadnought	157	7
Cenobyte Servitors	EL	1 Cenobyte Servitors	6	1
Eliminator Squad	HS	1 Eliminator Sergeant	72	4
Repulsor Executioner	HS	1 Repulsor Executioner	315	15
Predator	HS	1 Predator	147	8
Drop Pod	DT	1 Drop Pod	65	4
Impulsor	DT	1 Impulsor	103	4
Suppressor Squad	FA	1 Suppressor Sergeant, 2 Suppressor	90	4
Assault Squad	FA	1 Space Marine (Jump Pack), 1 Space Marine Sergeant (Jump Pack)	75	5
Assault Squad	FA	1 Space Marine (Jump Pack), 1 Space Marine Sergeant (Jump Pack)	75	5
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IT		M	WS	BS	S	T	W	A	LD	SAVE
peror's Champion		6"	2+	3+	4	4	4	5	8	2+
APON		RANGE	TYPE	3	S	AP	D	ABILIT	TIES	
k Sword		Melee Melee		e	+2	-3	D3	rolls w	nen attack	ny failed wound ing with this get is a r a MONSTER.
pistol		12"	Pistol	1	4	0	1	-		
g grenade		6"	Grena	ade D6	3	0	1	-		
k grenade		6"	Grena	ade 1	6	-1	D3	-		
1	ARMOUR OF FAI SIGISMUND'S HO whilst he is within SKILFUL PARRY:	ONOUR: 1" of an e	Add 1 t	o the En	nperor's TERS.	Champio	n's Streng	th and At		
\$ \ \$ \$	SIGISMUND'S HO whilst he is within SKILFUL PARRY: subtract 1 from the SLAYER OF CHAI	ONOUR: 1" of an e When re roll MPIONS	Add 1 tenemy Consolving	to the En CHARAC an attack an re-roll	nperor's TERS. c made v	Champion	n's Streng ee weapo	th and At	this mode	1,
\$ \$ \$ \$	SIGISMUND'S HO whilst he is within SKILFUL PARRY: subtract 1 from the	ONOUR: 1" of an e When re e roll MPIONS ing enem	Add 1 tenemy Consolving	to the En CHARAC an attack an re-roll	nperor's TERS. c made v	Champion	n's Streng ee weapo	th and At	this mode	1,
RULES	SIGISMUND'S HO whilst he is within SKILFUL PARRY: subtract 1 from the SLAYER OF CHAI ohase when attacki	ONOUR: 1" of an e When re e roll MPIONS ing enem	Add 1 t enemy C solving : You ca y CHAF	to the En CHARAC an attack an re-roll RACTER	nperor's TERS. c made v	Champion	n's Streng ee weapo	th and At	this mode	1,
RULES A	SIGISMUND'S HO whilst he is within SKILFUL PARRY: BUBTRACT 1 from the SLAYER OF CHAI shase when attacki ANGELS OF DEA	ONOUR: 1" of an e When re e roll MPIONS ng enem TH	Add 1 tenemy Cosolving : You can y CHAR	the En CHARAC an attack an re-roll RACTER	nperor's TTERS. c made v any fail	Champion	n's Streng ee weapo	th and At n against or this mo	this mode	1,
\$ \$ \$ \$	SIGISMUND'S HO whilst he is within SKILFUL PARRY: subtract 1 from the SLAYER OF CHAI ohase when attacki	ONOUR: 1" of an e When re e roll MPIONS ing enem	Add 1 tenemy Consolving	to the En CHARAC an attack an re-roll	nperor's TERS. c made v	Champion	n's Streng ee weapo	th and At	this mode	l,

Contain in Dhahaa Ameri		M 6"	WS 2+	BS 2+	S 4	T 4	W 6	A 5	LD 9	SAVE 3+		
