DEFENDERS OF MANKIND

These datasheets allow you to fight Apocalypse battles with your Space Marines miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the <**Chapter**> keyword. This is shorthand for a keyword of your choosing, as described below.

<CHAPTER>

All Space Marine units are drawn from a Chapter. Some datasheets specify what Chapter the unit is drawn from, but where a datasheet does not, it will have the <**Chapter**> keyword. When you include such a unit in your army, you must nominate which Chapter that unit is from. You then simply replace the <**Chapter**> keyword in every instance on that unit's datasheet with the name of your chosen Chapter.

For example, if you were to include a Captain in your army, and you decided he was from the Blood Ravens Chapter, his <**Chapter**> Faction keyword is changed to **Blood Ravens** and his Rites of Battle ability would then read 'Re-roll hit rolls of 1 for attacks made by friendly **Blood Ravens** units whilst they are within 6" of this unit.'

You cannot choose the **Blood Angels**, **Dark Angels**, **Deathwatch**, **Grey Knights**, **Legion of the Damned** or **Space Wolves** keyword when nominating which Chapter a unit is from. These Chapters have their own Apocalypse datasheets. In addition, **Librarian** units cannot be from the **Black Templars** Chapter.

TACTICAL SQUAD

A Tactical Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 9**). It is equipped with: Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Tactical Squad (5 models)	6"	3+	3+	1	1	6	6+
Tactical Squad (10 models)	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grav-cannon	Heavy	24"	1	8+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- If this unit contains 10 models, it can also be equipped with one of the following (**Power Rating +1**): 1 Grav-cannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Multi-melta; 1 Plasma Cannon.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Tactical Squad

SCOUT SQUAD

A Scout Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 7**). It is equipped with: Scout Weapons; Combat Knives.

	M	WS	BS	A	W	Ld	Sv
Scout Squad (5 models)	6"	3+	3+	1	1	6	8+
Scout Squad (10 models)	6"	3+	3+	2	2	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Scout Weapons	Small Arms	24"	User	7+	9+	-
Sniper Rifles	Small Arms	36"	User	7+	9+	Sniper
Combat Knives	Melee	Melee	User	6+	9+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Bolter; 1 Missile Launcher.
- Instead of Scout Weapons and Combat Knives, this unit can be equipped with Sniper Rifles and Close Combat Weapons (**Power Rating +1**). If it is, it has the following additional abilities: **Stealth**.

ABILITIES

Infiltrators

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Scout, Scout Squad

CAPTAIN

A Captain is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

	M	WS	BS	A	W	Ld	Sv
Captain	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
   - Has a Move characteristic of 12".
   - Has the following additional abilities: **Deep Strike**.
   - Has the following additional keywords: **Jump Pack**, **Fly**.
 - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
   - Has a Move characteristic of 5".
   - Has a Save characteristic of 4+.
   - Has the following additional abilities: **Deep Strike**.
   - Has the following additional keywords: **Terminator**.
 - Bike (**Power Rating +1**). If this unit has a Bike, it:
   - Has a Move characteristic of 14".
   - Has the following additional keywords: **Biker**.
   - Loses the following keywords: **Infantry**.

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **<Chapter>** units whilst they are within 6" of this unit.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Light, Infantry, Character, Captain**

PRIMARIS CAPTAIN

A Primaris Captain is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

	M	WS	BS	A	W	Ld	Sv
Primaris Captain	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	7+	8+	-

WARGEAR OPTIONS

- This unit can have one of the following:
  - Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
    - Has the following new abilities: **Infiltrators**, **Stealth.**
    - Has the following additional keywords: **Phobos**.
  - Gravis Armour (**Power Rating +1**). If this unit has Gravis Armour, it:
    - Has a Move characteristic of 5" and Save characteristic of 4+.
    - Has the following additional keywords: **Mk X Gravis**.

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **<Chapter>** units whilst they are within 6" of this unit.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Light, Infantry, Character, Primaris, Captain**

LIBRARIAN

☠ 3 ✠

A Librarian is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Librarian	6"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS

- This unit can have one of the following:
  - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
    - Has a Move characteristic of 12".
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **Jump Pack**, **Fly**.
  - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
    - Has a Move characteristic of 5".
    - Has a Save characteristic of 4+.
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **Terminator**.
  - Bike (**Power Rating +1**). If this unit has a Bike, it:
    - Has a Move characteristic of 14".
    - Has the following additional keywords: **Biker**.
    - Loses the following keywords: **Infantry**.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Psyker, Character, Librarian

TECHMARINE

A Techmarine is a unit that contains 1 model. It is equipped with: Servo-arm & Power Weapon.

	M	WS	BS	A	W	Ld	Sv
Techmarine	6"	3+	2+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flamer & Plasma Cutter	Heavy	12"	1	8+	9+	Inferno
Servo-arm & Power Weapon	Melee	Melee	User	9+	9+	-

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
   - Has a Move characteristic of 12".
   - Has the following additional abilities: **Deep Strike**.
   - Has the following additional keywords: **Jump Pack**, **Fly**.
 - Bike (**Power Rating +1**). If this unit has a Bike, it:
   - Has a Move characteristic of 14".
   - Has the following additional keywords: **Biker**.
   - Loses the following keywords: **Infantry**.
- This unit can have a Servo-harness (**Power Rating +1**). If this unit has a Servo-harness, it:
 - Has an Attacks characteristic of 2.
 - Is also equipped with 1 Flamer & Plasma Cutter.

ABILITIES

Blessing of the Omnissiah: At the end of the Action phase, this unit can attempt to repair one friendly <**Chapter**> **Vehicle** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **Vehicle** unit. Only one attempt to repair each unit can be made each turn.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Character, Techmarine

SERVITORS

Servitors are a unit that contains 4 models. It is equipped with: Servo-arms.

	M	WS	BS	A	W	Ld	Sv
Servitors (4 models)	5"	5+	5+	1	1	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Servo-arms	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Heavy Bolter; 1 Multi-melta; 1 Plasma Cannon.

ABILITIES

Mindlock: Change this unit's Weapon Skill and Ballistic Skill characteristics to 4+ whilst it is within 6" of at least one friendly **<Chapter> Techmarine**.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**

KEYWORDS: **Light, Infantry, Servitors**

CHAPLAIN

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A Chaplain is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

	M	WS	BS	A	W	Ld	Sv
Chaplain	6"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crozius Arcanum	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS

- This unit can have one of the following:
- Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
  - Has a Move characteristic of 12".
  - Has the following additional abilities: **Deep Strike**.
  - Has the following additional keywords: **Jump Pack**, **Fly**.
- Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
  - Has a Move characteristic of 5".
  - Has a Save characteristic of 4+.
  - Has the following additional abilities: **Deep Strike**.
  - Has the following additional keywords: **Terminator**.
- Bike (**Power Rating +1**). If this unit has a Bike, it:
  - Has a Move characteristic of 14".
  - Has the following additional keywords: **Biker**.
  - Loses the following keywords: **Infantry**.

ABILITIES

Litanies of Hate: You can re-roll hit rolls for attacks made with melee weapons by friendly <**Chapter**> units whilst they are within 6" of this unit.

Spiritual Leader: Friendly <**Chapter**> units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Character, Priest, Chaplain

APOTHECARY

An Apothecary is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Apothecary	6"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	9+	9+	-

WARGEAR OPTIONS

- This unit can have a Bike (**Power Rating +1**). If this unit has a Bike, it:
  - Has a Move characteristic of 14".
  - Has the following additional keywords: **Biker**.
  - Loses the following keywords: **Infantry**.

ABILITIES

Narthecium: At the end of the Action phase, this unit can attempt to heal one friendly **<Chapter>** **Light** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **Light** unit. Only one attempt to heal each unit can be made each turn.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**

KEYWORDS: **Light, Infantry, Character, Apothecary**

PRIMARIS LIEUTENANT

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A Primaris Lieutenant is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Primaris Lieutenant	6"	2+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS

- This unit can have Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
  - Has the following new abilities: **Infiltrators**, **Stealth.**
  - Has the following additional keywords: **Phobos**.

