

ADEPTUS ASTARTES

ARMY RULES

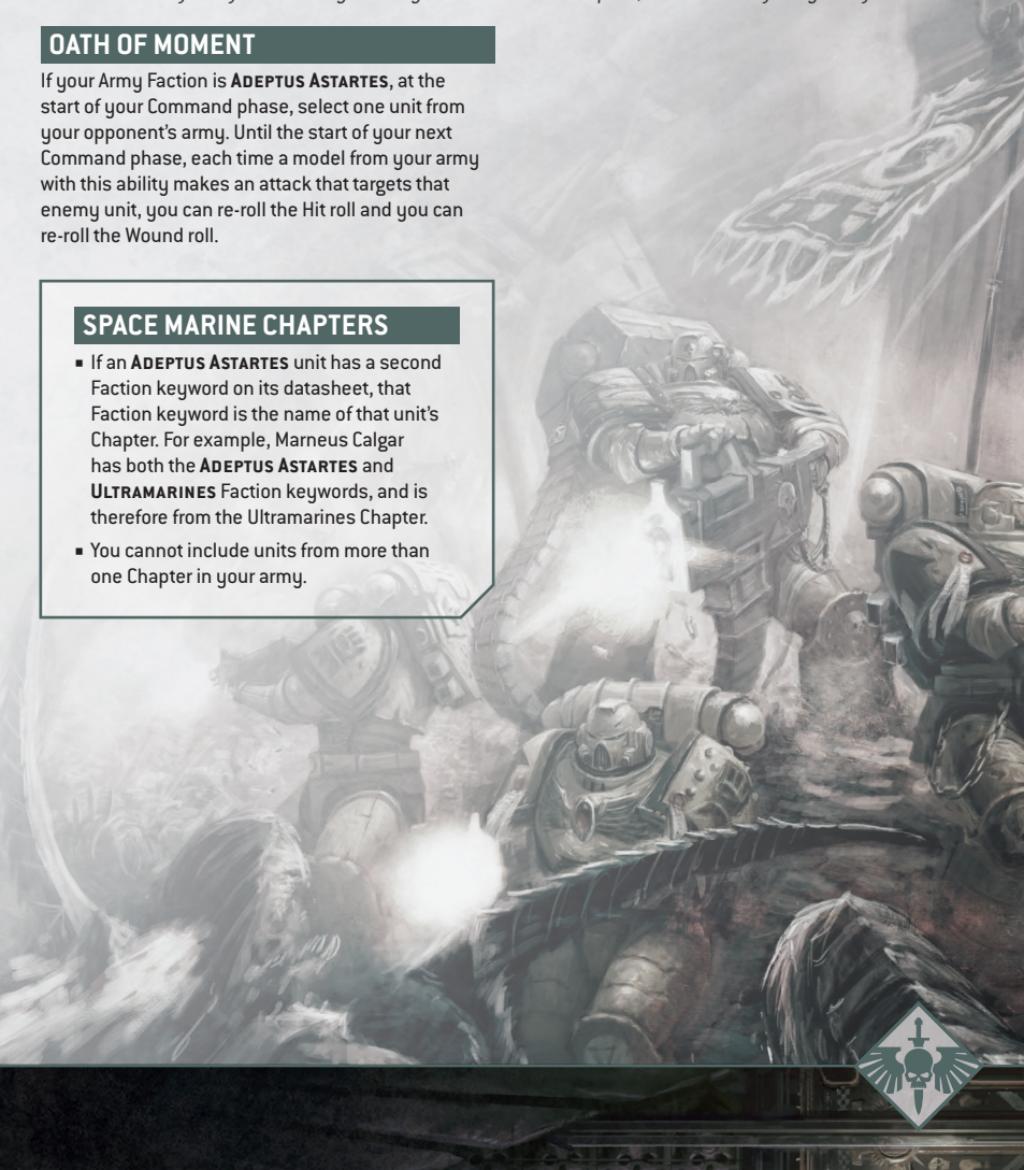
In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with post-human speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

OATH OF MOMENT

If your Army Faction is **ADEPTUS ASTARTES**, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model from your army with this ability makes an attack that targets that enemy unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

SPACE MARINE CHAPTERS

- If an **ADEPTUS ASTARTES** unit has a second Faction keyword on its datasheet, that Faction keyword is the name of that unit's Chapter. For example, Marneus Calgar has both the **ADEPTUS ASTARTES** and **ULTRAMARINES** Faction keywords, and is therefore from the Ultramarines Chapter.
- You cannot include units from more than one Chapter in your army.