Captain in Phobos Armo	our	0	2+	2+	4	4	0	-	9	3+		
WEAPON		RANGE	TYPI	Е	S	AP	D	ABILIT	ABILITIES			
Master-crafted instigator carbine	bolt	30"	Assat	ılt 1	4	-2	3	CHAR	eapon can ACTER e enemy u	ven if it it not the		
Bolt pistol		12"	Pisto	l 1	4	0	1	-				
Frag grenade		6"	Gren	ade D6	3	0	1	-				
Krak grenade		6"	Gren	ade 1	6	-1	D3	-				
Combat knife		Melee	Mele	e	User	0	1		ike 1 addi	arer fights, it tional attack with		
	CONCEALED Pe anywhere on the enemy models. IRON HALO: Th OMNI-SCRAMB set up within 12*	battlefield is model h LER: Ener of this uni	that is r as a 4+ i my unit	nore than	n 9" from able save.	n the ener	my deplo	yment zor reinforcer	ne and an	not be		
		RITES OF BATTLE: You can re-roll hit rolls of 1 made for friendly <chapter> units within</chapter>										
RULES	6" of this model.  ANGELS OF DE.	ATH					inui, (C			hin		
RULES FACTIONS	6" of this model.		PERIU	M						hin		
	6" of this model.  ANGELS OF DE.	RTES, IM			OBOS, F		·			hin		

UNIT		M	WS	BS	S	T	W	A	LD	SAVE
Intercessor Sergeant		6"	3+	3+	4	4	2	3	8	3+
Intercessor		6"	3+	3+	4	4	2	2	7	3+
WEAPON		RANGE	TYP	E	S	AP	D	ABILI	TIES	
Bolt pistol		12"	Pisto	ol 1	4	0	1	-		
Frag grenade		6"	Grei	nade D6	3	0	1	-		
Krak grenade		6"	Grei	nade 1	6	-1	D3	-		
Thunder hammer		Melee	Mele	ee	x2	-3	3	When you m roll.	attacking ust subtrac	with this weapon, et 1 from the hit
Auto Bolt Rifle		24"	Assa	ult 3	4	0	1	-		
ABILITIES	AUXILIARY GR increace the rang COMBAT SQU containing its m equal number of	ge of any ( ADS: Befo aximum n	Grenade re any n	weapons nodels are	they ha	ve to 30" ed at the s	tart of th	e game, th	is unit wh	en
RULES	ANGELS OF DE	HTA								
FACTIONS	ADEPTUS AST	ARTES, IN	MPERIU	М						
KEYWORDS	INFANTRY, IN	TERCESSO	OR SQU	AD, PRI	MARIS					
CONTINUE PRO	1 INTERCESSO	R SERGE	ANT, 4	INTERCE	ESSOR					
CONTENTS				$\neg \vdash$						
INTERCESSO	R SERGEANT			$\sqcup \sqcup$						
			L	╬						

UNIT		M	WS	BS	S	Т	W	A	LD	SAVE
Intercessor Sergeant (Vet Intercessors)	eran	6"	3+	3+	4	4	2	4	9	3+
Intercessor (Veteran Intercessors)		6"	3+	3+	4	4	2	3	8	3+
WEAPON		RANGE	TYP	E	S	AP	D	ABILI'	TIES	
Bolt pistol		12"	Pisto	ol 1	4	0	1	-		
Frag grenade		6"	Grer	nade D6	3	0	1	-		
Krak grenade		6"	Grer	nade 1	6	-1	D3	-		
Thunder hammer		Melee	Mele	ee	x2	-3	3	When you m roll.	attacking ust subtra	with this weapon, ct 1 from the hit
Auto Bolt Rifle		24"	Assa	ult 3	4	0	1	-		
RULES	AUXILIARY GH increace the rang COMBAT SQU containing its mequal number of ANGELS OF DI	ge of any ( ADS: Befo aximum r models.	Grenade re any n	weapons nodels are	they ha	ve to 30" ed at the s	tart of the	e game, th	is unit wh	nen
	ADEDTIC ACT	ADTEC IN	(DEDIII	M.						