ABILITIES

Company Heroes: Each HQ slot in a Detachment allows you to take up to two of this unit in your army, instead of one. Each unit taken for a single HQ slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Tactical Precision: Re-roll wound rolls of 1 for attacks made by friendly <**Chapter**> units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Character, Primaris, Lieutenant

COMPANY ANCIENT

4

A Company Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Company Ancient	6"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	9+	9+	-

WARGEAR OPTIONS

- This unit can have a Bike (**Power Rating +1**). If this unit has a Bike, it:
- Has a Move characteristic of 14".
- Has the following additional keywords: **Biker**.
- Loses the following keywords: **Infantry**.

ABILITIES

Astartes Banner: Morale tests taken for friendly **<Chapter>** units are automatically passed whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Character, Ancient, Company Ancient

PRIMARIS ANCIENT

A Primaris Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Primaris Ancient	6"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	8+	9+	-

ABILITIES

Astartes Banner: Morale tests taken for friendly <Chapter> units are automatically passed whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Character, Primaris, Ancient

COMPANY CHAMPION

5

A Company Champion is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

	M	WS	BS	A	W	Ld	Sv
Company Champion	6"	2+	3+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	8+	9+	-

WARGEAR OPTIONS

- This unit can have a Bike (**Power Rating +1**). If this unit has a Bike, it:
  - Has a Move characteristic of 14".
  - Has the following additional keywords: **Biker**.
  - Loses the following keywords: **Infantry**.

ABILITIES

Honour or Death: You can re-roll wound rolls for attacks made with melee weapons by this unit that target **Character** units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Character, Company Champion

COMPANY VETERANS

5

Company Veterans are a unit that contains 5 models. It is equipped with: Special Weapons; Veteran Weapons.

	M	WS	BS	A	W	Ld	Sv
Company Veterans (5 models)	6"	3+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Special Weapons	Small Arms	24"	User	6+	8+	-
Twin Boltguns	Small Arms	24"	x2	7+	9+	Rapid Fire
Veteran Weapons	Melee	Melee	x3	7+	9+	-

WARGEAR OPTIONS

- This unit can have Bikes (**Power Rating +2**). If this unit has Bikes, it:
  - Has a Move characteristic of 14".
  - Is equipped with Twin Boltguns instead of Special Weapons.
  - Has the following additional keywords: **Biker**.
  - Loses the following keywords: **Infantry**.

ABILITIES

Command Squad Bodyguard: At the start of the Damage phase, you can select one friendly **<Chapter> Light Character** unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that **Character** unit and place them next to this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Company Veterans

INTERCESSOR SQUAD

An Intercessor Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 12**). It is equipped with: Bolt Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Intercessor Squad (5 models)	6"	3+	3+	1	2	6	6+
Intercessor Squad (10 models)	6"	3+	3+	2	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bolt Rifles	Small Arms	30"	User	5+	8+	Rapid Fire
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Primaris, Intercessor Squad

CENTURION ASSAULT SQUAD

9

A Centurion Assault Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 22**). It is equipped with: Centurion Siege Drills.

	M	WS	BS	A	W	Ld	Sv
Centurion Assault Squad (3 models)	4"	3+	3+	1	2	6	4+
Centurion Assault Squad (6 models)	4"	3+	3+	2	4	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hurricane Bolter	Heavy	24"	2	7+	9+	Rapid Fire
Paired Flamers	Heavy	8"	1	7+	9+	Inferno
Paired Meltaguns	Heavy	12"	1	10+	4+	-
Centurion Assault Launchers	Melee	Melee	1	8+	9+	-
Centurion Siege Drills	Melee	Melee	x2	6+	5+	-

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: Paired Flamers; Paired Meltaguns.
- For each model this unit contains, it must also be equipped with one of the following (**Power Rating +2** per Hurricane Bolter): 1 Hurricane Bolter; Centurion Assault Launchers.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Centurion Assault Squad

STERNGUARD VETERAN SQUAD

A Sternguard Veteran Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Special Issue Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Sternguard Veteran Squad (5 models)	6"	3+	3+	1	1	7	6+
Sternguard Veteran Squad (10 models)	6"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grav-cannon	Heavy	24"	1	8+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Special Issue Boltguns	Small Arms	30"	User	6+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Grav-cannon; 1 Heavy Bolter; 1 Heavy Flamer; 1 Lascannon; 1 Missile Launcher; 1 Multi-melta; 1 Plasma Cannon.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: LIGHT, INFANTRY, STERNGUARD VETERAN SQUAD

VANGUARD VETERAN SQUAD

5

A Vanguard Veteran Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Bolt Pistols; Vanguard Weapons.

	M	WS	BS	A	W	Ld	Sv
Vanguard Veteran Squad (5 models)	6"	3+	3+	1	1	7	6+
Vanguard Veteran Squad (10 models)	6"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bolt Pistols	Small Arms	12"	User	7+	9+	-
Vanguard Weapons	Melee	Melee	x3	6+	8+	-

WARGEAR OPTIONS

- This unit can have Jump Packs (**Power Rating +2** for 5 models, or **Power Rating +4** for 10 models). If this unit has Jump Packs, it:
  - Has a Move characteristic of 12".
  - Has the following additional abilities: **Deep Strike**.
  - Has the following additional keywords: **Jump Pack**, **Fly**.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Vanguard Veteran Squad

DREADNOUGHT

A Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
Dreadnought	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Feet	Melee	Melee	User	9+	10+	-
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Heavy Flamer; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and one of the following: 1 Missile Launcher; 1 Twin Autocannon.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Dreadnought

VENERABLE DREADNOUGHT

8

A Venerable Dreadnought is a unit that contains 1 model. It is equipped with: Assault Cannon; Storm Bolter; Dreadnought Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
Venerable Dreadnought	6"	2+	2+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Feet	Melee	Melee	User	9+	10+	-
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of 1 Assault Cannon, this unit can be equipped with one of the following: 1 Heavy Plasma Cannon; 1 Multi-melta; 1 Twin Heavy Flamer; 1 Twin Lascannon.
- Instead of 1 Dreadnought Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Armoured Feet and one of the following: 1 Missile Launcher; 1 Twin Autocannon.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: HEAVY, VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT
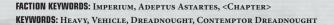
CONTEMPTOR DREADNOUGHT

A Contemptor Dreadnought is a unit that contains 1 model. It is equipped with: Kheres-pattern Assault Cannon; Combi-bolter; Dreadnought Combat Weapon.

	M	WS	BS	A	W	Ld	Sv
Contemptor Dreadnought	9"	2+	2+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Kheres-pattern Assault Cannon	Heavy	24"	2	5+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Combi-Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Dreadnought Combat Weapon	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

• Instead of 1 Kheres-pattern Assault Cannon, this unit can be equipped with 1 Multi-melta.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Dreadnought, Contemptor Dreadnought

IRONCLAD DREADNOUGHT

8

An Ironclad Dreadnought is a unit that contains 1 model. The unit is equipped with: Meltagun; Storm Bolter; 2 Ironclad Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Ironclad Dreadnought	6"	3+	3+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Hurricane Bolter	Heavy	24"	2	7+	9+	Rapid Fire
Meltagun	Heavy	12"	1	11+	7+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Ironclad Combat Weapon	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of 1 Ironclad Combat Weapon and 1 Storm Bolter, this unit can be equipped with 1 Hurricane Bolter.
- Instead of 1 Storm Bolter, this unit can be equipped with 1 Heavy Flamer.
- Instead of 1 Meltagun, this unit can be equipped with 1 Heavy Flamer.
- This unit can have Ironclad Assault Launchers (**Power Rating +1**). If this unit has Ironclad Assault Launchers, it has a Weapon Skill characteristic of 2+.

ABILITIES

Wrecker: Re-roll hit rolls of 1 for attacks made by this unit with melee weapons if it is equipped with 2 Ironclad Combat Weapons.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Dreadnought, Ironclad Dreadnought

TERMINATOR SQUAD

A Terminator Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 21**). It is equipped with: Storm Bolters; Terminator Power Weapons.

	M	WS	BS	A	W	Ld	Sv
Terminator Squad (5 models)	5"	3+	3+	1	2	7	4+
Terminator Squad (10 models)	5"	3+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Cyclone Missile Launcher	Heavy	36"	2	7+	7+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Reaper Autocannon	Heavy	36"	2	8+	8+	-
Storm Bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Terminator Power Weapons	Melee	Melee	x2	6+	7+	-

WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with one of the following (**Power Rating +1** per weapon): 1 Assault Cannon; 1 Cyclone Missile Launcher; 1 Heavy Flamer; 1 Reaper Autocannon.

