

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

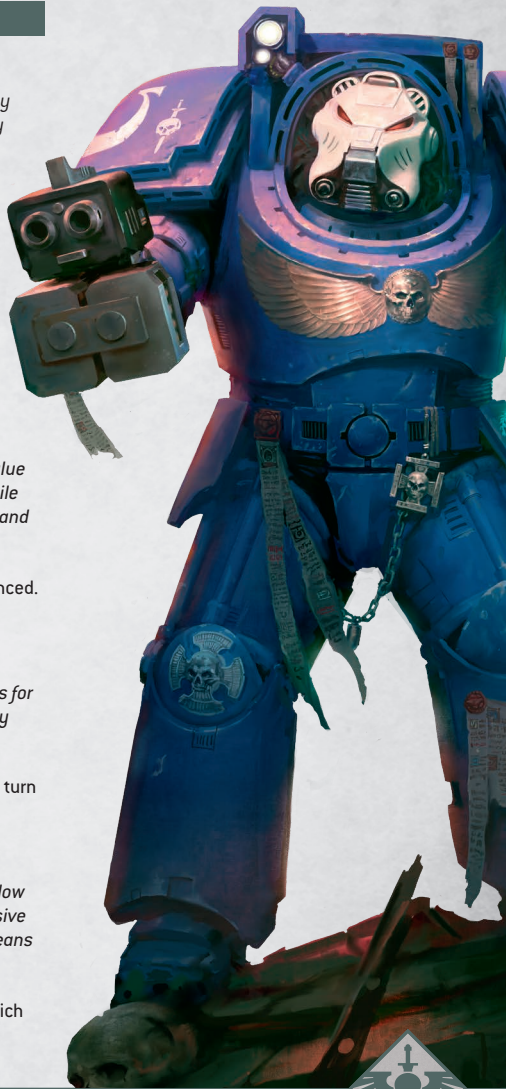
As the warring armies close upon one another and vicious fire-fights erupt, the Codex lays out strategies for swiftly seizing the initiative and combining versatility with firepower.

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.

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.

2CP



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.

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.

1CP



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.

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.

1CP



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.

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.

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.

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 6", 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.





PRIMARIS CAPTAIN

M

6"

T

4

SV

3+

W

5




LD

6+


OC

1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Heavy bolt pistol [PISTOL]	18"	1	2+	4	-1	1
Master-crafted bolt rifle	24"	2	2+	4	-1	2
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	2+	4	0	1
Master-crafted power weapon	Melee	6	2+	5	-2	2
Power fist	Melee	5	2+	8	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS, CAPTAIN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

Finest Hour: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

INVULNERABLE SAVE

4+

FACTION KEYWORDS: ADEPTUS ASTARTES



PRIMARIS CAPTAIN

Leading strike forces of Space Marines from the front lines, Captains exemplify the strength and skill of the warriors under their command. They are paragons of strategic genius with centuries of battlefield experience, and their great deeds are often rewarded with ancient artefacts drawn from the Chapter's vaults.



WARGEAR OPTIONS

- This model's bolt pistol, master-crafted bolt rifle and close combat weapon can be replaced with one of the following:
 - 1 plasma pistol and 1 power fist
 - 1 heavy bolt pistol, 1 master-crafted power weapon and 1 relic shield
- This model's close combat weapon can be replaced with one of the following:
 - 1 master-crafted power weapon
 - 1 power fist

UNIT COMPOSITION

- **1 Primaris Captain**

This model is equipped with: bolt pistol; master-crafted bolt rifle; close combat weapon.

LEADER

This model can be attached to the following units:

- **ASSAULT INTERCESSOR SQUAD**
- **BLADEGUARD VETERAN SQUAD***
- **HELLBLASTER SQUAD***
- **INFERNUS SQUAD**
- **INTERCESSOR SQUAD**
- **STERNGUARD VETERAN SQUAD**

This model cannot be attached to a **BLADEGUARD VETERAN SQUAD unless it is equipped with a relic shield, and cannot be attached to a **HELLBLASTER SQUAD** unless it is equipped with a plasma pistol.*

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS, CAPTAIN




FACTION KEYWORDS: ADEPTUS ASTARTES

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

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 OCP, 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

4+

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN *IN GRAVIS ARMOUR*

Clad in a suit of indomitable Gravis armour, a Space Marine Captain can fearlessly stride into the very fiercest battlefield firestorms. To don Gravis armour is to demonstrate the greatest determination to crush the enemy, no matter how deeply they are entrenched.



WARGEAR OPTIONS

- This model's master-crafted heavy bolt rifle and master-crafted power weapon can be replaced with:
 - 1 boltstorm gauntlet, 1 power fist and 1 relic chainsword
 - 1 boltstorm gauntlet, 1 power fist and 1 relic blade
 - 1 boltstorm gauntlet, 1 power fist and 1 relic fist

UNIT COMPOSITION

- 1 Captain in Gravis Armour

This model is equipped with: master-crafted heavy bolt rifle; master-crafted power weapon.

LEADER

This model can be attached to the following units:

- AGGRESSOR SQUAD
- ERADICATOR SQUAD
- HEAVY INTERCESSOR SQUAD

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN IN PHOBOS ARMOUR

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Instigator bolt carbine [PRECISION]	24"	1	2+	4	-2	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Combat knife	Melee	6	2+	4	0	1

ABILITIES

CORE: **Infiltrators, Leader, Stealth**

FACTION: **Oath of Moment**

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

Master of Deceit: After both players have deployed their armies and determined who has the first turn, if your army includes one or more models with this ability, you can select up to three friendly **ADEPTUS ASTARTES PHOBOS**, **ADEPTUS ASTARTES SCOUT SQUAD** or **ADEPTUS ASTARTES SCOUT SNIPER SQUAD** units and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

INVULNERABLE SAVE

4+

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN IN PHOBOS ARMOUR

All Primaris Space Marines are trained in reconnaissance, stealth and sabotage while in the 10th Company. Donning his Phobos armour, a Captain will combine these skills with his incredible martial prowess and hard-won strategic expertise to lead strike forces of Vanguard warriors on dangerous covert missions.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Captain in Phobos Armour

This model is equipped with: bolt pistol; instigator bolt carbine; combat knife.