FACTIONS	ADEPTUS AST	AKIES, IN	APERIU	M						
KEYWORDS	INFANTRY, IN	TERCESS	OR SQU	AD, PRI	MARIS					
CONTENTS	1 INTERCESSO INTERCESSOR							SERGEAN	T (VETE	RAN
INITED CESSON	SERGEANT	S)			7					

	M	WS BS	s s	T	W	A	LD	SAVE	
Infiltrator Sergeant	6"	3+ 3+	- 4	4	2	3	8	3+	
Infiltrator	6*	3+ 3+	- 4	4	2	2	7	3+	
WEAPON	RANGE	TYPE	S	AP	D	ABILI'	TIES		
Bolt pistol	12"	Pistol 1	4	0	1	-			
Frag grenade	6*	Grenade l	D6 3	0	1	-			
Krak grenade	6"	Grenade	1 6	-1	D3	-			
Marksman bolt carbine	24"	Rapid Fire	21 4	0	1	made f autom a wour	or this we atically hit	hit roll of 6 apon's attacks s and results in make a wound roll	
contai equal r CONC anywh	SAT SQUADS: Befo ning its maximum n number of models. EALED POSITION ere on the battlefield models.	umber of mo	dels, may b	e split into unit durin	o two unit g deployn	s each cor nent, it ca	ntaining a n be set u	n P	
array, i LIEUT	TRATOR COMMS A f there are any friend ENANTmodels on t nodels' Rites of Battl	dly <chapti he battlefield</chapti 	ER> PHOB l, this unit is	OS CAPT. always tre	AINor <c< td=""><td>HAPTER</td><td>&gt; PHOBC</td><td>S</td></c<>	HAPTER	> PHOBC	S	
	-SCRAMBLERS: En		at are set up	on the ba	ttlefield a	s reinforc	ements ca	nnot	
	OMNI-SCRAMBLERS: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.  SMOKE GRENADES: Once per battle, instead of shooting any weapons in the Shooting phase, this unit can use its smoke grenades; until your next Shooting phase, your opponent must								
be set SMOK this un	up within 12" of this E GRENADES: On-	ce per battle, grenades; un	til your next	Shooting	ny weapor g phase, yo	ur oppon	ent must	hase,	
be set s SMOK this un subtrac	up within 12" of this E GRENADES: On- it can use its smoke	ce per battle, grenades; un	til your next	Shooting	ny weapor g phase, yo	ur oppon	ent must	hase,	
be set a SMOR this un subtrace RULES ANGE	up within 12" of this E GRENADES: On- it can use its smoke it 1 from hit rolls for	ce per battle, grenades; un attacks mad	til your nex e with range	Shooting	ny weapor g phase, yo	ur oppon	ent must	hase,	
be set a SMOR this un subtrace RULES ANGE	up within 12" of this E GRENADES: On it can use its smoke t 1 from hit rolls for LS OF DEATH LTRATOR SERGEA	ce per battle, grenades; un attacks mad	til your nex e with range	Shooting	ny weapor g phase, yo	ur oppon	ent must	hase,	

5 111		AGC	GRE	SS	OR S	SQU	AD			
UNIT		M	WS	BS	S	T	W	A	LD	SAVE
Aggressor Sergeant		5"	3+	3+	4	5	3	4	8	3+
Aggressor		5*	3+	3+	4	5	3	3	7	3+
WEAPON		RANGE	E TYP	Е	S	AP	D	ABILI'	TIES	
Auto Boltstorm Gauntlets	(Melee)	Melee	Mele	e	x2	-3	D3	When you m rolls.	attacking ust subtrac	with this weapon, et 1 from the hit
Auto Boltstorm Gauntlets (Shooting)		18"	Assa	ult 6	4	0	1	-		
Fragstorm Grenade Launc	her	18"	Assat	ult D6	4	0	1	-		
	containing its mequal number of FIRE STORM: We can shoot twice it RELENTLESS Al Advancing and f	models.  Then this if this unit  DVANCE	unit fires did not : Models	Overw move t	atch or is	chosen to	shoot w	ith, models	s in this ur	nit
RULES	ANGELS OF DE	ATH								
FACTIONS	ADEPTUS ASTA	ARTES, IN	MPERIU.	М						
KEYWORDS	AGGRESSOR SO	QUAD, IN	NFANTR	Y, MK	X GRAV	IS, PRIM	ARIS			
CONTENTS	1 AGGRESSOR	SERGEA	NT, 2 AC	GRES	SOR					
AGGRESSOR S	ERGEANT									
AGGRESSOR										
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							JAD			
UNIT Eliminator Sergeant		M 6"	WS 3+	BS 3+	S 4	T 4	W 2	A 3	LD 8	SAVE 3+
Eliminator		6"	3+	3+	4	4	2	2	7	3+
WEAPON		RANGE	TYP	E	S	AP	D	ABILI	TIES	
Bolt pistol		12"	Pisto	ol 1	4	0	1	-		
Frag grenade		6"	Grer	nade D6	3	0	1	-		
Krak grenade		6"	Grer	nade 1	6	-1	D3	-	-	
Bolt sniper rifle			-		-	-	-	CHAF closest when	n target a ven if it is not the nit. In addition, with this weapon, ne profiles below.	