ABILITIES

Deep Strike

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Terminator, Terminator Squad

TERMINATOR ASSAULT SQUAD

9

A Terminator Assault Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 18**). It is equipped with: Lightning Claws.

	M	WS	BS	A	W	Ld	Sv
Terminator Assault Squad (5 models)	5"	3+	3+	1	2	7	4+
Terminator Assault Squad (10 models)	5"	3+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lightning Claws	Melee	Melee	x3	6+	8+	-
Thunder Hammers	Melee	Melee	x2	6+	6+	-

WARGEAR OPTIONS

- Instead of Lightning Claws, this unit can be equipped with Thunder Hammers and have Storm Shields (**Power Rating +1**). If this unit has Storm Shields, it has a Save characteristic of 3+.

ABILITIES

Deep Strike

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Terminator, Terminator Assault Squad

REDEMPTOR DREADNOUGHT

10

A Redemptor Dreadnought is a unit that contains 1 model. It is equipped with: Heavy Flamer; Heavy Onslaught Gatling Cannon; Defensive Weapons System; Redemptor Fist.

	M	WS	BS	A	W	Ld	Sv
Redemptor Dreadnought	8"	3+	3+	2	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Onslaught Gatling Cannon	Heavy	30"	4	7+	9+	-
Icarus Rocket Pod	Heavy	24"	1	9+	8+	Anti-air
Macro Plasma Incinerator	Heavy	36"	2	5+	6+	Supercharge
Onslaught Gatling Cannon	Heavy	24"	2	7+	9+	-
Defensive Weapons System	Small Arms	24"	2	7+	9+	-
Redemptor Fist	Melee	Melee	User	5+	5+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Flamer, this unit can be equipped with 1 Onslaught Gatling Cannon (**Power Rating +1**).
- Instead of 1 Heavy Onslaught Gatling Cannon, this unit can be equipped with 1 Macro Plasma Incinerator.
- This unit can also be equipped with 1 Icarus Rocket Pod (**Power Rating +1**).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: HEAVY, VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT

BIKE SQUAD

8

A Bike Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 16**) or 9 models (**Power Rating 24**). It can also contain 1 Attack Bike model (**Power Rating +1**). It is equipped with: Twin Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Bike Squad (3/4 models)	14"	3+	3+	1	1	6	5+
Bike Squad (6/7 models)	14"	3+	3+	2	2	6	5+
Bike Squad (9/10 models)	14"	3+	3+	3	3	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Boltguns	Small Arms	24"	x2	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- If this unit has an Attack Bike, it:
  - Adds 1 to its Wounds characteristic.
  - Is also equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Biker, Bike Squad

ASSAULT SQUAD

An Assault Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 6**). It is equipped with: Bolt Pistols; Chainswords.

	M	WS	BS	A	W	Ld	Sv
Assault Squad (5 models)	6"	3+	3+	1	1	6	6+
Assault Squad (10 models)	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bolt Pistols	Small Arms	12"	User	7+	9+	-
Chainswords	Melee	Melee	x2	7+	9+	-
Eviscerator	Melee	Melee	1	8+	8+	-

WARGEAR OPTIONS
- This unit can have Jump Packs (**Power Rating +2**). If this unit has Jump Packs, it:
  - Has a Move characteristic of 12".
  - Has the following additional abilities: **Deep Strike**.
  - Has the following additional keywords: **Jump Pack**, **Fly**.
- For every 5 models this unit contains, it can also be equipped with 1 Eviscerator.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Assault Squad

LAND SPEEDERS

Land Speeders are a unit that contains 1 model. It can contain 2 models (**Power Rating 8**) or 3 models (**Power Rating 12**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Land Speeders (1 model)	16"	3+	3+	1	1	5	6+
Land Speeders (2 models)	16"	3+	3+	2	2	5	6+
Land Speeders (3 models)	20"	3+	3+	3	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Typhoon Missile Launcher	Heavy	48"	2	7+	7+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.
- For each model this unit contains, it can also be equipped with one of the following: 1 Assault Cannon; 1 Heavy Flamer; 1 Typhoon Missile Launcher.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Fly, Land Speeders

ATTACK BIKE SQUAD

An Attack Bike Squad is a unit that contains 1 model. It can contain 2 models (**Power Rating 8**) or 3 models (**Power Rating 12**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Attack Bike Squad (1 model)	14"	3+	3+	1	1	6	5+
Attack Bike Squad (2 models)	14"	3+	3+	2	2	6	5+
Attack Bike Squad (3 models)	14"	3+	3+	3	3	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

• For each model this unit contains, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Multi-melta.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Biker, Attack Bike Squad

SCOUT BIKE SQUAD

7

A Scout Bike Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 14**) or 9 models (**Power Rating 21**). It is equipped with: Twin Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Scout Bike Squad (3 models)	16"	3+	3+	1	1	6	7+
Scout Bike Squad (6 models)	16"	3+	3+	2	2	6	7+
Scout Bike Squad (9 models)	16"	3+	3+	3	3	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Boltguns	Small Arms	24"	x2	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Biker, Scout Bike Squad

INCEPTOR SQUAD

An Inceptor Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 22**). It is equipped with: Assault Bolters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Inceptor Squad (3 models)	10"	3+	3+	1	2	6	5+
Inceptor Squad (6 models)	10"	3+	3+	2	4	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Bolters	Small Arms	18"	x3	7+	9+	-
Plasma Exterminators	Small Arms	18"	x2	5+	6+	Supercharge
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

WARGEAR OPTIONS
• Instead of Assault Bolters, this unit can be equipped with Plasma Exterminators.

ABILITIES
Deep Strike

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Fly, Jump Pack, Primaris, Mk X Gravis, Inceptor Squad

DEVASTATOR SQUAD

A Devastator Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 7**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Devastator Squad (5 models)	6"	3+	3+	1	1	6	6+
Devastator Squad (10 models)	6"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grav-cannon	Heavy	24"	1	8+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to four of the following in any combination (**Power Rating +1** per weapon): 1 Grav-cannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Multi-melta; 1 Plasma Cannon.
- If this unit contains 10 models or is not equipped with any Heavy weapons, it is also equipped with Boltguns.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Devastator Squad

CENTURION DEVASTATOR SQUAD

A Centurion Devastator Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 22**). It is equipped with: Armoured Gauntlets.

	M	WS	BS	A	W	Ld	Sv
Centurion Devastator Squad (3 models)	4"	3+	3+	1	2	6	4+
Centurion Devastator Squad (6 models)	4"	3+	3+	2	4	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Centurion Missile Launcher	Heavy	36"	1	8+	8+	-
Grav-cannon	Heavy	24"	1	8+	6+	-
Hurricane Bolter	Heavy	24"	2	7+	9+	Rapid Fire
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Gauntlets	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following (**Power Rating +1** per Hurricane Bolter): 1 Hurricane Bolter; 1 Centurion Missile Launcher.
- For each model this unit contains, it must also be equipped with one of the following: 1 Twin Heavy Bolter; 1 Twin Lascannon; 1 Grav-cannon.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Centurion, Centurion Devastator Squad

HELLBLASTER SQUAD

A Hellblaster Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 14**). It is equipped with: Plasma Incinerators; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Hellblaster Squad (5 models)	6"	3+	3+	1	2	6	6+
Hellblaster Squad (10 models)	6"	3+	3+	2	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Plasma Incinerators	Heavy	30"	User	5+	6+	Rapid Fire, Supercharge
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Primaris, Hellblaster Squad

THUNDERFIRE CANNON

A Thunderfire Cannon is a unit that contains 2 models. It is equipped with: Techmarine Gunner's Flamer & Plasma Cutter; Thunderfire Cannon; Techmarine Gunner's Servo-arms.

