

## 1250pts - Stand the line (1245 points)

Space Marines

Dark Angels

## Strike Force (2000 points)

Gladius Task Force

<p><b>CHARACTER</b></p> <p><b>Captain in Gravis Armour (105 points)</b></p> <ul style="list-style-type: none"><li>• Warlord</li><li>• 1x Boltstorm gauntlet</li><li>1x Power fist</li><li>1x Relic fist</li><li>• Enhancement: Artificer Armour</li></ul> <p><b>Primaris Lieutenant (100 points)</b></p> <ul style="list-style-type: none"><li>• 1x Heavy Bolt Pistol</li><li>1x Master-crafted bolt rifle</li><li>1x Power fist</li><li>• Enhancement: Bolter Discipline</li></ul> <p><b>BATTLELINE</b></p> <p><b>Heavy Intercessor Squad (110 points)</b></p> <ul style="list-style-type: none"><li>• 1x Heavy Intercessor Sergeant</li><li>• 1x Bolt pistol</li><li>1x Close combat weapon</li><li>1x Heavy bolt rifle</li><li>• 4x Heavy Intercessor</li><li>• 4x Bolt pistol</li><li>4x Close combat weapon</li><li>3x Heavy bolt rifle</li><li>1x Heavy bolter</li></ul> <p><b>OTHER DATASHEETS</b></p> <p><b>Aggressor Squad (220 points)</b></p> <ul style="list-style-type: none"><li>• 1x Aggressor Sergeant</li><li>• 1x Auto boltstorm gauntlets</li><li>1x Fragstorm grenade launcher</li><li>1x Power fist</li><li>• 5x Aggressor</li><li>• 5x Auto boltstorm gauntlets</li><li>5x Fragstorm grenade launcher</li><li>5x Power fist</li></ul> <p><b>Eradicator Squad (190 points)</b></p> <ul style="list-style-type: none"><li>• 1x Eradicator Sergeant</li><li>• 1x Bolt pistol</li><li>1x Close combat weapon</li><li>1x Melta rifle</li><li>• 5x Eradicator</li><li>• 5x Bolt pistol</li><li>5x Close combat weapon</li><li>3x Melta rifle</li><li>2x Multi-melta</li></ul> <p><b>Firestrike Servo-turrets (80 points)</b></p> <ul style="list-style-type: none"><li>• 1x Close combat weapon</li><li>1x Twin Firestrike las-talon</li></ul> <p><b>Inceptor Squad (230 points)</b></p> <ul style="list-style-type: none"><li>• 1x Inceptor Sergeant</li><li>• 1x Close combat weapon</li><li>1x Plasma exterminators</li><li>• 5x Inceptor</li><li>• 5x Close combat weapon</li><li>5x Plasma exterminators</li></ul>	<p><b>Sternguard Veteran Squad (210 points)</b></p> <ul style="list-style-type: none"><li>• 1x Sternguard Veteran Sergeant</li><li>• 1x Close combat weapon</li><li>1x Sternguard bolt pistol</li><li>1x Sternguard bolt rifle</li><li>• 9x Sternguard Veteran</li><li>• 9x Close combat weapon</li><li>9x Sternguard bolt pistol</li><li>7x Sternguard bolt rifle</li><li>2x Sternguard heavy bolter</li></ul>
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# ADEPTUS ASTARTES