Bolt sniper rifle - Executi round	ioner	36"	Heav	ry 1	5	-1	1	are no and ca even i enemy attack 2 to th does n	t visible to n target a f it is not unit. Wh made wit ie hit roll,	a target units that to the bearer, CHARACTERunit the closest nen resolving an h this weapon, add and the target the benefit of ng throw.
Bolt sniper rifle - Hyperf round	rag	36"	Heav	yy D3	5	0	1	CHAR	n target a unit even if it is not ny unit.	
Bolt sniper rifle - Mortis	round	36"	Heav	ry 1	5	-2	D3	CHAF the clo resolvi this we inflict	sest enem ng an atta apon, a w s 1 mortal in additio	n target a nit even if it is not ny unit. When ack made with round roll of 6+ wound on the n to any other
ABILITIES	CAMO CLOAKS for models in the CONCEALED Planywhere on the enemy models.  COVERING FIR instigator bolt car its Overwatch, move).  GUIDED AIM: 1 can guide his squ with a ranged were considered to the control of the con	unit when OSITION battlefield E: The first bine in y ove as if it  nstead of ad's aim.	n they re S: When that is st time to our opp t were ye shootin Until the	eceive the n you set more tha his unit's onent's t our Move g in your e end of t	up this on 9" from Elimina urn, this ement po	s of cover unit durin m the ene ator Serges unit can, hase (it can ig phase, to se, when re	, instead of g deployment deployment fires C after it had not Adv	of 1.  nent, it cayment zo  overwatch as resolves ance as p  Eliminate an attack	an be set u ne and an with an d art of this or Sergear made	ip y
RULES	ANGELS OF DE	ATH								
FACTIONS	ADEPTUS ASTA	RTES, IN	//PERIU	М						
KEYWORDS	ELIMINATOR S	QUAD, II	NFANT	RY, PHC	BOS, Pl	RIMARIS				
CONTENTS	1 ELIMINATOR	SERGEA	NT							
ELIMINATOR	SERGEANT		Ĺ							

(a) (4) (6)	5)		DI	ROP	PC	DD				
UNIT		M	WS	BS	S	T	W	A	LD	SAVE
Drop Pod		0"	-	3+	6	6	8	0	8	3+
WEAPON		RANGE	TYP	Е	S	AP	D	ABILI	TIES	
Storm bolter		24"	Rapi	d Fire 2	4	0	1	-		
ABILITIES	DROP POD ASS embarked aboard the end of one of battlefield that is must immediatel a model cannot b Matched Play: TI Reserves matched arrived on the ba destroyed. IMMOBILE: Aft reason, and no un TRANSPORT: TI	it, in orbif your Mo more that y disemba be placed i his model I play rule ttlefield by er this mo nits can er	it instead vement in 9" awa rk, and in this w and any except y the en del has l inbark u	d of setting phases you from a must be say, it is durits entited that if it dof the topon it.	ng it up ou can s ny ener set up n estroyee nbarked and an hird bat	on the bat et up this in models, ore than 9 d). aboard it a r units emi tle round,	tlefield. I model any Any mo " away fro ure exemp barked ab they coun	f you do, where or dels emba om any en t from the oard it ha not as having	at n the n the urked aboa nemy mod e Tactical we not ng been for any	rd it dels (if
RULES	PACK, TERMIN ANGELS OF DE		RIMARI	S, or CE	NTURI	ON model	s.			