	M	WS	BS	A	W	Ld	Sv
Thunderfire Cannon	3"	3+	3+	1	1	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Techmarine Gunner's Flamer & Plasma Cutter	Heavy	12"	1	8+	9+	Inferno
Thunderfire Cannon	Heavy	60"	4	9+	9+	Barrage
Techmarine Gunner's Servo-arms	Melee	Melee	User	9+	9+	-

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Artillery, Techmarine, Thunderfire Cannon

HUNTER

9

A Hunter is a unit that contains 1 model. It is equipped with: Skyspear Missile Launcher; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Hunter	10"	6+	3+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Skyspear Missile Launcher	Heavy	60"	1	8+	4+	Anti-air, Destroyer
Armoured Tracks	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Hunter

STALKER

A Stalker is a unit that contains 1 model. It is equipped with: 2 Icarus Stormcannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Stalker	10"	6+	3+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Icarus Stormcannon	Heavy	48"	1	8+	8+	Anti-air
Armoured Tracks	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Stalker

WHIRLWIND

A Whirlwind is a unit that contains 1 model. It is equipped with: Whirlwind Rocket Launcher; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Whirlwind	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Whirlwind Rocket Launcher	Heavy	72"	2	6+	8+	Barrage
Armoured Tracks	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Whirlwind

PREDATOR

A Predator is a unit that contains 1 model. It is equipped with: Predator Autocannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Predator	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Predator Autocannon	Heavy	48"	2	7+	7+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Predator Autocannon, this unit can be equipped with 1 Twin Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Lascannons.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Predator

VINDICATOR

A Vindicator is a unit that contains 1 model. It is equipped with: Demolisher Cannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Vindicator	10"	6+	3+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can have a Siege Shield (**Power Rating +1**). If this unit has a Siege Shield, it has a Save characteristic of 4+.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Vindicator

LAND RAIDER

A Land Raider is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; 2 Twin Lascannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Land Raider	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS
- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

TRANSPORT
This unit can transport up to 10 friendly <**Chapter**> **Infantry** models. Each **Jump Pack** or **Terminator** model takes the space of 2 other **Infantry** models, and each **Centurion** model takes the space of 3 other **Infantry** models. It cannot transport **Primaris** units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <**Chapter**>
KEYWORDS: Heavy, Vehicle, Transport, Land Raider

LAND RAIDER CRUSADER

19

A Land Raider Crusader is a unit that contains 1 model. It is equipped with: 2 Hurricane Bolters; Twin Assault Cannon; Frag Assault Launchers.

	M	WS	BS	A	W	Ld	Sv
Land Raider Crusader	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hurricane Bolter	Heavy	24"	2	7+	9+	Rapid Fire
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Frag Assault Launchers	Melee	Melee	User	7+	8+	-

WARGEAR OPTIONS
- This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

TRANSPORT
This unit can transport up to 16 friendly **<Chapter> Infantry** models. Each **Jump Pack** or **Terminator** model takes the space of 2 other **Infantry** models and each **Centurion** model takes the space of 3 other **Infantry** models. It cannot transport **Primaris** units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Transport, Land Raider, Land Raider Crusader

LAND RAIDER REDEEMER

19

A Land Raider Redeemer is a unit that contains 1 model. It is equipped with: 2 Flamestorm Cannons; Twin Assault Cannon; Frag Assault Launchers.

	M	WS	BS	A	W	Ld	Sv
Land Raider Redeemer	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flamestorm Cannon	Heavy	8"	2	5+	8+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Frag Assault Launchers	Melee	Melee	User	7+	8+	-

WARGEAR OPTIONS
• This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

TRANSPORT
This unit can transport up to 12 friendly **<Chapter> Infantry** models. Each **Jump Pack** or **Terminator** model takes the space of 2 other **Infantry** models and each **Centurion** model takes the space of 3 other **Infantry** models. It cannot transport **Primaris** units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Transport, Land Raider, Land Raider Redeemer

RHINO

A Rhino is a unit that contains 1 model. It is equipped with: Storm Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Rhino	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

TRANSPORT

This unit can transport up to 10 friendly **<Chapter> Infantry** models. It cannot transport **Primaris**, **Terminator**, **Centurion** or **Jump Pack** units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Transport, Rhino

RAZORBACK

A Razorback is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Razorback	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Assault Cannon (**Power Rating +1**); 1 Twin Lascannon.

TRANSPORT

This unit can transport up to 6 friendly <Chapter> Infantry models. It cannot transport Primaris, Terminator, Centurion or Jump Pack units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Transport, Razorback

DROP POD

A Drop Pod is a unit that contains 1 model. It is equipped with: Storm Bolter.

	M	WS	BS	A	W	Ld	Sv
Drop Pod	-	-	3+	-	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deathwind Launcher	Heavy	12"	2	7+	9+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire

WARGEAR OPTIONS

• Instead of 1 Storm Bolter, this unit can be equipped with 1 Deathwind Launcher.

ABILITIES

Deep Strike

Drop Pod Assault: After this unit is set up on the battlefield, units embarked aboard it must immediately disembark, and units cannot embark aboard it for the rest of the battle. Units disembarking from this unit cannot be set up within 9" of any enemy units. If a unit embarked aboard this unit cannot disembark, it is destroyed.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it.

TRANSPORT

This unit can transport up to 10 friendly **<Chapter> Infantry** models. It cannot transport **Primaris**, **Terminator**, **Centurion** or **Jump Pack** units.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Heavy, Vehicle, Transport, Drop Pod**

LAND SPEEDER STORM

A Land Speeder Storm is a unit that contains 1 model. It is equipped with: Cerberus Launcher; Heavy Bolter; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Land Speeder Storm	18"	3+	3+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cerberus Launcher	Heavy	18"	1	7+	9+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Close Combat Weapons	Melee	Melee	1	10+	10+	-

ABILITIES
Open-topped

TRANSPORT
This unit can transport up to 5 friendly **<Chapter> Infantry Scout** models.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Fly, Transport, Land Speeder, Scout, Land Speeder Storm

REPULSOR

13

A Repulsor is a unit that contains 1 model. It is equipped with: Las-talon; Icarus Weapons; Ironhail Heavy Stubber; Twin Heavy Bolter; Repulsor Defensive Weapons System; Repulsor Field.

	M	WS	BS	A	W	Ld	Sv
Repulsor	10"	5+	3+	3	3	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Onslaught Gatling Cannon	Heavy	30"	4	7+	9+	-
Icarus Weapons	Heavy	30"	1	8+	10+	Anti-air
Ironhail Heavy Stubber	Heavy	36"	1	8+	10+	-
Las-talon	Heavy	24"	2	10+	5+	-
Onslaught Gatling Cannon	Heavy	24"	2	7+	9+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Repulsor Defensive Weapons System	Small Arms	24"	2	7+	9+	-
Repulsor Field	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Lascannon.
- Instead of 1 Las-talon, this unit can be equipped with 1 Heavy Onslaught Gatling Cannon (**Power Rating +3**).
- Instead of 1 Ironhail Heavy Stubber, this unit can be equipped with 1 Onslaught Gatling Cannon (**Power Rating +1**).
- This unit can also be equipped with 1 Ironhail Heavy Stubber.

ABILITIES
Hover: Distances are measured to and from this unit's hull, even though it has a base.

TRANSPORT
This unit can transport up to 10 friendly <CHAPTER> PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: HEAVY, VEHICLE, FLY, TRANSPORT, REPULSOR

STORMHAWK INTERCEPTOR

16

A Stormhawk Interceptor is a unit that contains 1 model. It is equipped with: 2 Assault Cannons; 2 Heavy Bolters; Icarus Stormcannon; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Stormhawk Interceptor	20-60"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Assault Cannon	Heavy	24"	2	6+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Icarus Stormcannon	Heavy	48"	1	8+	8+	Anti-air
Las-talon	Heavy	24"	2	10+	5+	-
Skyhammer Missile Launcher	Heavy	60"	1	8+	6+	Anti-air
Typhoon Missile Launcher	Heavy	48"	2	7+	7+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Bolters, this unit can be equipped with one of the following: 1 Skyhammer Missile Launcher; 1 Typhoon Missile Launcher.
- Instead of 1 Icarus Stormcannon, this unit can be equipped with 1 Las-talon.

