

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 Infiltrator | 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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| UNIT | M | WS | BS | S | T | W | A | LD | SAVE | | | |
|---------------------------------------|-------|------------|----|----|----|--|---|----|------|--|--|--|
| Eliminator Sergeant | 6" | 3+ | 3+ | 4 | 4 | 2 | 3 | 8 | 3+ | | | |
| Eliminator | 6" | 3+ | 3+ | 4 | 4 | 2 | 2 | 7 | 3+ | | | |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | | | |
| Bolt pistol | 12" | Pistol 1 | 4 | 0 | 1 | - | | | | | | |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | | | |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - | | | | | | |
| Bolt sniper rifle | - | - | - | - | - | This weapon can target a CHARACTER even if it is not the closest enemy unit. In addition, when attacking with this weapon, choose one of the profiles below. | | | | | | |
| Bolt sniper rifle - Executioner round | 36" | Heavy 1 | 5 | -1 | 1 | This weapon can target units that are not visible to the bearer, and can target a CHARACTERunit even if it is not the closest enemy unit. When resolving an attack made with this weapon, add 2 to the hit roll, and the target does not receive the benefit of cover to its saving throw. | | | | | | |
| Bolt sniper rifle - Hyperfrag round | 36" | Heavy D3 | 5 | 0 | 1 | This weapon can target a CHARACTERunit even if it is not the closest enemy unit. | | | | | | |
| Bolt sniper rifle - Mortis round | 36" | Heavy 1 | 5 | -2 | D3 | This weapon can target a CHARACTERunit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage. | | | | | | |

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| RULES | ANGELS OF DEATH |
| FACTIONS | ADEPTUS ASTARTES, IMPERIUM |
| KEYWORDS | ELIMINATOR SQUAD, INFANTRY, PHOBOS, PRIMARIS |
| CONTENTS | 1 ELIMINATOR SERGEANT |

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| UNIT | M | WS | BS | T | W | A | LD | SAVE |
|--|--|--------------|----|----|---|-----------|----|------|
| Drop Pod | 0" | - | 3+ | 6 | 6 | 8 | 0 | 8 3+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - | | |
| ABILITIES | <p>DROP POD ASSAULT: During deployment, you can set up this model, along with any units embarked aboard it, in orbit instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked aboard it must immediately disembark, and must be set up more than 9" away from any enemy models (if a model cannot be placed in this way, it is destroyed).</p> <p>Matched Play: This model and any units embarked aboard it are exempt from the Tactical Reserves matched play rule, except that if it and any units embarked aboard it have not arrived on the battlefield by the end of the third battle round, they count as having been destroyed.</p> <p>IMMOBILE: After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.</p> <p>TRANSPORT: This model can transport 10 CHAPTER INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, PRIMARIS, or CENTURION models.</p> | | | | | | | |
| RULES | ANGELS OF DEATH | | | | | | | |
| FACTIONS | ADEPTUS ASTARTES, IMPERIUM | | | | | | | |
| KEYWORDS | DROP POD, TRANSPORT, VEHICLE | | | | | | | |
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REPULSOR EXECUTIONER

| UNIT | M | WS | BS | S | T | W | A | LD | SAVE |
|--|-------|--------------|----|----|---|---|---|----|------|
| Repulsor Executioner | * | 6+ | * | 8 | 8 | 16 | * | 9 | 3+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Twin Icarus Ironhail Heavy Stubber | 36" | Heavy 6 | 4 | -1 | 1 | Add 1 to hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets. | | | |
| Twin Heavy Bolter | 36" | Heavy 6 | 5 | -1 | 1 | - | | | |
| Fragstorm Grenade Launcher | 18" | Assault D6 | 4 | 0 | 1 | - | | | |
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - | | | |
| Heavy Onslaught Gatling Cannon | 30" | Heavy 12 | 5 | -1 | 1 | - | | | |
| Macro Plasma Incinerator, Standard | 36" | Heavy D6 | 8 | -4 | 1 | - | | | |
| Macro Plasma Incinerator, Supercharged | 36" | Heavy D6 | 9 | -4 | 2 | For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved. | | | |

ABILITIES

AQUILON OPTICS: If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic), it can shoot its heavy laser destroyer or macro plasma incinerator twice in the following Shooting phase (this weapon must target the same unit both times).