FACTIONS	ADEPTUS ASTA	ARTES, IN	IPERIU	М						
KEYWORDS	DROP POD, TR	ANSPOR	Γ, VEHI	CLE						
CONTENTS	1 DROP POD									
DROP POD  CREATED WITH B	UTTSCRIBE: http:/	//www.but	tscri.be							

15 (315	REF	PULS	SOR	EX	EC	UTI	ON	ER		
UNIT		M	WS	BS	S	T	W	A	LD	SAVE
Repulsor Executioner		*	6+	*	8	8	16	*	9	3+
WEAPON		RANGE	TYPE		S	AP	D	ABILI	TIES	
Twin Icarus Ironhail Heav Stubber	vy	36"	Heavy	6	4	-1	1	Weapo FLY. S made	n against ubtract 1	s made for this targets that can from hit rolls eapon against all
Twin Heavy Bolter		36"	Heavy	6	5	-1	1	-		
Fragstorm Grenade Laun	cher	18"	Assault	t D6	4	0	1	-		
Storm bolter		24"	Rapid 1	Fire 2	4	0	1			
Heavy Onslaught Gatling	; Cannon	30"	Heavy	12	5	-1	1	-		
Macro Plasma Incinerato Standard	r,	36"	Heavy	D6	8	-4	1			
Macro Plasma Incinerato Supercharged	r,	36"	Heavy	D6	9	-4	2	bearer after a		mortal wound veapon's shots
	AUTO LAUNCE its Auto Launche hit rolls for rang. HOVER TANK! though it has a b POWER OF TH and firing Heavy REPULSOR FIE: declare a charge: TRANSPORT: T model takes up t	ers; until yo ed weapon: Distances ase. E MACHI Weapons LD: Your o against a R his model	our next S s that targ and range NE SPIRI c ppponent epulor. can transp	hooting et this v es are alv T: This must su port 6 C	phase rehicle. ways model of btract 2	your oppo easured to does not su from any ER PRIMA	and from  offer he per  charge re	this moderalty to olls made	: 1 from all lel's hull ev hit rolls for for units to nodels. Eac	ll ven or moving
RULES	ANGELS OF DE	EATH, EXI	PLODES (	(6"/D6)						
FACTIONS	ADEPTUS AST	ARTES, IN	IPERIUM	I						
KEYWORDS	FLY, REPULSOI	R, TRANSI	PORT, VE	HICLE						
CONTENTS	1 REPULSOR EX	XECUTIO	NER							
REPULSOR EX	ECUTIONER	l			][					
WOUND TRACK		REMAI	NING W	1	ATTRIE	BUTE	ATT	RIBUTE	1	ATTRIBUTE
Repulsor Executioner 1		9-16+		1	10"		3+		(	6
Repulsor Executioner 2		5-8			5"		4+		1	D6
Repulsor Executioner 3		1-4		3	3"		5+		1	1
CREATED WITH BU	JTTSCRIBE: http:	//www.but	tscri.be							

UNIT	M	WS B	S S	T	W	A	LD	SAVE
Redemptor Dreadnought	*	* *	7	7	13	4	8	3+
WEAPON	RANGE	TYPE	S	AP	D	ABILIT	TES	
Redemptor Fist	Melee	Melee	x2	-3	D6	-		
Heavy Onslaught Gatling Cannon	30"	Heavy 12	2 5	-1	1	-		
Heavy flamer	8"	Heavy D	6 5	-1	1	This we		matically hits
Fragstorm Grenade Launcher	18"	Assault I	06 4	0	1	-		
RULES ANGELS	OF DEATH, EXF	PLODES (6"	//D6)					
FACTIONS ADEPTU	S ASTARTES, IM	PERIUM						
KEYWORDS DREADN	OUGHT, REDEN	MPTOR DR	EADNOUG	HT, VEH	ICLE			
CONTENTS 1 REDEM	PTOR DREADN	OUGHT						
REDEMPTOR DREADS	NOUGHT							
WOUND TRACK	REMAIN	NING W	ATTRII	BUTE	ATT	RIBUTE	A'	TTRIBUTE
Redemptor Dreadnought 1	7-13+		8"		3+		3-	+
	4-6		6"		4+		4-	+
Redemptor Dreadnought 2								

UNIT		M	WS	BS	S	T	W	A	LD	SAVE
Initiate		6"	3+	3+	4	4	1	1	7	3+
Sword Brother		6"	3+	3+	4	4	1	2	8	3+
WEAPON		RANGE	TYP:	Е	S	AP	D	ABILI'	ΓΙES	
Boltgun		24"	Rapio	d Fire 1	4	0	1	-		
Frag grenade		6" Grenade		ade D6	3	0	1	-		
Krak grenade		6" Grenade		ade 1	6	-1	D3	-		
Bolt pistol		12"	Pisto	l 1	4	0	1	-		
Power fist		Melee	Mele	e	x2	-3	D3	When you m roll.	attacking ust subtra	with this weapon, ct 1 from the hit
ABILITIES	PAIRED COMB. resolving an attac of 1.									, when
RULES	ANGELS OF DE	ATH								
FACTIONS	ADEPTUS ASTA	ARTES, IM	IPERIU.	М						
KEYWORDS	BLACK TEMPLA	ARS, CRUS	SADER	SQUAD	INFAN	NTRY				
CONTENTS	4 INITIATE, 1 S	WORD BI	ОТЦЕ	D.						