ABILITIES

Supersonic

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Stormhawk Interceptor

STORMRAVEN GUNSHIP

A Stormraven Gunship is a unit that contains 1 model. It is equipped with: 2 Stormstrike Missile Launchers; Twin Assault Cannon; Twin Heavy Bolter; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Stormraven Gunship	20-45"	6+	3+	1	3	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hurricane Bolter	Heavy	24"	2	7+	9+	Rapid Fire
Stormstrike Missile Launcher	Heavy	72"	1	10+	6+	-
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Plasma Cannon	Heavy	36"	2	7+	7+	Supercharge
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Multi-Melta	Heavy	24"	2	10+	4+	-
Typhoon Missile Launcher	Heavy	48"	2	7+	7+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- Instead of 1 Twin Assault Cannon, this unit can be equipped with one of the following: 1 Twin Heavy Plasma Cannon; 1 Twin Lascannon.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Multi-melta; 1 Typhoon Missile Launcher.
- This unit can also be equipped with 2 Hurricane Bolters (**Power Rating +4**).

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

TRANSPORT

This unit can transport up to 12 friendly <Chapter> Infantry models and 1 friendly <Chapter> Dreadnought. Each Jump Pack or Terminator model takes the space of 2 other Infantry models, and each Centurion model takes the space of 3 other Infantry models. It cannot transport Primaris units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Heavy, Vehicle, Fly, Transport, Aircraft, Stormraven Gunship

STORMTALON GUNSHIP

9

A Stormtalon Gunship is a unit that contains 1 model. The unit is equipped with: Twin Assault Cannon; 2 Heavy Bolters; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Stormtalon Gunship	20-50"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Skyhammer Missile Launcher	Heavy	60"	1	8+	6+	Anti-air
Twin Assault Cannon	Heavy	24"	4	6+	8+	-
Typhoon Missile Launcher	Heavy	48"	2	7+	7+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Bolters, this unit can be equipped with one of the following: 2 Lascannons; 1 Skyhammer Missile Launcher; 1 Typhoon Missile Launcher.

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Stormtalon Gunship

PRIMARIS LIBRARIAN

3

A Primaris Librarian is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Primaris Librarian	6"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS
- This unit can have Phobos Armour (**Power Rating +2**). If this unit has Phobos Armour, it:
  - Has the following new abilities: **Infiltrators**, **Stealth.**
  - Has the following additional keywords: **Phobos**.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Psyker, Character, Primaris, Librarian

INFILTRATOR SQUAD

An Infiltrator Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 14**). It is equipped with: Marksman Bolt Carbines; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Infiltrator Squad (5 models)	6"	3+	3+	1	2	6	6+
Infiltrator Squad (10 models)	6"	3+	3+	2	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Marksman Bolt Carbines	Small Arms	24"	User	6+	8+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

ABILITIES
Infiltrators

Omni-scramblers: Enemy units cannot be set up within 12" of this unit during the Set Up Reinforcements step.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Primaris, Phobos, Infiltrator Squad

SUPPRESSOR SQUAD

A Suppressor Squad is a unit that contains 3 models. It is equipped with: Accelerator Autocannons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Suppressor Squad	12"	3+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Accelerator Autocannons	Heavy	48"	3	8+	8+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

ABILITIES

Deep Strike

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Fly, Jump Pack, Primaris, Suppressor Squad

ELIMINATOR SQUAD

An Eliminator Squad is a unit that contains 3 models. It is equipped with: Bolt Sniper Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Eliminator Squad	6"	3+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bolt Sniper Rifles	Small Arms	36"	User	6+	9+	Sniper
Las-fusils	Small Arms	36"	User	9+	6+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS
• Instead of Bolt Sniper Rifles, this unit can be equipped with Las-fusils.

ABILITIES
Infiltrators, Stealth

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Primaris, Phobos, Eliminator Squad

REPULSOR EXECUTIONER

A Repulsor Executioner is a unit that contains 1 model. It is equipped with: Heavy Onslaught Gatling Cannon; Icarus Weapons; Macro Plasma Incinerator; Twin Heavy Bolter; Repulsor Defensive Weapons System; Repulsor Field.

	M	WS	BS	A	W	Ld	Sv
Repulsor Executioner	10"	5+	3+	3	3	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Laser Destroyer	Heavy	72"	2	9+	4+	-
Heavy Onslaught Gatling Cannon	Heavy	30"	4	7+	9+	-
Icarus Weapons	Heavy	30"	1	8+	10+	Anti-air
Ironhail Heavy Stubber	Heavy	36"	1	8+	10+	-
Macro Plasma Incinerator	Heavy	36"	2	5+	6+	Supercharge
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Repulsor Defensive Weapons System	Small Arms	24"	2	7+	9+	-
Repulsor Field	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS
- Instead of 1 Macro Plasma Incinerator, this unit can be equipped with 1 Heavy Laser Destroyer.
- This unit can also be equipped with 1 Ironhail Heavy Stubber (**Power Rating +1**).

ABILITIES
Hover: Distances are measured to and from this unit's hull, even though it has a base.

Aquilon Optics: When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Heavy Laser Destroyer and Macro Plasma Incinerator for that action.

TRANSPORT
This unit can transport up to 6 friendly <Chapter> Primaris Infantry models. Each Mk X Gravis model takes up the space of 2 other models. It cannot transport Jump Pack units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Fly, Transport, Repulsor Executioner

PRIMARIS CHAPLAIN

5

A Primaris Chaplain is a unit that contains 1 model. It is equipped with: Crozius Arcanum.

	M	WS	BS	A	W	Ld	Sv
Primaris Chaplain	6"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crozius Arcanum	Melee	Melee	User	7+	8+	-

ABILITIES

Litanies of Hate: You can re-roll hit rolls for attacks made with melee weapons by friendly <Chapter> units whilst they are within 6" of this unit.

Spiritual Leader: Friendly <Chapter> units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Character, Primaris, Priest, Chaplain

PRIMARIS APOTHECARY

4

A Primaris Apothecary is a unit that contains 1 model. It is equipped with: Apothecary Pistols.

	M	WS	BS	A	W	Ld	Sv
Primaris Apothecary	6"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Apothecary Pistols	Melee	Melee	User	8+	8+	-

ABILITIES

Narthecium: At the end of the Action phase, this unit can attempt to heal one friendly <Chapter> Light unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that Light unit. Only one attempt to heal each unit can be made each turn.

LIEUTENANT

A Lieutenant is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Lieutenant	6"	2+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	9+	9+	-

WARGEAR OPTIONS

- This unit can have a Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
- Has a Move characteristic of 12".
- Has the following additional abilities: **Deep Strike**.
- Has the following additional keywords: **Jump Pack**, **Fly**.

ABILITIES

Company Heroes: Each HQ slot in a Detachment allows you to take up to two of this unit in your army, instead of one. Each unit taken for a single HQ slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Tactical Precision: Re-roll wound rolls of 1 for attacks made by friendly <**Chapter**> units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Character, Lieutenant

REIVER SQUAD

A Reiver Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 11**). It is equipped with: Heavy Bolt Pistols; Reiver Blades.

	M	WS	BS	A	W	Ld	Sv
Reiver Squad (5 models)	6"	3+	3+	1	2	6	6+
Reiver Squad (10 models)	6"	3+	3+	2	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bolt Carbines	Small Arms	24"	x2	7+	9+	-
Heavy Bolt Pistols	Small Arms	12"	1	6+	9+	-
Reiver Blades	Melee	Melee	x3	7+	9+	-
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

WARGEAR OPTIONS
- Instead of Heavy Bolt Pistols and Reiver Blades, this unit can be equipped with Bolt Carbines and Close Combat Weapons.
- This unit can have Grav-chutes (**Power Rating +1**). If this unit has Grav-chutes, it has the following additional abilities: **Deep Strike**.
- This unit can have Grapnel Launchers (**Power Rating +1**). If this unit has Grapnel Launchers, it has the following additional abilities: **Infiltrators**.

ABILITIES
Terror Troops

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Primaris, Phobos, Reiver Squad

AGGRESSOR SQUAD

8

An Aggressor Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 16**). It is equipped with: Auto Boltstorm Gauntlets; Fragstorm Grenade Launchers; Aggressor Gauntlets.