LEADER

This model can be attached to the following units:

- ELIMINATOR SQUAD
- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER SQUAD
- SCOUT SQUAD
- SCOUT SNIPER SQUAD

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN IN TERMINATOR ARMOUR

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



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon <small>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</small>	24"	1	3+	4	0	1
Storm bolter <small>[RAPID FIRE 2]</small>	24"	2	2+	4	0	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist <small>[ANTI-VEHICLE 3+]</small>	Melee	5	3+	8	-2	2
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2
Thunder hammer <small>[DEVASTATING WOUNDS]</small>	Melee	5	3+	8	-2	2
Twin lightning claws <small>[TWIN-LINKED]</small>	Melee	7	2+	5	-2	1

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

The Imperium's Sword: You can re-roll Charge rolls made for this model's unit.

WARGEAR ABILITIES

Auxiliary Grenade Launcher: The bearer has the **GRENADES** keyword.

Relic Shield: The bearer has a Wounds characteristic of 7.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN IN TERMINATOR ARMOUR

Space Marine Captains are expected to fight from the front, and few kinds of armour enable them to do so as effectively as Terminator plate. Formidably resilient, such a suit protects the Captain against all but the most devastating enemy fire and enables him to deploy by teleport strike right into the heart of the foe.



WARGEAR OPTIONS

- This model's storm bolter can be replaced with one of the following:
 - 1 combi-weapon
 - 1 power fist
 - 1 relic shield*
 - 1 relic weapon
 - 1 thunder hammer
- This model's relic weapon can be replaced with one of the following:
 - 1 chainfist
 - 1 power fist
 - 1 relic shield*
 - 1 thunder hammer
- This model's storm bolter and relic weapon can be replaced with 1 twin lightning claws.
- If this model is equipped with a power fist, it can be equipped with 1 auxiliary grenade launcher.

** Maximum one per model.*

UNIT COMPOSITION

- 1 Captain in Terminator Armour

This model is equipped with: storm bolter; relic weapon.

LEADER

This model can be attached to the following units:

- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1




RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3
Master-crafted boltgun	24"	2	2+	4	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
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	7	2+	5	-2	1

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CAPTAIN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

Finest Hour: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN

Space Marine Captains have spent centuries with their Chapter. They expect nothing but utter dedication from those they command. Each Space Marine lives up to this standard willingly, knowing there is no sacrifice their Captains haven't made, no enemy they have not slain and no hardship they have not endured.



WARGEAR OPTIONS

- This model's master-crafted boltgun can be replaced with one of the following:
 - 1 combi-weapon**
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter**
 - 1 power fist
 - 1 relic shield*
 - 1 relic weapon
 - 1 thunder hammer
- This model's Astartes chainsword can be replaced with one of the following:
 - 1 close combat weapon and 1 relic shield*
 - 1 power fist
 - 1 relic weapon
 - 1 thunder hammer
- This model's master-crafted boltgun and Astartes chainsword can be replaced with 1 twin lightning claws.

** Maximum one per model.*

*** The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

UNIT COMPOSITION

- 1 Captain

This model is equipped with: bolt pistol; master-crafted boltgun; Astartes chainsword.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN WITH JUMP PACK


M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [PISTOL, MELTA 2]	6"	1	2+	8	-4	D3
Master-crafted boltgun	24"	2	2+	4	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
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	7	2+	5	-2	1

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

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES, IMPERIUM, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Angel's Wrath: While this model is leading a unit, each time that unit ends a Charge move, until the end of the turn, add 1 to the Strength characteristic of melee weapons equipped by models in that unit.

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

INVULNERABLE SAVE

4+

CAPTAIN WITH JUMP PACK

Many a Space Marine Captain favours fury and speed, and devises ingenious strategies to use these to devastating effect against their enemies. Being superlative warriors and inspiring leaders, they have no place but at the very forefront of battle. With a jump pack, Captains can lead their warriors as spearheads for their assaults.

WARGEAR OPTIONS

- This model's master-crafted boltgun can be replaced with one of the following:
 - 1 combi-weapon**
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter**
 - 1 power fist
 - 1 relic shield*
 - 1 relic weapon
 - 1 thunder hammer
- This model's Astartes chainsword can be replaced with one of the following:
 - 1 close combat weapon and 1 relic shield*
 - 1 power fist
 - 1 relic weapon
 - 1 thunder hammer
- This model's master-crafted boltgun and Astartes chainsword can be replaced with 1 twin lightning claws.

* Maximum one per model.

** The profile for this weapon can be found on the Adeptus Astartes Armoury card.

UNIT COMPOSITION

- 1 Captain with Jump Pack

This model is equipped with: bolt pistol; master-crafted boltgun; Astartes chainsword.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD WITH JUMP PACKS
- VANGUARD VETERAN SQUAD WITH JUMP PACKS

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES, IMPERIUM, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN ON BIKE

M	T	SV	W	LD	OC
12"	5	3+	6	6+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3
Master-crafted boltgun	24"	2	2+	4	0	2
▶ Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2
Twin boltgun [TWIN-LINKED]	24"	2	2+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	7	2+	5	-2	1

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CAPTAIN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Swift Assault: While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 7.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

CAPTAIN *ON BIKE*

When a Captain thunders to war on a Space Marine bike, he can race to the most critical locations on the battlefield. He smashes foes aside, cuts down countless fleeing enemies, or joins his Outriders to carry out reconnaissance missions in person so as to best develop his battle plans with first-hand knowledge.



WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 combi-weapon**
 - 1 hand flamer
 - 1 inferno pistol
 - 1 master-crafted boltgun
 - 1 plasma pistol
 - 1 storm bolter**
 - 1 relic shield*
 - 1 relic weapon
 - 1 power fist
 - 1 thunder hammer
- This model's Astartes chainsword can be replaced with one of the following:
 - 1 close combat weapon and 1 relic shield*
 - 1 power fist
 - 1 relic weapon
- This model's bolt pistol and Astartes chainsword can be replaced with 1 twin lightning claws.
 - * Maximum one per model.*
 - ** The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

UNIT COMPOSITION

- 1 Captain on Bike

This model is equipped with: bolt pistol; twin boltgun; Astartes chainsword.