ADEPTUS ASTARTES – GLADIUS TASK FORCE

DETACHMENT RULE

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

COMBAT DOCTRINES

The Codex Astartes has proven its worth as a superb treatise on warfare over countless battlefields, and has remained so even after ten thousand years. Many Space Marines hold its wisdom in awe, and exemplify its teachings, employing a flexible set of combat doctrines to eliminate their enemy. Few opponents can withstand the fury of such an onslaught.

At the start of your Command phase, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all **ADEPTUS ASTARTES** units from your army with this ability. You can only select each Combat Doctrine once per battle.

DEVASTATOR DOCTRINE

The Codex Astartes explains in detail the strategic value of overwhelming firepower applied to key targets while advancing into position in order to eliminate threats and create tactical openings.

This unit is eligible to shoot in a turn in which it Advanced.

TACTICAL DOCTRINE

As the warring armies close upon one another and vicious fire-fights erupt, the Codex lays out strategies for swiftly seizing the initiative and combining versatility with firepower.

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

ASSAULT DOCTRINE

The Codex Astartes leaves no doubt that the killing blow in most engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end.

This unit is eligible to declare a charge in a turn in which it Advanced.



ADEPTUS ASTARTES – GLADIUS TASK FORCE

STRATAGEMS

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

ONLY IN DEATH DOES DUTY END

GLADIUS TASK FORCE – EPIC DEED STRATAGEM

Imminent death does not prevent a Space Marine from enacting his final justice upon the enemies of the Imperium.

2CP

WHEN: 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 a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

HONOUR THE CHAPTER

GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

Every Chapter has forged its own tales of heroism, and none of its battle-brothers would see that noble record besmirched.

1CP

WHEN: Fight phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit is under the effects of the Assault Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

ARMOUR OF CONTEMPT

GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

The belligerency of the Adeptus Astartes, combined with their transhuman physiology, makes them unyielding foes to face.

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.



ADEPTUS ASTARTES – GLADIUS TASK FORCE

STRATAGEMS

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

ADAPTIVE STRATEGY

GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM

The tenets of the Codex Astartes allow for unorthodox use of combat tactics and the employment of divergent strategic doctrines if doing so will lead to victory.

1CP

WHEN: Your Command phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army.

EFFECT: Select the Devastator Doctrine, Tactical Doctrine or Assault Doctrine. Until the start of your next Command phase, that Combat Doctrine is active for that unit instead of any other Combat Doctrine that is active for your army, even if you have already selected that doctrine this battle.

STORM OF FIRE

GLADIUS TASK FORCE – BATTLE TACTIC STRATAGEM

There is no escaping the wrath of the Space Marines, and they use their weapons to bring swift death to their foes wherever they may hide, expertly placing their shots to wreak maximum damage.

1CP

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ASTARTES** unit from your army.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability. If your unit is under the effects of the Devastator Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

SQUAD TACTICS

GLADIUS TASK FORCE – STRATEGIC PLOY STRATAGEM

Space Marines know precisely when to give ground in order to leave their enemies floundering, before surging back into the fight and driving them from the field in disarray.

1CP

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** unit from your army that is within 9" of the enemy unit that just ended that move.

EFFECT: Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is under the effects of the Tactical Doctrine.

RESTRICTIONS: You cannot select a unit that is within Engagement Range of one or more enemy units.



ADEPTUS ASTARTES – GLADIUS TASK FORCE ENHANCEMENTS

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

ARTIFICER ARMOUR

Crafted by the finest artificers of the Chapter, these ornately detailed suits of armour provide superior protective capabilities that rival even Terminator plate. All who set eyes upon the wearer know that an honoured champion of the Imperium stands before them.