	M	WS	BS	A	W	Ld	Sv
Aggressor Squad (3 models)	5"	3+	3+	1	2	6	5+
Aggressor Squad (6 models)	5"	3+	3+	2	4	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Auto Boltstorm Gauntlets	Small Arms	18"	x3	7+	9+	-
Flamestorm Gauntlets	Small Arms	8"	x3	7+	9+	Inferno
Fragstorm Grenade Launchers	Small Arms	18"	x2	7+	9+	-
Aggressor Gauntlets	Melee	Melee	x2	6+	7+	-

WARGEAR OPTIONS

- Instead of Auto Boltstorm Gauntlets and Fragstorm Grenade Launchers, this unit can be equipped with Flamestorm Gauntlets.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Primaris, Mk X Gravis, Aggressor Squad

IMPERIAL SPACE MARINE

An Imperial Space Marine is a unit that contains 1 model. It is equipped with: Disintegration Combi-gun; Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Imperial Space Marine	6"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Disintegration Combi-gun	Small Arms	24"	User	8+	8+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Character, Imperial Space Marine

HONOUR GUARD

Honour Guard are a unit that contains 2 models. It is equipped with: Honoured Weapons.

	M	WS	BS	A	W	Ld	Sv
Honour Guard	6"	3+	3+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Honoured Weapons	Melee	Melee	User	7+	8+	-

ABILITIES

Honour Guard: At the start of the Damage phase, you can select one friendly **<Chapter> Light Character** unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that **Character** unit and place them next to this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Honour Guard

CHAPTER ANCIENT

A Chapter Ancient is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Chapter Ancient	6"	3+	3+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	9+	9+	-

ABILITIES

Chapter Banner: Morale tests taken for friendly <CHAPTER> units are automatically passed whilst they are within 9" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>

KEYWORDS: Light, Infantry, Character, Ancient, Chapter Ancient

CHAPTER CHAMPION

5

A Chapter Champion is a unit that contains 1 model. It is equipped with: Champion's Blade.

	M	WS	BS	A	W	Ld	Sv
Chapter Champion	6"	2+	3+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Champion's Blade	Melee	Melee	User	7+	8+	-

ABILITIES

Honour or Death: You can re-roll wound rolls for attacks made with melee weapons by this unit that target **CHARACTER** units.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: LIGHT, INFANTRY, CHAPTER CHAMPION

ROBOUTE GUILLIMAN

 15

Roboute Guilliman is a unit that contains 1 model. It is equipped with: The Emperor's Sword; Hand of Dominion. You can only include one of this unit in your army..

	M	WS	BS	A	W	Ld	Sv
Roboute Guilliman	8"	2+	2+	2	2	8	3+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hand of Dominion	Heavy	24"	1	6+	8+	Rapid Fire
The Emperor's Sword	Melee	Melee	User	4+	4+	Destroyer

ABILITIES

XIII Primarch: You can re-roll hit rolls and wound rolls for attacks made by friendly **Ultramarines** units whilst they are within 6" of this unit.

Armour of Fate: The first time the number of damage markers next to this unit equals its Wounds characteristic, roll a D6; on a 4+ this unit is not destroyed, and one damage marker is removed from it.

Master of Battle: Once per Action phase, when you select a Detachment from your army led by an **Imperium** Commander to carry out its order, but before any units in that Detachment make an action (excluding free actions) that phase, you can replace that Detachment's order with Advance, Aimed Fire or Assault.

Author of the Codex Astartes: If this unit is on the battlefield at the start of the Generate Command Assets step, you generate one extra Command Asset.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Ultramarines
KEYWORDS: Heavy, Monster, Character, Primarch, Roboute Guilliman

MARNEUS CALGAR

 9

Marneus Calgar is a unit that contains 1 model. It is equipped with: Gauntlets of Ultramar (Ranged); Gauntlets of Ultramar (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Marneus Calgar	6"	2+	2+	1	2	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauntlets of Ultramar (Ranged)	Small Arms	24"	User	7+	9+	Rapid Fire
Gauntlets of Ultramar (Melee)	Melee	Melee	x2	7+	7+	-

ABILITIES

Chapter Master: You can re-roll hit rolls for attacks made by friendly **Ultramarines** units whilst they are within 6" of this unit.

Grand Strategist: If this unit is on the battlefield at the start of the Generate Command Assets step, roll one D6; on a 4+ you generate one extra Command Asset.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Ultramarines

KEYWORDS: Light, Infantry, Character, Primaris, Mk X Gravis, Chapter Master, Marneus Calgar

VICTRIX HONOUR GUARD

5

The Victrix Honour Guard is a unit that contains 2 models. It is equipped with: Honour Guard Power Weapons.

	M	WS	BS	A	W	Ld	Sv
Victrix Honour Guard	6"	3+	3+	2	2	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Honour Guard Power Weapons	Melee	Melee	User	7+	8+	-

ABILITIES

Honour Guard of Macragge: At the start of the Damage phase, you can select one friendly **Ultramarines Light Character** unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that **Character** unit and place them next to this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Ultramarines
KEYWORDS: Light, Infantry, Primaris, Victrix Honour Guard

CHAPLAIN CASSIUS

Chaplain Cassius is a unit that contains 1 model. It is equipped with: Crozius Arcanum. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Chaplain Cassius	6"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crozius Arcanum	Melee	Melee	User	8+	8+	-

ABILITIES

Litanies of Hate: You can re-roll hit rolls for attacks made with melee weapons by friendly **Ultramarines** units whilst they are within 6" of this unit.

Spiritual Leader: Friendly **Ultramarines** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Inspired Retribution: Each time a blast marker is placed next to a friendly **Ultramarines** unit within 6" of this unit as a result of an attack made by an enemy unit with a melee weapon, roll one D6; on a 6, that friendly unit can fight with one melee weapon it is equipped with. These attacks must target that enemy unit.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, Ultramarines**

KEYWORDS: **Light, Infantry, Character, Priest, Chaplain, Reclusiarch, Cassius**

CAPTAIN SICARIUS

Captain Sicarius is a unit that contains 1 model. It is equipped with: Talassarian Tempest Blade. You can only include one of this unit in your army.
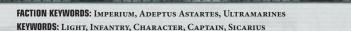
	M	WS	BS	A	W	Ld	Sv
Captain Sicarius	6"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Talassarian Tempest Blade	Melee	Melee	User	7+	8+	-

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Ultramarines** units whilst they are within 6" of this unit.

Battle-forged Heroes: Add 1 to hit rolls for attacks made with melee weapons by friendly **Ultramarines Tactical Squad** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Ultramarines
KEYWORDS: Light, Infantry, Character, Captain, Sicarius

SERGEANT CHRONUS

Sergeant Chronus is a unit that contains 1 model. It is equipped with: Servo-arm. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Sergeant Chronus	6"	3+	2+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Servo-arm	Melee	Melee	User	8+	8+	-

ABILITIES

Ultramarines Tank Commander: Instead of being set up on the battlefield during deployment, this unit must begin the battle commanding a tank. When mustering your army, choose one friendly **Ultramarines Vehicle** unit from the following list for Sergeant Chronus to command:

- Rhino
- Razorback
- Predator
- Vindicator
- Whirlwind
- Hunter
- Stalker
- Land Raider
- Land Raider Crusader
- Land Raider Redeemer

Whilst a **Vehicle** unit is being commanded by Sergeant Chronus, it has a 2+ Ballistic Skill and gains the **Character** and **Sergeant Chronus** keywords. In addition, at the start of the Action phase, you can remove one damage marker from that **Vehicle** unit. Whilst commanding a tank, Sergeant Chronus cannot attack with his servo-arm.