LEADER

This model can be attached to the following units:

- BIKE SQUAD
- OUTRIDER SQUAD

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CAPTAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS LIEUTENANT

M

6"

T

4

SV

3+

W

4

LD

6+

OC

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

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS LIEUTENANT

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.



FACTION KEYWORDS: ADEPTUS ASTARTES

PRIMARIS LIEUTENANT

Primaris Lieutenants, in addition to being extremely able tacticians and strategists, are highly skilled warriors. Experts in all the lethal firearms of the Intercessors they so often command and fight alongside, they lay down impressive volleys of bolts even as they bellow orders and coordinate their brothers' fire.



WARGEAR OPTIONS

- This model's master-crafted bolt rifle can be replaced with one of the following:
 - 1 plasma pistol
 - 1 master-crafted power weapon
 - 1 power fist
- This model's bolt pistol, master-crafted bolt rifle and close combat weapon can be replaced with 1 neo-volkite pistol, 1 master-crafted power weapon and 1 storm shield.
- This model's bolt pistol can be replaced with 1 heavy bolt pistol.
- This model's close combat weapon can be replaced with one of the following:
 - 1 master-crafted power weapon
 - 1 power fist

UNIT COMPOSITION

- **1 Primaris Lieutenant**

This model is equipped with: bolt pistol; master-crafted bolt rifle; close combat weapon.

LEADER

This model can be attached to the following units:

- **ASSAULT INTERCESSOR SQUAD**
- **BLADEGUARD VETERAN SQUAD**
- **HELLBLASTER SQUAD**
- **INFERNUS SQUAD**
- **INTERCESSOR SQUAD**
- **STERNGUARD VETERAN SQUAD**

*You can attach this model to one of the above units even if one **CAPTAIN** or **CHAPTER MASTER** model has already been attached to it. If you do, and that **Bodyguard** unit is destroyed, the **Leader** units attached to it become separate units, with their original **Starting Strengths**.*

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS LIEUTENANT



FACTION KEYWORDS: ADEPTUS ASTARTES

LIEUTENANT IN REIVER ARMOUR



M

6"

T

4

SV

3+

W

4

LD

6+

OC

1

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Master-crafted special issue bolt pistol [PISTOL, PRECISION]	12"	1	2+	4	0	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Combat knife [PRECISION]	Melee	6	2+	4	0	1

ABILITIES

CORE: **Leader, Scouts 6"**

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.

Deadly Terror: While this model is leading a unit, increase the range of that unit's Terror Troops ability by 3".

KEYWORDS: INFANTRY, CHARACTER, SMOKE, GRENADES, IMPERIUM, PHOBOS, LIEUTENANT IN REIVER ARMOUR



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT IN REIVER ARMOUR

When a Space Marine commander needs the enemy broken in terror, he unleashes detachments led by Lieutenants clad in the wargear of the Reiver Squads. With the masterful leadership of the Lieutenant, these forces become more powerful than the sum of their parts, and drive contingents of the foe to flight.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lieutenant in Reiver Armour

This model is equipped with: master-crafted special issue bolt pistol; combat knife.

LEADER

This model can be attached to the following unit:

- REIVER SQUAD

You can attach this model to the above unit even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, SMOKE, GRENADES, IMPERIUM, PHOBOS, LIEUTENANT IN REIVER ARMOUR



FACTION KEYWORDS: ADEPTUS ASTARTES

LIEUTENANT IN PHOBOS ARMOUR

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Master-crafted scoped bolt carbine	24"	2	2+	4	0	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Paired combat blades [SUSTAINED HITS 1]	Melee	5	2+	4	0	1

ABILITIES

CORE: Deep Strike, Infiltrators, Leader, Scouts 6"

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.

Shoot and Fade: In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy models, it can make a Normal move of up to D6".

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PHOBOS, LIEUTENANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT IN PHOBOS ARMOUR

Highly capable combat commanders, Lieutenants can lead independent reconnaissance, sabotage and assassination forces far beyond Imperial lines. They are deadly warriors, and the last sensation of countless foes has been the cold press of a Space Marine Lieutenant's knife to their neck.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lieutenant in Phobos Armour

This model is equipped with: bolt pistol; master-crafted scoped bolt carbine; paired combat blades.

LEADER

This model can be attached to the following units:

- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER SQUAD

You can attach this model to one of the above units even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PHOBOS, LIEUTENANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT



M

6"

T

4

SV

3+

W

4

LD

6+

OC

1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3
Master-crafted boltgun	24"	2	2+	4	0	2
▶ Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1



MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	6	2+	4	-1	1
Close combat weapon	Melee	5	2+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Power weapon	Melee	5	2+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	4	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	2+	5	-2	1

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, LIEUTENANT

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.



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT

Lieutenants constitute a supporting layer of leadership and strategic implementation within Space Marine strike forces. In addition to their own formidable combat prowess, they act as a force multiplier, their tactical capabilities allowing their warriors to adapt far more fluidly to changing situations.



WARGEAR OPTIONS

- This model's master-crafted boltgun can be replaced with one of the following:
 - 1 combi-weapon**
 - 1 hand flamer
 - 1 grav-pistol
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist
 - 1 power weapon
 - 1 storm shield*
- This model's Astartes chainsword can be replaced with one of the following:
 - 1 close combat weapon and 1 storm shield*
 - 1 power fist
- This model's master-crafted boltgun and Astartes chainsword can be replaced with 1 twin lightning claws.

* Maximum one per model.

** The profile for this weapon can be found on the Adeptus Astartes Armoury card.

UNIT COMPOSITION

- 1 Lieutenant

This model is equipped with: bolt pistol; master-crafted boltgun; Astartes chainsword.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

You can attach this model to one of the above units even if one CAPTAIN or CHAPTER MASTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, LIEUTENANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS LIBRARIAN

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	3+	4	0	1
▶ Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
▶ Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, TACTICUS, PRIMARIS LIBRARIAN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Mental Fortress (Psychic): While this model is leading a unit, models in that unit have a 4+ invulnerable save.