4 (55	5)	S	CO	UT	SQ	UAL	)						
UNIT		M	WS	BS	S	T	W	A	LD	SAVE			
Scout		6"	3+	3+	4	4	1	1	7	4+			
Scout Sergeant		6"	3+	3+	4	4	1	2	8	4+			
WEAPON		RANG	E TYP	Έ	S	AP	D	ABILI'	TIES				
Frag grenade		6"	Gre	nade D6	3	0	1	-					
Krak grenade		6" Grenade 1 6 -1 D3 -											
Boltgun	24" Rapid Fire 1 4 0 1 -												
Bolt pistol	12* Pistol 1 4 0 1 -												
ABILITIES	containing its m equal number of CONCEALED P	COMBAT SQUADS: Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.  CONCEALED POSITIONS: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9° from the enemy deployment zone and any											
RULES	ANGELS OF DE	EATH											
FACTIONS	ADEPTUS AST	ARTES, I	MPERIU	JМ									
KEYWORDS	INFANTRY, SC	OUT, SC	OUT SQ	UAD									
CONTENTS	1 SCOUT, 1 SC	OUT SEF	RGEANT										
CREATED WITH B	UTTSCRIBE: http:	//www.bu	uttscri.be										

UNIT		M	WS	BS	S	Т	W	A	LD	SAVE		
Space Marine Sergeant		6"	3+	3+	4	4	1	2	8	3+		
Space Marine		6* 3+ 3+ 4 4 1 1 7 3+										
WEAPON RANGE TYPE S AP D ABILITIES												
Boltgun		24"	Rapid 1	Fire 1	4	0	1	-				
Frag grenade		6"	Grenae	de D6	3	0	1	-				
Krak grenade		6" Grenade 1 6 -1 D3 -										
olt pistol 12° Pistol 1 4 0 1 -												
ABILITIES	COMBAT SQUADS: Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.											
RULES	ANGELS OF DE	ATH										
FACTIONS	ADEPTUS ASTA	ARTES, IN	IPERIUM									
	INFANTRY, TACTICAL SQUAD											
KEYWORDS		CONTENTS 4 SPACE MARINE, 1 SPACE MARINE SERGEANT										

4 90		UPI	PRE	ESS	OR	SQU	JAD				
UNIT		M	WS	BS	S	T	W	A	LD	SAVE	
Suppressor Sergeant		12"	3+	3+	4	4	2	3	8	3+	
Suppressor		12"	3+	3+	4	4	2	2	7	3+	
WEAPON		RANGE	TYP	Е	S	AP	D	ABILI	TIES		
Accelerator autocannon		48"	Heav	ry 2	7	-2	2	-			
Bolt pistol		12"	Pisto	ol 1	4	0	1	-			
Frag grenade		6"	Gren	ade D6	3	0	1	-			
Krak grenade		6"	Gren	nade 1	6	-1	D3	-			
	SMOKE LAUNCHER: Once per battle, instead of shooting any weapons in the Shooting phase, a Suppressor Sergeant can use its smoke launcher; until your next Shooting phase, your opponent must subtract 1 from hit rolls for attacks made with ranged weapons that target this unit.  SUPPRESSING FIRE: If this unit destroys any enemy models in your Shooting phase with its accelerator autocannons, the destroyed model's unit cannot fire Overwatch until the end of the turn.										
RULES	ANGELS OF DE	ATH									
FACTIONS	ADEPTUS ASTA	ARTES, IN	IPERIU.	M							
KEYWORDS	FLY, INFANTRY	, JUMP I	ACK, P	RIMARI	IS, SUPI	PRESSOR	SQUAD				
CONTENTS	1 SUPPRESSOR	SERGEA	NT, 2 SU	UPPRES	SOR						
SUPPRESSOR S	SERGEANT										
SUPPRESSOR											
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UNIT		AS	WS	BS	s	Т	W	A	LD	SAVE			
Space Marine (Jump Pack	:)	12"	3+	3+	4	4	1	1	7	3+			
Space Marine Sergeant (Ju	ump Pack)	12"	3+	3+	4	4	1	2	8	3+			
WEAPON		RANGE			S	AP	D	ABILI	TIES				
Frag grenade		6"	Grei	1ade D6	3	0	1	-					
Krak grenade		6"	Grei	nade 1	6	-1	D3	-					
Bolt pistol		12"	Pisto	ol 1	4	0	1	-					
Chainsword	Melee Melee User 0 1 Each time the bearer fights, it can make 1 additional attack with this weapon.												