If a **Vehicle** unit being commanded by Sergeant Chronus is destroyed, set this unit up within 6" of that **Vehicle** unit in the same manner as a unit disembarking from a **Transport**.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Ultramarines
KEYWORDS: Light, Infantry, Character, Sergeant Chronus

SERGEANT TELION

Sergeant Telion is a unit that contains 1 model. It is equipped with: Quietus; Close Combat Weapons. You can only include one of this unit in your army.
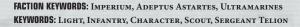
	M	WS	BS	A	W	Ld	Sv
Sergeant Telion	7"	3+	2+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Quietus	Small Arms	36"	1	7+	9+	Sniper
Close Combat Weapons	Melee	Melee	User	9+	9+	-

ABILITIES
Infiltrators, Stealth

Voice of Experience: Add 1 to hit rolls for attacks made by friendly **Ultramarines Scout** units whilst they are within 6" of this unit.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, Ultramarines**
KEYWORDS: **Light, Infantry, Character, Scout, Sergeant Telion**

PEDRO KANTOR

8

Pedro Kantor is a unit that contains 1 model. It is equipped with: Dorn's Arrow; Power Fist. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Pedro Kantor	6"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dorn's Arrow	Small Arms	24"	x2	7+	9+	-
Power Fist	Melee	Melee	User	7+	7+	-

ABILITIES

Chapter Master: You can re-roll hit rolls for attacks made by friendly CRIMSON FISTS units whilst they are within 6" of this unit.

Oath of Rynn: Add 1 to hit rolls for attacks made with melee weapons by friendly CRIMSON FISTS units whilst they are within 6" of this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, CRIMSON FISTS
KEYWORDS: LIGHT, INFANTRY, CHARACTER, CHAPTER MASTER, PEDRO KANTOR

HIGH MARSHAL HELBRECHT

⊗ **8**

High Marshal Helbrecht is a unit that contains 1 model. It is equipped with: Sword of the High Marshals. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
High Marshal Helbrecht	6"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Sword of the High Marshals	Melee	Melee	User	7+	7+	-

ABILITIES

Chapter Master: You can re-roll hit rolls for attacks made by friendly **Black Templars** units whilst they are within 6" of this unit.

Crusade of Wrath: Add 1 to the wound rolls for attacks made with melee weapons by friendly **Black Templars** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Black Templars
KEYWORDS: Light, Infantry, Character, Chapter Master, High Marshal Helbrecht

THE EMPEROR'S CHAMPION

⊙ 5 ✠

The Emperor's Champion is a unit that contains 1 model. It is equipped with: Black Sword. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
The Emperor's Champion	6"	2+	3+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Black Sword	Melee	Melee	User	7+	7+	-

ABILITIES

Slayer of Champions: You can re-roll hit rolls and wound rolls for attacks made with melee weapons by this unit that target **Character** units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Black Templars
KEYWORDS: Light, Infantry, Character, The Emperor's Champion

CHAPLAIN GRIMALDUS

Chaplain Grimaldus is a unit that contains 1 model. It is equipped with: Crozius Arcanum. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Chaplain Grimaldus	6"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Crozius Arcanum	Melee	Melee	User	8+	8+	-

ABILITIES

Litanies of Hate: You can re-roll hit rolls for attacks made with melee weapons by friendly **Black Templars** units whilst they are within 6" of this unit.

Spiritual Leader: Friendly **Black Templars** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Unmatched Zeal: Once per battle, in the Action phase, when you select this unit's Detachment to carry out its order, but before any units in that Detachment make an action (excluding free actions) that phase, you can replace that Detachment's order with Assault.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Black Templars
KEYWORDS: Light, Infantry, Character, Priest, Chaplain, Grimaldus

CENOBYTE SERVITORS

Cenobyte Servitors are a unit that contains 3 models. It is equipped with: Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Cenobyte Servitors	5"	5+	5+	1	1	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	9+	9+	-

ABILITIES

Relics of Helsreach: Morale tests taken for friendly **Black Templars** units are automatically passed whilst they are within 12" of this unit.

Mindwiped: Change this unit's Weapon Skill and Ballistic Skill characteristics to 4+ whilst it is within 6" of a friendly **Grimaldus** unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Black Templars
KEYWORDS: Light, Infantry, Servitors, Cenobyte Servitors

CRUSADER SQUAD

A Crusader Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 8**), 15 models (**Power Rating 12**) or 20 models (**Power Rating 16**). It is equipped with: Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Crusader Squad (5 models)	6"	3+	3+	1	1	6	6+
Crusader Squad (10 models)	6"	3+	3+	2	2	6	6+
Crusader Squad (15 models)	6"	3+	3+	3	3	6	6+
Crusader Squad (20 models)	6"	3+	3+	4	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Grav-cannon	Heavy	24"	1	8+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Grav-cannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Multi-melta; 1 Plasma Cannon.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Black Templars

KEYWORDS: Light, Infantry, Crusader Squad

KOR'SARRO KHAN ☠ 7 ⚜

Kor'sarro Khan is a unit that contains 1 model. It is equipped with: Moonfang. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Kor'sarro Khan	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Moonfang	Melee	Melee	User	7+	8+	-

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **White Scars** units whilst they are within 6" of this unit.

Headhunter: Add 2 to wound rolls for attacks made with melee weapons by this unit that target **Character** units.

For the Khan!: Add 1 to wound rolls for attacks made with melee weapons by friendly **White Scars Light** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, White Scars
KEYWORDS: Light, Infantry, Character, Primaris, Captain, Kor'sarro Khan

VULKAN HE'STAN

Vulkan He'stan is a unit that contains 1 model. It is equipped with: Gauntlet of the Forge; Spear of Vulkan. You can only include one of this unit in your army.
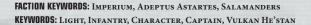
	M	WS	BS	A	W	Ld	Sv
Vulkan He'stan	6"	2+	2+	1	1	7	3+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauntlet of the Forge	Heavy	8"	1	6+	9+	Inferno
Spear of Vulkan	Melee	Melee	User	7+	8+	-

ABILITIES

Forgefather: Whilst they are within 6" of this unit, add 1 to wound rolls for attacks made with Small Arms weapons by friendly **Salamanders** units that target enemy units within half the weapon's maximum range.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Salamanders** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Salamanders
KEYWORDS: Light, Infantry, Character, Captain, Vulkan He'stan

KAYVAAN SHRIKE

Kayvaan Shrike is a unit that contains 1 model. It is equipped with: Blackout; The Raven's Talons. You can only include one of this unit in your army.
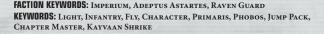
	M	WS	BS	A	W	Ld	Sv
Kayvaan Shrike	14"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Blackout	Small Arms	18"	User	7+	8+	Sniper
The Raven's Talons	Melee	Melee	User	7+	8+	-

ABILITIES
Deep Strike, Infiltrators, Stealth

Chapter Master: You can re-roll hit rolls for attacks made by friendly **Raven Guard** units whilst they are within 6" of this unit.
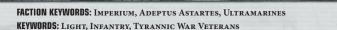
TYRANNIC WAR VETERANS

5

Tyrannic War Veterans are a unit that contains 5 models. It can contain 10 models (**Power Rating 10**). It is equipped with: Special Issue Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Tyrannic War Veterans (5 models)	6"	3+	3+	1	1	7	6+
Tyrannic War Veterans (10 models)	6"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Special Issue Boltguns	Small Arms	30"	User	6+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

ABILITIES

Avenge the Fallen 1st: You can re-roll hit rolls and wound rolls for attacks made by this unit that target **Tyranid Hive Fleets** units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Ultramarines
KEYWORDS: Light, Infantry, Tyrannic War Veterans

LAND RAIDER EXCELSIOR

A Land Raider Excelsior is a unit that contains 1 model. It is equipped with: 2 Twin Lascannons; Grav-cannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Land Raider Excelsior	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grav-cannon	Heavy	24"	1	8+	6+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS
• This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

ABILITIES
Data Augurs: Change this unit's Ballistic Skill characteristic to 2+ whilst it is within 6" of any friendly <**Chapter**> **Rhino Primaris** units.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly <**Chapter**> units whilst they are within 6" of this unit.
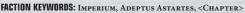
TRANSPORT
This unit can transport up to 10 friendly <**Chapter**> **Infantry** models. Each **Jump Pack** or **Terminator** model takes the space of 2 other **Infantry** models, and each **Centurion** model takes the space of 3 other **Infantry** models. It cannot transport **Primaris** units.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**

KEYWORDS: **Heavy, Vehicle, Character, Transport, Land Raider, Land Raider Excelsior**

RHINO PRIMARIS

⊙ 8

A Rhino Primaris is a unit that contains 1 model. It is equipped with: Orbital Array; Twin Plasma Gun; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Rhino Primaris	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Orbital Array	Heavy	72"	2	6+	6+	One Use Only, Barrage, Destroyer
Twin Plasma Gun	Small Arms	24"	User	8+	8+	Rapid Fire, Supercharge
Armoured Tracks	Melee	Melee	User	10+	10+	-

ABILITIES

Servo-skull Hub: At the start of the Damage phase, you can remove one small blast marker from one friendly **<Chapter> Vehicle** unit within 6" of this unit.