FACTION KEYWORDS: ADEPTUS ASTARTES

PRIMARIS LIBRARIAN

The physical improvements granted by Primaris implants greatly benefit Librarians. Immense strength and endurance enables them to sustain their furious psychic powers for longer, and in battle their entire bodies crackle with mind-melting energies that they launch at their foes.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Librarian

This model is equipped with: bolt pistol; Smite; force weapon.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- DESOLATION SQUAD
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, TACTICUS, PRIMARIS LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN IN PHOBOS ARMOUR

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	3+	4	0	1
➤	Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
➤	Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, PHOBOS, LIBRARIAN

ABILITIES

CORE: **Infiltrators, Leader**

FACTION: **Oath of Moment**

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Shrouding (Psychic): While this model is leading a unit, models in that unit have the Stealth ability and that unit cannot be targeted by ranged attacks unless the attacking model is within 12".



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN *IN PHOBOS ARMOUR*

Many Librarians learn the arcane arts of obscuration and illusion as part of their long and dangerous training. Donning Phobos armour, they take to the field and use these skills to fog the minds of their enemies, prise vital battle plans from their foes' minds and turn the enemy's shadows against them.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Librarian in Phobos Armour

This model is equipped with: bolt pistol; Smite; force weapon.

LEADER

This model can be attached to the following units:

- ELIMINATOR SQUAD
- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, PHOBOS, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN IN TERMINATOR ARMOUR

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

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

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, TERMINATOR, LIBRARIAN

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Veil of Time [Psychic]: While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN *IN TERMINATOR ARMOUR*

The powers of a Chapter's Librarians lend a lethal psychic edge to its elite infantry spearheads. Whether it be gruelling boarding actions, ferocious urban combat or on the front line against overwhelming enemy numbers, Librarians in Terminator armour blast at the foe with their powerful psychic energies.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 combi-weapon
 - 1 storm bolter

UNIT COMPOSITION

- 1 Librarian in Terminator Armour

This model is equipped with: Smiter; force weapon.

LEADER

This model can be attached to the following units:

- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, PSYKER, IMPERIUM, TERMINATOR, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1



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

24"

1

4+

4

0

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]

Grav-pistol [ANTI-VEHICLE 2+, PISTOL]

12"

1

3+

4

-1

2

Hand flamer [IGNORES COVER, PISTOL, TORRENT]

12"

D6

N/A

3

0

1

Inferno pistol [MELTA 2, PISTOL]

6"

1

3+

8

-4

D3



Plasma pistol – standard [PISTOL]

12"

1

3+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

3+

8

-3

2



Smite – witchfire [PSYCHIC]

24"

D6

3+

5

-1

D3



Smite – focused witchfire

24"

D6

3+

6

-2

D3

[DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]

Storm bolter [RAPID FIRE 2]

24"

2

3+

4

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Force weapon [PSYCHIC]

Melee

4

3+

6

-1

D3



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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Mental Fortress (Psychic): While this model is leading a unit, models in that unit have a 4+ invulnerable save.

LIBRARIAN

Librarians are the Space Marines' battle-psykers and keepers of lore. Wielding terrifying empyric energies, with but a thought they can crush a foe's skull, throw up force shields to protect their brethren from incoming fire, and hurl blasts of psychic power.



WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter

UNIT COMPOSITION

- 1 Librarian

This model is equipped with: bolt pistol; Smite; force weapon.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

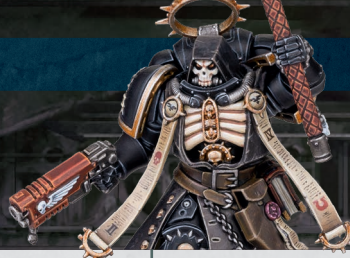
KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS CHAPLAIN

M	T	SV	W	LD	OC
6"	4	3+	4	5+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Spiritual Leader: Once per battle, at the start of any phase, you can select one friendly **ADEPTUS ASTARTES** unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS CHAPLAIN

Cloak billowing in the heat of battle and absolver pistol flaring, Primaris Chaplains stride purposefully into battle, the boom of their oration audible even over the furious din of conflict. Without rest they exhort their brothers to victory, steeling their hearts, minds and souls no matter the savagery of the enemy.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Chaplain

This model is equipped with: absolver bolt pistol; crozius arcanum.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS CHAPLAIN



FACTION KEYWORDS: ADEPTUS ASTARTES

CHAPLAIN IN TERMINATOR ARMOUR

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon <small>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</small>	24"	1	4+	4	0	1
Storm bolter <small>[RAPID FIRE 2]</small>	24"	2	3+	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Recitation of Faith: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against mortal wounds.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN IN TERMINATOR ARMOUR

Every Space Marine is roused to war by the litanies of their Chaplains, and never is this spiritual fortification more vital than amidst the blood and horror of boarding actions and beachhead strikes. Thus, Chaplains are trained to wear formidable Terminator armour so they can fight alongside Veteran battle-brothers.



WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 combi-weapon.

UNIT COMPOSITION

- 1 Chaplain in Terminator Armour

This model is equipped with: storm bolter; crozius arcanum.

LEADER

This model can be attached to the following units:

- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN ON BIKE

M	T	SV	W	LD	OC
12"	5	3+	5	5+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Catechism of Fire: Each time this model's unit is selected to shoot, you can select one enemy unit within 12" of and visible to this model. Until the end of the phase, ranged weapons equipped by models in this model's unit have the [DEVASTATING WOUNDS] ability when targeting that enemy unit.

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN *ON BIKE*

When a Chaplain takes to the field on a Raider-pattern bike, he is able to keep pace with even the swiftest armoured advance or spearhead breakthrough. Fighting in such an action, he will urge his brothers to victory as he bellows his catechisms and charges headlong into the foe, crozius arcanum swinging.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chaplain on Bike

This model is equipped with: absolver bolt pistol; twin bolt rifle; crozius arcanum.