## ARMY RULES

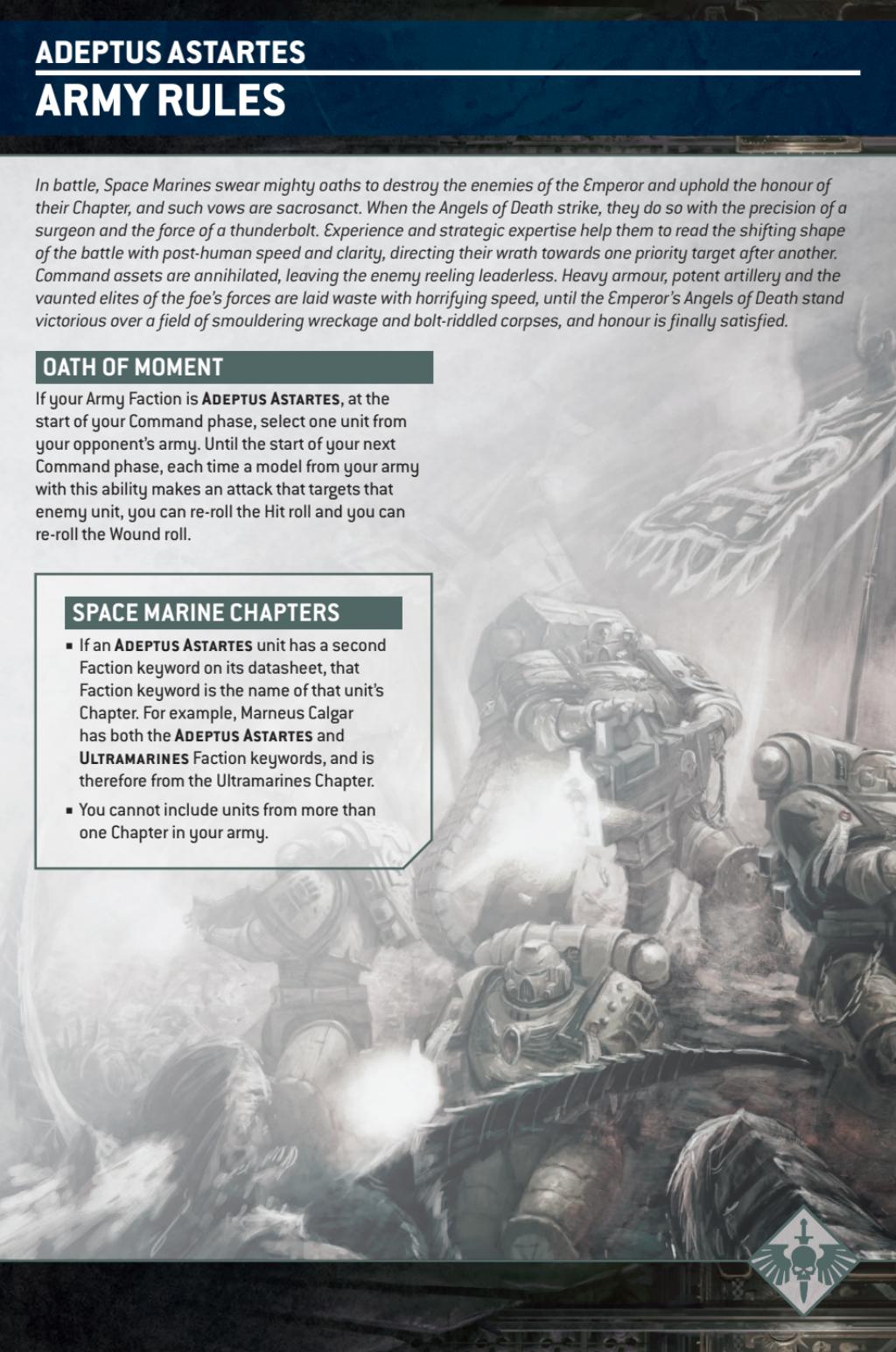
In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them 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.



## ADEPTUS ASTARTES ARMOURY

### RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+*	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-cannon [ANTI-VEHICLE 2+, HEAVY]	24"	3	4+	6	-1	3
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+*	4	-1	2
Grav-gun [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+*	8	-4	D3
Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	?	-2	1
Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

\* If a CAPTAIN or LIEUTENANT model is equipped with this weapon, improve this weapon's Ballistic Skill characteristic by 1.

### WEAPON LISTS

Several ADEPTUS ASTARTES models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.

## ADEPTUS ASTARTES ARMOURY

### RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	3+*	?	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+*	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+*	4	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

\* If a CAPTAIN or LIEUTENANT model is equipped with this weapon, improve this weapon's Ballistic Skill characteristic by 1.

### WEAPON LISTS

Several ADEPTUS ASTARTES models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.

**Captain in Gravis Armour (105 points)**

- Warlord
- 1x Boltstorm gauntlet
- 1x Power fist
- 1x Relic fist
- Enhancement: Artificer Armour

**CAPTAIN IN GRAVIS ARMOUR**

M	T	SV	W	LD	OC
5"	6	3+	6	6+	1

**RANGED WEAPONS**

	RANGE	A	BS	S	AP	D
Boltstorm gauntlet [PISTOL]	12"	3	2+	4	-1	1
Master-crafted heavy bolt rifle	30"	2	2+	5	-1	2

**MELEE WEAPONS**

	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	5	-2	2
Power fist	Melee	5	2+	8	-2	2
Relic blade [EXTRA ATTACKS]	Melee	2	2+	5	-2	2
Relic chainsword [EXTRA ATTACKS]	Melee	3	2+	4	-1	2
Relic fist [EXTRA ATTACKS]	Melee	1	2+	8	-2	2

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, GRAVIS, CAPTAIN

**ABILITIES**

FACTION: Leader, 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 OCF, even if another unit from your army has already been targeted by that Stratagem this phase.

**Refuse to Yield:** Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

**INVULNERABLE SAVE****PRIMARIS LIEUTENANT**

M	T	SV	W	LD	OC
6"	4	3+	4	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
Neo-volkite pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	2+	5	0	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	5	2+	4	0	1
Master-crafted power weapon	Melee	5	2+	5	-2	2
Power fist	Melee	4	2+	8	-2	2

**Primaris Lieutenant (100 points)**

- 1x Heavy Bolt Pistol
- 1x Master-crafted bolt rifle
- 1x Power fist
- Enhancement: Bolter Discipline

FACTION KEYWORDS:  
ADEPTUS ASTARTES**ABILITIES**

CORE: Leader

FACTION: Oath of Moment

**Tactical Precision:** While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

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

**WARGEAR ABILITIES**

**Storm Shield:** The bearer has a 4+ invulnerable save.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,  
PRIMARIS LIEUTENANTFACTION KEYWORDS:  
ADEPTUS ASTARTES