ADEPTUS ASTARTES model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

THE HONOUR VEHEMENT

A single stanza of script, the original of which was said to have been penned by the Emperor himself, the Honour Vehement is inscribed on thrice-blessed parchment and affixed with a purity seal upon its bearer's weaponry. So potent is the inspirational value of the Emperor's own evocation that those who bear it are driven to heroic acts of martial prowess.

ADEPTUS ASTARTES model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is under the effects of the Assault Doctrine, add 2 to the Attacks and Strength characteristics of the bearer's melee weapons instead.

ADEPT OF THE CODEX

The commanders of Space Marine strike forces epitomise the tactical genius of the Codex Astartes, its wisdom guiding them to measured strategic responses even amidst the fiercest flames of battle.

CAPTAIN model only. At the start of your Command phase, if the bearer is on the battlefield, instead of selecting a Combat Doctrine to be active for your army, you can select the Tactical Doctrine. If you do, until the start of your next Command phase, that doctrine is active for the bearer's unit only, even if you have already selected that doctrine to be active for your army this battle.

BOLTER DISCIPLINE

To a Space Marine, the boltgun is more than a weapon – it is an instrument of Mankind's divinity, the bringer of death to his foes. This commander has drilled his warriors relentlessly, and when combined with the Adeptus Astartes' superhuman reflexes, his warriors can produce a devastating rate of fire.

ADEPTUS ASTARTES model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, each time a model in that unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.



ASTRAEUS

M	T	SV	W	LD	OC
10"	12	2+	24	6+	8
5+	INVULNERABLE SAVE*				

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Astraeus las-ripper	36"	2	3+	12	-3	D6+1
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Plasma eradicator – standard [BLAST]	36"	D6	3+	7	-2	2
Plasma eradicator – supercharge [BLAST, HAZARDOUS]	36"	D6	3+	8	-3	3
Storm bolter [RAPID FIRE 2]	24"	2	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
Twin macro-accelerator cannon [SUSTAINED HITS 1, TWIN-LINKED]	72"	12	3+	9	-1	3

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, TITANIC, IMPERIUM, ASTRAEUS



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Deadly Demise D6+2

FACTION: Oath of Moment

Suppression Fire: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more attacks made with its twin macro-accelerator cannon this phase. Until the start of your next turn, while this model 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.



DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

*This model has a 5+ invulnerable save against ranged attacks.

KRATOS

M	T	SV	W	LD	OC
10"	12	2+	18	6+	6



RANGED WEAPON

RANGE

Autocannon	48"	2	3+	9	-1	3
Havoc launcher [BLAST]	48"	D6	3+	5	0	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.						
► Kratos battle cannon – AP [HEAVY]	36"	1	3+	18	-4	D6+3
► Kratos battle cannon – HE [BLAST]	36"	D6+3	3+	10	-1	3
Melta blast-gun [MELTA 2]	24"	4	3+	12	-4	D6
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1
Volkite caliver [DEVASTATING WOUNDS]	24"	2	3+	5	0	2
Volkite cardanelle [DEVASTATING WOUNDS]	36"	9	3+	9	0	3
Volkite culverin [DEVASTATING WOUNDS]	36"	4	3+	6	0	2

MELEE WEAPON

RANGE

Armoured tracks	Melee	6	4+	8	0	1
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► Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, KRATOS

AbILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Line-breaker: When making ranged attacks, this model can target enemy units within Engagement Range of it with Blast weapons (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: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS 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
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+

BELIAL

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

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Master-crafted storm bolter [PRECISION, RAPID FIRE 2]	24"	2	2+	4	0	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
The Sword of Silence [PRECISION]	Melee	6	2+	6	-2	2

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Grand Master of the Deathwing: While this model is leading a unit, each time a model in that unit makes an attack, if a Critical Hit is scored, that attack has the [PRECISION] ability.

Strikes of Retribution: Each time a melee attack is allocated to this model, after the attacking model's unit has finished making its attacks, roll one D6 (to a maximum of six D6 per attacking unit): for each 2+, the attacking unit suffers 1 mortal wound.

INVULNERABLE SAVE

4+



KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CAPTAIN, BELIAL

FACTION KEYWORDS:
ADEPTUS ASTARTES, DARK ANGELS