ABILITIES	COMBAT SQUADS: Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.												
	JUMP PACK ASSAULT: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.												
RULES	ANGELS OF DE	ATH											
FACTIONS	ADEPTUS ASTA	ARTES, IM	IPERIU	М									
KEYWORDS	ASSAULT SQUA	AD, INFAN	NTRY										
CONTENTS	1 SPACE MARIN	NE (JUMP	PACK	), 1 SPA	CE MARI	NE SER	GEANT (	JUMP PA	ACK)				
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8 14	7)		PRF	ED.	ΑT	OR					
UNIT		M	WS	BS	S	T	W	A	LD	SAVE	
Predator		*	6+	*	6	7	11	*	8	3+	
WEAPON		RANGE	TYPE		S	AP	D	ABILIT	TIES		
Heavy bolter		36"	Heavy	3	5	-1	1	-			
Twin lascannon		48"	Heavy	2	9	-3	D6	-			
Storm bolter		24"	Rapid	Fire 2	4	0	1	-			
RULES	ANGELS OF DE	ATH, EX	PLODES (	(6"/D3)	, SMOI	Œ LAUN	CHERS				
FACTIONS	ADEPTUS ASTA	ARTES, IN	MPERIUM	[							
KEYWORDS	PREDATOR, VE	HICLE									
CONTENTS	1 PREDATOR										
PREDATOR											
WOUND TRACK		REMAI	NING W		ATTRIE	BUTE	ATT	RIBUTE		ATTRIBUTE	
Predator 1		6-11+			12"		3+		:	3	
Predator 2		3-5			6"		4+		]	D3	
Predator 3		1-2			3"		5+			1	
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Frag grenade  Krak grenade  ABILITIES COMF time, t each Li	nough they do not eutenant is treated CAL PRECISION:	Gree Gree Ouring de need to las a sepe	nade D6 nade 1 ploymen be set up	in unit				p at the sa	3+				
Krak grenade  ABILITIES COMF time, t each Li	6"  ANY HEROES: D tough they do not eutenant is treated CAL PRECISION:	Gree Gree Ouring de need to las a sepe	nade D6 nade 1 ploymen be set up	3 6 t, all mo	0 -1 odels in thi	1 D3 s unit mu	- st be set u	p at the sa	ıme				
time, t each Li TACTI	6"  ANY HEROES: Dough they do not eutenant is treated CAL PRECISION:	Green Guring de need to las a sepe	nade 1 ploymen be set up	6 t, all mo	-1 odels in thi	D3 s unit mu			ıme				
ABILITIES COMP time, t each Li	ANY HEROES: D nough they do not eutenant is treated CAL PRECISION:	Ouring de need to l as a sepe	ploymen be set up	t, all mo	dels in thi	s unit mu			ıme				
time, t each Li TACTI	nough they do not eutenant is treated CAL PRECISION:	need to l as a sepe	be set up	in unit					ıme				
TACTI of this	CAL PRECISION:	Re-roll v	COMPANY HEROES: During deployment, all models in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each Lieutenant is treated as a seperate unit.										
	TACTICAL PRECISION: Re-roll wound rolls of 1 made for friendly $<$ CHAPTER $>$ units within $6$ ° of this model.												
	TERROR TROOPS: Enemy units must subtract 1 from their Leadership characteristic if they are within 3" of any Phobos Lieutenants												
In addi choose	THE ARMOUR INDOMITUS: The wearer of the Armour Indomitus has a Save characteristic of 2+.  In addition, once per battle, before making one of the wearer's saving throws, you can choose to activate the armour's force field. When you do so, the Armour Indomitus confers a 3+ invulverable save for the remainder of the turn.												