## HEAVY INTERCESSOR SQUAD

M T SV W LD OC  
5" 6 3+ 3 6+ 2

### Heavy Intercessor Squad (110 points)

- 1x Heavy Intercessor Sergeant
- 1x Bolt pistol
- 1x Close combat weapon
- 1x Heavy bolt rifle
- 4x Heavy Intercessor
- 4x Bolt pistol
- 4x Close combat weapon
- 3x Heavy bolt rifle
- 1x Heavy bolter

#### RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Heavy bolt rifle [ASSAULT, HEAVY]	30"	2	3+	5	-1	1
Heavy bolter [ASSAULT, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2

#### MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

#### ABILITIES

FACTION: Oath of Moment

**Unyielding in the Face of the Foe:** While this unit is within range of an objective marker you control, each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, GRAVIS,  
HEAVY INTERCESSOR SQUAD



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## AGGRESSOR SQUAD

M T SV W LD OC  
5" 6 3+ 3 6+ 1

### Aggressor Squad (220 points)

- 1x Aggressor Sergeant
- 1x Auto boltstorm gauntlets
- 1x Fragstorm grenade launcher
- 1x Power fist
- 5x Aggressor
- 5x Auto boltstorm gauntlets
- 5x Fragstorm grenade launcher
- 5x Power fist

#### RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Auto boltstorm gauntlets [TWIN-LINKED]	18"	3	3+	4	0	1
Flamestorm gauntlets [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6+1	N/A	4	0	1
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1

#### MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Power fist [TWIN-LINKED]	Melee	3	4+	8	-2	2

#### ABILITIES

FACTION: Oath of Moment

**Close-quarters Firepower:** Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

KEYWORDS: INFANTRY, IMPERIUM, GRAVIS, AGGRESSOR SQUAD



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## ERADICATOR SQUAD

M T SV W LD OC  
5" 6 3+ 3 6+ 1

### Eradicator Squad (190 points)

- 1x Eradicator Sergeant
- 1x Bolt pistol
- 1x Close combat weapon
- 1x Melta rifle
- 5x Eradicator
- 5x Bolt pistol
- 5x Close combat weapon
- 3x Melta rifle
- 2x Multi-melta

#### RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Melta rifle [HEAVY, MELTA 2]	18"	1	3+	9	-4	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6

#### MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

### ABILITIES

#### FACTION: Oath of Moment

**Total Obliteration:** Each time a ranged attack made by a model in this unit targets a MONSTER 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.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, GRAVIS, ERADICATOR SQUAD



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## FIRESTRIKE SERVO-TURRETS

M T SV W LD OC  
3" 6 2+ 6 6+ 2

### Firestrike Servo-turrets (80 points)

- 1x Close combat weapon
- 1x Twin Firestrike las-talon

#### RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Twin Firestrike autocannon [TWIN-LINKED]	48"	3	2+	9	-1	3
Twin Firestrike las-talon [TWIN-LINKED]	36"	2	2+	10	-3	D6+1

#### MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

### ABILITIES

#### FACTION: Oath of Moment

**Sentinel Protocols:** Each time you select this unit for the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 4+ when resolving that Stratagem.

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, FIRESTRIKE SERVO-TURRETS



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## INCEPTOR SQUAD

M	T	SV	W	LD	OC
10"	6	3+	3	6+	1

### Inceptor Squad (230 points)

- 1x Inceptor Sergeant
- 1x Close combat weapon
- 1x Plasma exterminators
- 5x Inceptor
- 5x Close combat weapon
- 5x Plasma exterminators

#### RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Assault bolters [ASSAULT, PISTOL, SUSTAINED HITS 2, TWIN-LINKED]	10"	3	3+	5	-1	2
Plasma exterminators – standard [ASSAULT, PISTOL, TWIN-LINKED]	18"	2	3+	7	-2	2
Plasma exterminators – supercharge [ASSAULT, PISTOL, HAZARDOUS, TWIN-LINKED]	18"	2	3+	8	-3	3

#### MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, JUMP PACK, FLY, IMPERIUM, GRAVIS, INCEPTOR SQUAD



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## STERNGUARD VETERAN SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1

### Sternguard Veteran Squad (210 points)

- 1x Sternguard Veteran Sergeant
- 1x Close combat weapon
- 1x Sternguard bolt pistol
- 1x Sternguard bolt rifle
- 9x Sternguard Veteran
- 9x Close combat weapon
- 9x Sternguard bolt pistol
- 7x Sternguard bolt rifle
- 2x Sternguard heavy bolter

#### RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Sternguard bolt pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	4	0	1
Sternguard bolt rifle [ASSAULT, DEVASTATING WOUNDS, HEAVY, RAPID FIRE 1]	24"	2	3+	4	-1	1
Sternguard heavy bolter [DEVASTATING WOUNDS, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2

#### MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

#### ABILITIES

FACTION: Oath of Moment

Bolter Drill: Once per battle, in your Shooting phase, after this unit has shot, if one or more enemy units were destroyed as a result of those attacks, this unit can shoot again.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS,  
STERNGUARD VETERAN SQUAD



FACTION KEYWORDS:  
ADEPTUS ASTARTES