TRANSPORT

This unit can transport up to 6 friendly **<Chapter> Infantry** models. It cannot transport **Primaris**, **Terminator**, **Centurion** or **Jump Pack** units.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Heavy, Vehicle, Transport, Rhino Primaris**

DAMNED LEGIONNAIRES

8

Damned Legionnaires are a unit containing 5 models. It can contain 10 models (**Power Rating 15**). It is equipped with: Flaming Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Damned Legionnaires (5 models)	5"	3+	3+	1	1	8	5+
Damned Legionnaires (10 models)	5"	3+	3+	2	2	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Flaming Boltguns	Small Arms	24"	User	6+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Flamer; 1 Multi-melta.

ABILITIES

Deep Strike

Unyielding Spectres: Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Legion of the Damned
KEYWORDS: Light, Infantry, Damned Legionnaires

CHIEF LIBRARIAN TIGURIUS

☠ **4**

Chief Librarian Tigurius is a unit that contains 1 model. It is equipped with: Rod of Tigurius. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Chief Librarian Tigurius	6"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Rod of Tigurius	Melee	Melee	User	7+	7+	-

ABILITIES

Master Psyker: Once per battle, at the end of the Orders phase, you can look through your Command Asset deck and draw either one Adeptus Astartes Command Asset of your choice that is a psychic power, or the Deny the Witch or Adamantium Will card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Ultramarines
KEYWORDS: Light, Infantry, Psyker, Character, Primaris, Librarian, Chief Librarian, Tigurius

CAPTAIN LYSANDER

9

Captain Lysander is a unit that contains 1 model. It is equipped with: Fist of Dorn. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Captain Lysander	5"	2+	2+	1	1	7	3+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fist of Dorn	Melee	Melee	User	7+	6+	-

ABILITIES

Deep Strike

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Imperial Fists** units whilst they are within 6" of this unit.

Icon of Obstinacy: At the start of the Damage phase, you can remove one small blast marker from one friendly **Imperial Fists** unit within 6" of this unit.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, Imperial Fists**

KEYWORDS: **Light, Infantry, Character, Captain, Terminator, Lysander**

INCURSOR SQUAD

An Incursor Squad is a unit that contains 5 models. It can contain 10 models (**Power Rating 15**). It is equipped with: Occulus Bolt Carbines; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Incursor Squad (5 models)	6"	3+	3+	1	2	6	6+
Incursor Squad (10 models)	6"	3+	3+	2	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Occulus Bolt Carbines	Small Arms	24"	User	6+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

ABILITIES

Infiltrators

Multi-spectrum Gunsights: Do not apply negative modifiers to hit rolls for attacks made with ranged weapons by this unit.

Haywire Mine: Once per battle, at the end of the Fight phase, you can select one enemy unit within 3" of this unit. If the selected unit is a **Vehicle** or **Building**, place two blast markers next to it; otherwise, place one blast marker next to it.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Light, Infantry, Primaris, Phobos, Incursor Squad

CAPTAIN TOR GARADON

Captain Tor Garadon is a unit that contains 1 model. It is equipped with: Hand of Defiance. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Captain Tor Garadon	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hand of Defiance	Melee	Melee	User	7+	6+	-

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Imperial Fists** units whilst they are within 6" of this unit.

Siege Captain: Whilst they are within 6" of this unit, you can re-roll wound rolls for attacks made by friendly **Imperial Fists** units that target **Vehicle** or **Building** units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Imperial Fists

KEYWORDS: Light, Infantry, Character, Primaris, Mk X Gravis, Captain, Tor Garadon

ADRAX AGATONE

8

Adrax Agatone is a unit that contains 1 model. It is equipped with: Drakkis; Malleus Noctum. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Adrax Agatone	6"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Drakkis	Small Arms	12"	1	7+	9+	Inferno
Malleus Noctum	Melee	Melee	User	7+	6+	-

ABILITIES

Rites of Battle: Re-roll hit rolls of 1 for attacks made by friendly **Salamanders** units whilst they are within 6" of this unit.

Unto the Anvil: Add 1 to wound rolls for attacks made with melee weapons by friendly **Salamanders Light** units and friendly **Salamanders Dreadnought** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Salamanders
KEYWORDS: Light, Infantry, Character, Primaris, Captain, Adrax Agatone

IRON FATHER FEIRROS

Iron Father Feirros is a unit that contains 1 model. It is equipped with: Gorgon's Wrath; Harrowhand & Servo-arms. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Iron Father Feirros	5"	3+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gorgon's Wrath	Heavy	36"	1	7+	8+	-
Harrowhand & Servo-arms	Melee	Melee	User	7+	7+	-

ABILITIES

Ignore Damage (6+)

Rites of Tempering: Add 1 to saving throws made for friendly Iron Hands units whilst they are within 6" of this unit. This cannot improve a saving throw roll beyond 4+..

Blessing of the Omnissiah: At the end of the Action phase, this unit can attempt to repair one friendly **Iron Hands Vehicle** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **Vehicle** unit. Only one attempt to repair each unit can be made each turn.

FACTION KEYWORDS: Imperium, Adeptus Astartes, Iron Hands
KEYWORDS: Light, Infantry, Character, Primaris, Mk X Gravis, Iron Father, Techmarine, Feirros

INVICTOR
TACTICAL WARSUIT

 15

An Invictor Tactical Warsuit is a unit that contains 1 model. It is equipped with: Incendium Cannon; 2 Ironhail Heavy Stubbers; Heavy Bolter; Invictor Fist.

	M	WS	BS	A	W	Ld	Sv
Invictor Tactical Warsuit	10"	3+	3+	2	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Incendium Cannon	Heavy	12"	2	7+	9+	Inferno
Ironhail Heavy Stubber	Heavy	36"	1	8+	10+	-
Twin Ironhail Autoannon	Heavy	48"	2	8+	8+	-
Invictor Fist	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS
• Instead of 1 Incendium Cannon, this unit can be equipped with 1 Twin Ironhail Autocannon.

ABILITIES
Infiltrators

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Invictor Tactical Warsuit

IMPULSOR

An Impulsor is a unit that contains 1 model. It is equipped with: Ironhail Heavy Stubber; Impulsor Defensive Weapons System; Repulsor Field.

	M	WS	BS	A	W	Ld	Sv
Impulsor	14"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Impulsor Missile Array	Heavy	48"	1	7+	7+	Anti-air
Ironhail Heavy Stubber	Heavy	36"	1	8+	10+	-
Ironhail Skytalon Array	Heavy	36"	2	8+	10+	Anti-air
Orbital Array	Heavy	72"	2	6+	6+	One Use Only, Barrage, Destroyer
Impulsor Defensive Weapons System	Small Arms	24"	User	7+	9+	-
Repulsor Field	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- This unit can either have a Shield Dome (**Power Rating +1**) or also be equipped with one of the following (**Power Rating +1**): 1 Orbital Array; 1 Impulsor Missile Array; 1 Ironhail Skytalon Array. If this unit has a Shield Dome, it has a Save characteristic of 5+.

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

TRANSPORT

This unit can transport up to 6 friendly **<Chapter> Primaris Infantry** models. It cannot transport **Jump Pack** or **Mk X Gravis** units.

FACTION KEYWORDS: Imperium, Adeptus Astartes, <Chapter>
KEYWORDS: Heavy, Vehicle, Fly, Transport, Impulsor

TERMINUS ULTRA

A Terminus Ultra is a unit that contains 1 model. It is equipped with: 2 Lascannons; 3 Twin Lascannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Terminus Ultra	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS
• This unit can also be equipped with 1 Multi-melta (**Power Rating +1**).

ABILITIES
Power Overload: When resolving a Shoot action with this unit, if you roll three or more hit rolls of 1 for attacks made with this unit's Lascannons or Twin Lascannons, place two blast markers next to this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES
KEYWORDS: HEAVY, VEHICLE, LAND RAIDER, TERMINUS ULTRA