RULES ANGE	LS OF DEATH												
CONTENTS 1 LIEU	TENANT IN PHO	OBOS AF	MOUR										

4 (103			IM	PU	LSO	R				
UNIT		M	WS	BS	S	T	W	A	LD	SAVE
Impulsor		*	6+	*	7	7	11	*	8	3+
WEAPON		RANGE	TYPE		S	AP	D	ABILIT	TES	
Storm bolter		24"	Rapid	Fire 2	4	0	1	-		
Ironhail Heavy Stubber		36"	Heavy	3	4	-1	1	-		
ABILITIES	ASSAULT VEHIO Advance, any uni charge with that to	ts embark	this mode ed aboard	del move d it can o	es in your disembark	Moveme Units tl	ent phas nat do so	e, if this m	odel did 1 e chosen	not to
	HOVER TANK: I though it has a bas		and range	es are alv	ways meas	sured to a	nd from	this mode	el's hull ev	ren
	REPULSOR FIEL	D: Your o	pponent	must su	btract 2 f	rom any	charge r	olls made f	for units t	hat
	declare a charge as SHIELD DOME:	_		eld dom	ie has a 44	- invulne	rable sav	re.		
								-		
	TRANSPORT: The cannot transport	is model I JUMP PA	nas a tran CK or M	sport ca K X GR	pacity of AVIS mo	dels.	TER> I	KIMARIS	INFANT	RY models. It
RULES	ANGELS OF DEA	ATH, EXI	LODES	(6"/D3)						
FACTIONS	ADEPTUS ASTA	RTES, IM	PERIUM	ſ						
KEYWORDS	FLY, TRANSPOR	T, VEHIC	CLE							
CONTENTS	1 IMPULSOR									
IMPULSOR										
			L							
WOUND TRACK		REMAIN	NING W	1	ATTRIBU	TE	ATI	RIBUTE	I	ATTRIBUTE
Impulsor Wound Track 1		6-11+		1	14"		3+		3	•
Impulsor Wound Track 2		3-5		7	7*		4+		Ι	)3
Impulsor Wound Track 3		1-2		4	1"		5+		1	
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© 1 6 CENOBYTE SERVITORS											
UNIT		M	WS	BS	S	T	W	A	LD	SAVE	
Cenobyte Servitors		5"	5+	5+	3	3	1	1	6	4+	
WEAPON		RANGI	E TYF	E	S	AP	D	ABILI'	TIES		
Close Combat Weapon		Melee	Mel	ee	User	0	1	-			
ABILITIES	CHAPLAIN'S RETINUE: If your army is battle forged this unit does not take up slots in a detachment that includes Chaplain Grimaldus  MINDWIPED: Cenobyte Servitors improve their Weapon Skill to 4+ and their Leadership to 9, whilst they are within 6" of Chaplain Grimaldus.  RELIC OF HELSREACH: When a model from a friendly BLACK TEMPLARS unit that within 6" of this unit would lose a wound as a result of a Mortal wound, roll a D6, on a 4+ that wound is not lost. Does not stack with any similar ability										
FACTIONS	ADEPTUS ASTA	ARTES, IN	MPERIU	М							
KEYWORDS	BLACK TEMPLA	ARS, CEN	OBYTE	SERVIT	ORS, IN	FANTRY	, SERVIT	ORS			
CONTENTS	1 CENOBYTE S	ERVITO	RS								
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<b>(*)</b> (5) (75)		AS	SA	ULI	r sq	UA	D					
UNIT		M	WS	BS	S	T	W	A	LD	SAVE		
Space Marine (Jump Pack	<b>c</b> )	12"	3+	3+	4	4	1	1	7	3+		
Space Marine Sergeant (J	ump Pack)	12"	3+	3+	4	4	1	2	8	3+		
WEAPON		RANGE	TYP	Е	S	AP	D	ABILI'	ΓΙES			
Frag grenade		6"	Grer	ade D6	3	0	1	-				
Krak grenade												
Bolt pistol	Bolt pistol 12" Pistol 1 4 0 1 -											
Chainsword Melee Melee User 0 1 Each time the bearer fights, it can make 1 additional attack with this weapon.												
ABILITIES	·											
	JUMP PACK ASSAULT: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9° away from any enemy models.											
RULES	ANGELS OF DE	ATH										
FACTIONS	ADEPTUS ASTA	ARTES, IN	1PERIU	М								
KEYWORDS	ASSAULT SQUA	AD, INFA	NTRY									
CONTENTS	1 SPACE MARII	NE (JUMI	PACK	), 1 SPA	CE MAR	INE SER	GEANT (	JUMP PA	CK)			
CREATED WITH BU	JTTSCRIBE: http:/	//www.but	tscri.be									