AUTO LAUNCHERS: Instead of shooting any weapons in the Shooting phase, the vehicle can use its Auto Launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

HOVER TANK: Distances and ranges are always measured to and from this model's hull even though it has a base.

POWER OF THE MACHINE SPIRIT: This model does not suffer the penalty to hit rolls for moving and firing Heavy Weapons.

REPULSOR FIELD: Your opponent must subtract 2 from any charge rolls made for units that declare a charge against a Repulsor.

TRANSPORT: This model can transport 6 CHAPTER PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK models.

RULES

ANGELS OF DEATH, EXPLODES (6"/D6)

FACTIONS

ADEPTUS ASTARTES, IMPERIUM

KEYWORDS

FLY, REPULSOR, TRANSPORT, VEHICLE

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1 REPULSOR EXECUTIONER

REPULSOR EXECUTIONER

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| WOUND TRACK | REMAINING W | ATTRIBUTE | ATTRIBUTE | ATTRIBUTE |
|------------------------|-------------|-----------|-----------|-----------|
| Repulsor Executioner 1 | 9-16+ | 10" | 3+ | 6 |
| Repulsor Executioner 2 | 5-8 | 5" | 4+ | D6 |
| Repulsor Executioner 3 | 1-4 | 3" | 5+ | 1 |

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REDEMPTOR DREADNOUGHT

| UNIT | M | WS | BS | S | T | W | A | LD | SAVE |
|--------------------------------|---|------------|----|----|----|---|---|----|------|
| Redemptor Dreadnought | * | * | * | 7 | 7 | 13 | 4 | 8 | 3+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Redemptor Fist | Melee | Melee | x2 | -3 | D6 | - | | | |
| Heavy Onslaught Gatling Cannon | 30" | Heavy 12 | 5 | -1 | 1 | - | | | |
| Heavy flamer | 8" | Heavy D6 | 5 | -1 | 1 | This weapon automatically hits its target | | | |
| Fragstorm Grenade Launcher | 18" | Assault D6 | 4 | 0 | 1 | - | | | |
| RULES | ANGELS OF DEATH, EXPLODES (6"/D6) | | | | | | | | |
| FACTIONS | ADEPTUS ASTARTES, IMPERIUM | | | | | | | | |
| KEYWORDS | DREADNOUGHT, REDEMPTOR DREADNOUGHT, VEHICLE | | | | | | | | |

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1 REDEMPTOR DREADNOUGHT

REDEMPTOR DREADNOUGHT

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| WOUND TRACK | REMAINING W | ATTRIBUTE | ATTRIBUTE | ATTRIBUTE |
|-------------------------|-------------|-----------|-----------|-----------|
| Redemptor Dreadnought 1 | 7-13+ | 8" | 3+ | 3+ |
| Redemptor Dreadnought 2 | 4-6 | 6" | 4+ | 4+ |
| Redemptor Dreadnought 3 | 1-3 | 4" | 5+ | 5+ |

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| | M | WS | BS | S | T | W | A | LD | SAVE |
|----------------|----|----|----|---|---|---|---|----|------|
| UNIT | | | | | | | | | |
| Scout | 6" | 3+ | 3+ | 4 | 4 | 1 | 1 | 7 | 4+ |
| Scout Sergeant | 6" | 3+ | 3+ | 4 | 4 | 1 | 2 | 8 | 4+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|--------------|-------|--------------|---|----|----|-----------|
| Frag grenade | 6" | Grenade 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 | - |