LEADER

This model can be attached to the following units:

- BIKE SQUAD
- OUTRIDER SQUAD

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN

M	T	SV	W	LD	OC
6"	4	3+	4	5+	1



⚔	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
	Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
	Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
	Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
➤	Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
➤	Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
	Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Crozius arcanum	Melee	5	2+	6	-1	2
	Power fist	Melee	4	2+	8	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CHAPLAIN

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Spiritual Leader: Once per battle, at the start of any phase, you can select one friendly ADEPTUS ASTARTES unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES



CHAPLAIN

Chaplains are the guardians of their Chapter's spirit and protectors of its warriors' souls. They uphold the traditions of their brotherhood and keep its relics safe, while on the battlefield they bellow litanies of hatred and faith, their fiery sermons giving grim inspiration to the warriors they accompany.



WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist

UNIT COMPOSITION

- 1 Chaplain

This model is equipped with: bolt pistol; crozius arcanum.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD




KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, CHAPLAIN




FACTION KEYWORDS:
ADEPTUS ASTARTES

CHAPLAIN WITH JUMP PACK

M	T	SV	W	LD	OC
12"	4	3+	4	6+	1

 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
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2
Power fist	Melee	4	2+	8	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, IMPERIUM, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Oath of Moment**

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Exhortation of Rage: Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

INVULNERABLE SAVE

4+

CHAPLAIN WITH JUMP PACK

Ever are the roared litanies of the Chaplains needed all over the battlefield, to stir the hearts of battle-brothers and drive fear into the enemy. With a jump pack a Chaplain can thunder to wherever he is most needed, or spearhead furious assaults into the enemy's positions himself.

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter
 - 1 power fist

UNIT COMPOSITION

- 1 Chaplain with Jump Pack

This model is equipped with: bolt pistol; crozius arcanum.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD WITH JUMP PACKS
- VANGUARD VETERAN SQUAD WITH JUMP PACKS

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, IMPERIUM, CHAPLAIN



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS TECHMARINE

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



◌ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Forge bolter	24"	3	2+	5	-1	2
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm [EXTRA ATTACKS]	Melee	1	3+	8	-2	3

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Techmarine: While this model is within 3" of one or more friendly **ADEPTUS ASTARTES VEHICLE** units, this model has the Lone Operative ability.

Blessing of the Omnissiah: In your Command phase, you can select one friendly **ADEPTUS ASTARTES VEHICLE** model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that **VEHICLE** model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Vengeance of the Omnissiah: If a friendly **ADEPTUS ASTARTES VEHICLE** model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an Attacks characteristic of 7.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS TECHMARINE



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS TECHMARINE

Primaris Techmarines stride selflessly through oncoming fire to soothe the machine spirits of wounded war engines, deftly peeling back damaged armour plates to repair burnt-out cabling and bending warped panels back into shape with their servo-arms and mechadendrites.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Techmarine

This model is equipped with: forge bolter; grav-pistol; Omnissian power axe; servo-arm.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- ASTARTES SERVITORS
- INTERCESSOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
PRIMARIS TECHMARINE



FACTION KEYWORDS:
ADEPTUS ASTARTES

TECHMARINE

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



⚔ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Boltgun	24"	2	2+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	2+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3
▶ 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
Astartes chainsword	Melee	5	3+	4	-1	1
Omnissian power axe	Melee	4	3+	6	-2	2
Plasma cutter [EXTRA ATTACKS]	Melee	2	3+	8	-2	2
Power fist	Melee	4	3+	8	-2	2
Servo-arm [EXTRA ATTACKS]	Melee	1	3+	8	-2	3
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TECHMARINE

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Techmarine: While this model is within 3" of one or more friendly **ADEPTUS ASTARTES VEHICLE** units, this model has the Lone Operative ability.

Blessing of the Omnissiah: In your Command phase, you can select one friendly **ADEPTUS ASTARTES VEHICLE** model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that **VEHICLE** model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Vengeance of the Omnissiah: If a friendly **ADEPTUS ASTARTES VEHICLE** model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an Attacks characteristic of 7.



FACTION KEYWORDS:
ADEPTUS ASTARTES

TECHMARINE

Possessing knowledge of the Omnissiah's deeper mysteries, Techmarines are responsible for the maintenance of their Chapter's arsenal of armoured vehicles. Equipped with a servo-arm and plasma cutter, they can repair terrible battlefield damage, ensuring the Chapter's vehicles continue to wage war.



WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon*
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter*
- This model's Omnissian power axe can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 power fist
 - 1 thunder hammer
- This model can be equipped with 1 flamer, 1 plasma cutter and 1 servo-arm.

**The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

UNIT COMPOSITION

- 1 Techmarine

This model is equipped with: bolt pistol; Omnissian power axe; servo-arm.

LEADER

This model can be attached to the following units:

- ASTARTES SERVITORS
- TACTICAL SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TECHMARINE



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASTARTES SERVITORS

M

6"

T

4

SV

4+

W

1

LD

8+

OC

0



⚔ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
▶ Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-2	1
▶ Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	3	0	1
Servitor servo-arm	Melee	1	5+	6	-2	3

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

KEYWORDS: INFANTRY, IMPERIUM, ASTARTES SERVITORS

ABILITIES

Mindlock: While a **TECHMARINE** model is leading this unit, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons equipped by **ASTARTES SERVITOR** models in this unit by 1.

INVULNERABLE SAVE

6+



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASTARTES SERVITORS

Mono-task cybernetic slaves, Servitors are arcane combinations of lobotomised Human and machine. Fitted with an array of mechanical augmentations, in battle Servitors assist Techmarines, either by laying down torrents of covering fire or by carrying out additional repair work with their servo-arms.



WARGEAR OPTIONS

- Up to 2 models can each have their Servitor servo-arm replaced with one of the following:
 - 1 heavy bolter and 1 close combat weapon
 - 1 multi-melta and 1 close combat weapon
 - 1 plasma cannon and 1 close combat weapon

UNIT COMPOSITION

- 4 Astartes Servitors

Every model is equipped with: Servitor servo-arm.