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| 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. 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 enemy models. |
| RULES | ANGELS OF DEATH |
| FACTIONS | ADEPTUS ASTARTES, IMPERIUM |
| KEYWORDS | INFANTRY, SCOUT, SCOUT SQUAD |
| CONTENTS | 1 SCOUT, 1 SCOUT SERGEANT |
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| <div>  <div>8147</div> <h1>PREDATOR</h1> </div> | | | | | | | | | | | | | | | | | | |
|--|--|--------------|-----------|---|-----------|----|-----------|----|------|--|--|--|--|--|--|--|--|--|
| UNIT | M | WS | BS | S | T | W | A | LD | SAVE | | | | | | | | | |
| Predator | * | 6+ | * | 6 | 7 | 11 | * | 8 | 3+ | | | | | | | | | |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | | | | | | | | | | |
| 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 DEATH, EXPLODES (6"/D3), SMOKE LAUNCHERS | | | | | | | | | | | | | | | | | |
| FACTIONS | ADEPTUS ASTARTES, IMPERIUM | | | | | | | | | | | | | | | | | |
| KEYWORDS | PREDATOR, VEHICLE | | | | | | | | | | | | | | | | | |
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| WOUND TRACK | REMAINING W | | ATTRIBUTE | | ATTRIBUTE | | ATTRIBUTE | | | | | | | | | | | |
| Predator 1 | 6-11+ | | 12" | | 3+ | | 3 | | | | | | | | | | | |
| Predator 2 | 3-5 | | 6" | | 4+ | | D3 | | | | | | | | | | | |
| Predator 3 | 1-2 | | 3" | | 5+ | | 1 | | | | | | | | | | | |

| UNIT | M | WS | BS | S | T | W | A | LD | SAVE |
|-----------------------------|----|----|----|---|---|---|---|----|------|
| Lieutenant in Phobos Armour | 6" | 2+ | 3+ | 4 | 4 | 5 | 4 | 8 | 3+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|--------------|-------|------------|---|----|----|-----------|
| Frag grenade | 6" | Grenade D6 | 3 | 0 | 1 | - |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - |

ABILITIES

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 separate 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

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+ invulnerable save for the remainder of the turn.

RULES ANGELS OF DEATH

CONTENTS 1 LIEUTENANT IN PHOBOS ARMOUR

LIEUTENANT IN PHOBOS ARMOUR

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| UNIT | | M | WS | BS | S | T | W | A | LD | SAVE |
|----------|--|---|----|----|---|---|----|---|----|------|
| Impulsor | | * | 6+ | * | 7 | 7 | 11 | * | 8 | 3+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|------------------------|-------|--------------|---|----|---|-----------|
| Storm bolter | 24" | Rapid Fire 2 | 4 | 0 | 1 | - |
| Ironhail Heavy Stubber | 36" | Heavy 3 | 4 | -1 | 1 | - |

ABILITIES

ASSAULT VEHICLE: After this model moves in your Movement phase, if this model did not Advance, any units embarked aboard it can disembark. Units that do so cannot be chosen to charge with that turn.

HOVER TANK: Distances and ranges are always measured to and from this model's hull even though it has a base.

REPULSOR FIELD: Your opponent must subtract 2 from any charge rolls made for units that declare a charge against a Repulsor.

SHIELD DOME: A model with a shield dome has a 4+ invulnerable save.

TRANSPORT: This model has a transport capacity of 6 <CHAPTER> PRIMARIS INFANTRY models. It cannot transport JUMP PACK or MK X GRAVIS models.

RULES

ANGELS OF DEATH, EXPLODES (6"/D3)

FACTIONS

ADEPTUS ASTARTES, IMPERIUM

KEYWORDS

FLY, TRANSPORT, VEHICLE

CONTENTS

1 IMPULSOR

IMPULSOR

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| WOUND TRACK | REMAINING W | ATTRIBUTE | ATTRIBUTE | ATTRIBUTE |
|------------------------|-------------|-----------|-----------|-----------|
| Impulsor Wound Track 1 | 6-11+ | 14" | 3+ | 3 |
| Impulsor Wound Track 2 | 3-5 | 7" | 4+ | D3 |
| Impulsor Wound Track 3 | 1-2 | 4" | 5+ | 1 |

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