SERVITOR RETINUE

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a **TECHMARINE**. If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: INFANTRY, IMPERIUM, ASTARTES SERVITORS



FACTION KEYWORDS:
ADEPTUS ASTARTES

INTERCESSOR SQUAD

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



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
➤	Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
➤	Astartes grenade launcher – krak	24"	1	3+	9	-2	D3
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1
	Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
➤	Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
➤	Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Astartes chainsword	Melee	5	3+	4	-1	1
	Close combat weapon	Melee	3	3+	4	0	1
	Power fist	Melee	3	3+	8	-2	2
	Power weapon	Melee	4	3+	5	-2	1
	Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

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

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS, INTERCESSOR SQUAD

ABILITIES

FACTION: Oath of Moment

Objective Secured: If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.



FACTION KEYWORDS: ADEPTUS ASTARTES

INTERCESSOR SQUAD

Intercessor Squads are capable of laying down punishing fire while advancing or holding ground against the enemy. They have access to a range of bolt weaponry suited to varied battlefield assignments, from engaging enemies at long range to cleansing bunker complexes.



WARGEAR OPTIONS

- The Sergeant's bolt rifle can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 hand flamer
 - 1 plasma pistol
 - 1 power weapon
- The Intercessor Sergeant's close combat weapon can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- For every 5 models in this unit, 1 model equipped with a bolt rifle can be equipped with 1 Astartes grenade launcher.

UNIT COMPOSITION

- 1 Intercessor Sergeant
- 4-9 Intercessors

Every model is equipped with: bolt pistol; bolt rifle; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS,
INTERCESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INFERNUS SQUAD

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



◌ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
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Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Pyreblaster [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

⚔ MELEE WEAPONS

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

FACTION: **Oath of Moment**

Purge the Foe: In your Shooting phase, after this unit has shot, you can select one enemy **INFANTRY** unit hit by one or more of those attacks made with a pyreblaster. That enemy unit must take a Battle-shock test.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, INFERNUS SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INFERNUS SQUAD

Infernus Squads purge swathes of the enemy ranks with the incandescent firestorms they unleash from their pyreblasters. They are close assault specialists, sending jets of burning promethium into enemy trench lines and bunkers and through dense ruins and concealing vegetation, ensuring no foe escapes their fiery wrath.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Infernus Sergeant
- 4-9 Infernus Marines

Every model is equipped with: bolt pistol; pyreblaster; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, INFERNUS SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASSAULT INTERCESSOR SQUAD

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



⚔ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

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

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS, ASSAULT INTERCESSOR SQUAD

ABILITIES

FACTION: Oath of Moment

Shock Assault: Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.



FACTION KEYWORDS: ADEPTUS ASTARTES

ASSAULT INTERCESSOR SQUAD

Assault Intercessors are amongst the most widespread close support units in a Chapter's arsenal. Firing their heavy bolt pistols as they close upon the foe, they charge into the fray, where they make short work of their enemies with brutal swings of their chainswords.



WARGEAR OPTIONS

- The Assault Intercessor Sergeant's heavy bolt pistol can be replaced with one of the following:
 - 1 hand flamer
 - 1 plasma pistol
- The Assault Intercessor Sergeant's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

UNIT COMPOSITION

- 1 Assault Intercessor Sergeant
- 4-9 Assault Intercessors

Every model is equipped with: heavy bolt pistol; Astartes chainsword.






KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICUS,
ASSAULT INTERCESSOR SQUAD




FACTION KEYWORDS:
ADEPTUS ASTARTES

LIBRARIAN WITH JUMP PACK

M	T	SV	W	LD	OC
12"	4	3+	4	6+	1

 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
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
 Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
 Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

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

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, PSYKER, GRENADES, IMPERIUM, LIBRARIAN



FACTION KEYWORDS: ADEPTUS ASTARTES

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Might of Heroes (Psychic): While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

LIBRARIAN WITH JUMP PACK

Librarians are skilled warriors possessed of esoteric powers, and will not hesitate to launch themselves into danger to root out empyric threats. With a jump pack, there are few secrets beyond a Librarian's reach, and by drawing on the immaterium's power he can grant his battle-brothers the strength to crush the foe wherever they hide.

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter

UNIT COMPOSITION

- 1 Librarian with Jump Pack

This model is equipped with: bolt pistol; Smite; force weapon.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD WITH JUMP PACKS
- VANGUARD VETERAN SQUAD WITH JUMP PACKS

KEYWORDS: INFANTRY, CHARACTER, JUMP PACK, FLY, PSYKER, GRENADES, IMPERIUM, LIBRARIAN



FACTION KEYWORDS:
ADEPTUS ASTARTES

LIEUTENANT WITH COMBI-WEAPON

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-weapon <small>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</small>	24"	1	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Paired combat blades <small>[ANTI-TYRANIDS 4+, SUSTAINED HITS 1]</small>	Melee	5	2+	4	0	1

ABILITIES

CORE: *Feel No Pain 5+, Infiltrators, Lone Operative, Stealth*

FACTION: *Oath of Moment*

Priority Objective Identified [Aura]: At the start of the first battle round, if your army contains one or more models with this ability, you can select one objective marker on the battlefield to be the Priority Objective. Until the end of the battle, while a friendly **ADEPTUS ASTARTES** unit is within 6" of this model, each time a model in that unit makes an attack that targets an enemy unit that is within range of the Priority Target, re-roll a Wound roll of 1.

Evade and Survive: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, SMOKE, IMPERIUM, PHOBOS, LIEUTENANT WITH COMBI-WEAPON



FACTION KEYWORDS: ADEPTUS ASTARTES

LIEUTENANT WITH COMBI-WEAPON

Some Lieutenants in Phobos armour are tasked with operating behind enemy lines, acting as skilled assassins and intelligence gatherers. By the time the main Space Marine task force has arrived they have cast the enemy into disarray and collected incredible tactical data that will all but guarantee the assault's success.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lieutenant with Combi-weapon

This model is equipped with: combi-weapon; paired combat blades.

LAST SURVIVOR

This model cannot be selected as your **WARLORD**.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, SMOKE, IMPERIUM, PHOBOS, LIEUTENANT WITH COMBI-WEAPON



FACTION KEYWORDS: ADEPTUS ASTARTES

HEAVY INTERCESSOR SQUAD

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



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

HEAVY INTERCESSOR SQUAD

Clad in thick Gravis armour, Heavy Intercessors secure ground and are immovable in the defence. Always ready for any sign of enemy counter-attack, they stand firm, laying down volleys of heavy fire that keep all but the most determined or foolhardy enemies at bay.



WARGEAR OPTIONS

- For every 5 models in this unit, 1 Heavy Intercessor's heavy bolt rifle can be replaced with 1 heavy bolter.

UNIT COMPOSITION

- 1 Heavy Intercessor Sergeant
- 4-9 Heavy Intercessors

Every model is equipped with: bolt pistol; heavy bolt rifle; close combat weapon.

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

INFILTRATOR SQUAD

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



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Marksman bolt carbine [HEAVY]	24"	2	3+	4	0	1

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

ABILITIES

CORE: **Infiltrators**

FACTION: **Oath of Moment**

Omni-scramblers: Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this unit.

WARGEAR ABILITIES

Helix Gauntlet: Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array: Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INFILTRATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INFILTRATOR SQUAD

Infiltrator Squads are experts in covert operations and are drilled extensively in self-sufficiency and survival skills. Equipped with omni-scramblers that cripple enemy communications, they wreak havoc amongst their foes before cutting them down with hails of accurate bolt fire.



WARGEAR OPTIONS

- 1 Infiltrator can be equipped with 1 helix gauntlet.*
- 1 Infiltrator can be equipped with 1 Infiltrator comms array.*

** These options cannot be taken on the same model.*

UNIT COMPOSITION

- 1 Infiltrator Sergeant
- 4-9 Infiltrators

Every model is equipped with: bolt pistol; marksman bolt carbine; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INFILTRATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INCURSOR SQUAD

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Occulus bolt carbine [ASSAULT, IGNORES COVER]	24"	2	3+	4	0	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paired combat blades [SUSTAINED HITS 1]	Melee	3	3+	4	0	1

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Multi-spectrum Array: In your Shooting phase, after this unit has shot, select one enemy unit that was hit by one or more attacks made by this unit this phase. Until the end of the phase, each time a friendly **ADEPTUS ASTARTES** unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

WARGEAR ABILITIES

Haywire Mine: Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a **VEHICLE** unit.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INCURSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INCUSOR SQUAD

Aggressive light infantry, Incusors specialise in storming enemy defences and destroying essential assets. With a formidable array of auspexes and sensory equipment, they can see their enemies through walls and predict their movements – and with a burst of carbine fire or knife thrusts, cut them down.



WARGEAR OPTIONS

- One Incusor can be equipped with 1 haywire mine.

UNIT COMPOSITION

- 1 Incusor Sergeant
- 4-9 Incusors

Every model is equipped with: bolt pistol; oculus bolt carbine; paired combat blades.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INCUSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

TACTICAL SQUAD

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-gun [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
▶ 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

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	4	-2	1

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

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICAL SQUAD

ABILITIES

FACTION: **Oath of Moment**

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

TACTICAL SQUAD

Tactical Squads have formed the backbone of Space Marine Chapters for ten thousand years. With access to a wide range of weapons, they can purge swathes of enemy infantry, scour battlefields clean of heavily armoured foes or punch burning holes through tanks.



WARGEAR OPTIONS

- 1 Tactical Marine's boltgun can be replaced with one of the following:
 - 1 flamer
 - 1 heavy bolter*
 - 1 heavy flamer*
 - 1 grav-cannon*
 - 1 grav-gun
 - 1 lascannon*
 - 1 meltagun
 - 1 missile launcher*
 - 1 multi-melta*
 - 1 plasma cannon*
 - 1 plasma gun
- 1 Tactical Marine's boltgun can be replaced with one of the following:
 - 1 flamer
 - 1 grav-gun
 - 1 meltagun
 - 1 plasma gun
- The Tactical Sergeant's bolt pistol and boltgun can be replaced with 1 twin lightning claws, or two different weapons from the following list:**
 - 1 Astartes chainsword
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon*
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol*
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

*The profile for this weapon can be found on the Adeptus Astartes Armoury card.

**This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol).

UNIT COMPOSITION

- 1 Tactical Sergeant
- 9 Tactical Marines

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, IMPERIUM, TACTICAL SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

SCOUT SQUAD

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



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Astartes shotgun [ASSAULT]	18"	2	3+	4	0	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
➤ Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
➤ Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Combat knife	Melee	3	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2

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

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, SCOUT SQUAD

ABILITIES

CORE: Infiltrators, Scouts 6"

FACTION: Oath of Moment

Guerrilla Tactics: At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Strategic Reserves.



FACTION KEYWORDS:
ADEPTUS ASTARTES

SCOUT SQUAD

Space Marine neophytes, Scouts learn their deadly craft in daring missions independent of the main force. Led by seasoned Veteran Sergeants, they infiltrate enemy positions, clear potential drop zones, set ambushes, sabotage supply lines and complete all manner of other objectives to weaken the foe.



WARGEAR OPTIONS

- Any number of models can each have their boltgun replaced with one of the following:
 - 1 Astartes shotgun
 - 1 combat knife
- 1 Scout's boltgun can be replaced with one of the following:
 - 1 heavy bolter
 - 1 missile launcher
- The Scout Sergeant's bolt pistol and boltgun can be replaced with two different weapons from the following list:**
 - 1 Astartes chainsword
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon*
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol*
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

* The profile for this weapon can be found on the Adeptus Astartes Armoury card.

** This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol).

UNIT COMPOSITION

- 1 Scout Sergeant
- 4-9 Scouts

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, SCOUT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

SCOUT SNIPER SQUAD

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
➤ Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
➤ Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
Scout sniper rifle [HEAVY, PRECISION]	36"	1	3+	4	-2	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

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

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, SCOUT SNIPER SQUAD

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Oath of Moment**

Concealed Positions: This unit can only be selected as the target of a ranged attack if the attacking model is within 12".



FACTION KEYWORDS:
ADEPTUS ASTARTES

SCOUT SNIPER SQUAD

Combining their skills in covert operations and infiltration with advanced marksmanship taught to them by wise Veteran Sergeants, Scout Squads equipped with sniper rifles are capable battlefield assassins. With precision fire they can kill opposing commanders or detonate vehicle fuel cells to wreak havoc amongst the enemy.



WARGEAR OPTIONS

- 1 Scout Sniper's scout sniper rifle can be replaced with 1 missile launcher.

UNIT COMPOSITION

- 1 Scout Sniper Sergeant
- 4-9 Scout Snipers

Every model is equipped with: bolt pistol; sniper rifle; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, SCOUT SNIPER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS COMPANY CHAMPION



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	3+	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon [PRECISION]	Melee	5	2+	5	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Honour or Death: While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and you can target that unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

Martial Superiority: Each time this model makes a melee attack that targets a **CHARACTER** unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS COMPANY CHAMPION



FACTION KEYWORDS: ADEPTUS ASTARTES

PRIMARIS COMPANY CHAMPION

Tasked with upholding the martial honour of their battle-brothers, Primaris Company Champions are bladesmen supreme. They are veteran combatants and peerless duellists, cleaving apart lesser foes to reach the enemy's greatest champions face to face, there to humble them.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Company Champion

This model is equipped with: bolt pistol; master-crafted power weapon.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS COMPANY CHAMPION



FACTION KEYWORDS: ADEPTUS ASTARTES

PRIMARIS APOTHECARY

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1



⦿ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2
Reductor pistol [PISTOL]	3"	1	3+	4	-4	2

⚔ MELEE WEAPONS

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

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Nartheicum: While this model is leading a unit, in your Command phase, you can return 1 destroyed model (excluding **CHARACTER** models) to that unit.

Gene-seed Recovery: When this model's Bodyguard unit is destroyed, roll one D6: on a 2+, you gain 1CP.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS APOTHECARY**



FACTION KEYWORDS: **ADEPTUS ASTARTES**

PRIMARIS APOTHECARY

In addition to battlefield surgery, it is the Apothecary's duty to recover the gene-seed of the fallen, and thus preserve the Chapter for later generations. For this task the Primaris Apothecary is equipped to bring peace to those too wounded to save, and efficiently extract their precious progenoid glands.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Primaris Apothecary

This model is equipped with: absolvor bolt pistol; reductor pistol; close combat weapon.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- DESOLATION SQUAD
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

You can attach this model to one of the above units even if one CAPTAIN, CHAPTER MASTER or LIEUTENANT model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

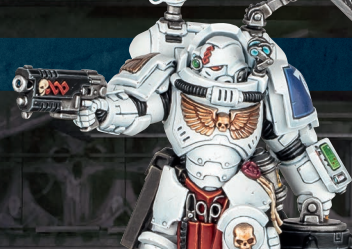
KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS APOTHECARY



FACTION KEYWORDS:
ADEPTUS ASTARTES

APOTHECARY BIOLOGIS

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

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

Vivispectrum: If this model's unit destroys an enemy unit as the result of a melee attack, until the end of the battle, this model has an Objective Control characteristic of 9.

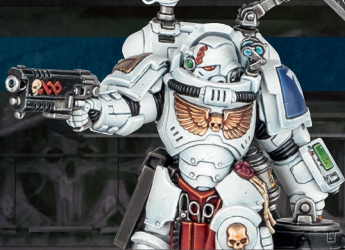
KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, GRAVIS, APOTHECARY BIOLOGIS



FACTION KEYWORDS:
ADEPTUS ASTARTES

APOTHECARY BIOLOGIS

Clad in Gravis armour, the Apothecary Biologis can advance through storms of enemy fire, visvispectrum at the ready to take bio-material samples for later analysis, whether that be xenos flesh, viral weapons casings or esoteric gene-tech.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Apothecary Biologis

This model is equipped with: absolver bolt pistol; close combat weapon.

LEADER

This model can be attached to the following units:

- **AGGRESSOR SQUAD**
- **ERADICATOR SQUAD**
- **HEAVY INTERCESSOR SQUAD**

*You can attach this model to one of the above units even if one **CAPTAIN** or **CHAPTER MASTER** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, GRAVIS, APOTHECARY BIOLOGIS



FACTION KEYWORDS:
ADEPTUS ASTARTES

PRIMARIS ANCIENT

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1



⦿ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [ASSAULT, HEAVY]	24"	2	3+	4	-1	1

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1
Power weapon	Melee	5	2+	5	-2	1

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Unbreakable Duty: While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the Feel No Pain 4+ ability.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS ANCIENT**



FACTION KEYWORDS: **ADEPTUS ASTARTES**

PRIMARIS ANCIENT

Ancients bear the Chapter's precious standards. These glorious relics have been present in some of the Chapter's most notable battles, their finely worked designs commemorating countless campaigns and heroic deeds. They are symbols of selfless commitment and the unbreakable loyalty of brothers.



WARGEAR OPTIONS

- This model's bolt rifle and close combat weapon can be replaced with 1 power weapon.

UNIT COMPOSITION

- **1 Primaris Ancient**

This model is equipped with: bolt pistol; bolt rifle; close combat weapon.

LEADER

This model can be attached to the following units:

- **ASSAULT INTERCESSOR SQUAD**
- **HELLBLASTER SQUAD**
- **INFERNUS SQUAD**
- **INTERCESSOR SQUAD**
- **STERNGUARD VETERAN SQUAD**
- **DESOLATION SQUAD**

*You can attach this model to one of the above units even if one **CAPTAIN**, **CHAPTER MASTER** or **LIEUTENANT** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, PRIMARIS ANCIENT



FACTION KEYWORDS: ADEPTUS ASTARTES

BLADEGUARD ANCIENT

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Deeds of Heroism: Once per battle, when this model is selected to fight, it can use this ability. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in this model's unit.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, BLADEGUARD ANCIENT



FACTION KEYWORDS: ADEPTUS ASTARTES

BLADEGUARD ANCIENT

Bladeguard Ancients bear the honour of carrying their Chapter's precious standards into battle. The most revered of these incorporate the remains of fallen heroes of the Chapter; in their presence, battle-brothers are inspired to emulate the legendary deeds of these paragons of old.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Bladeguard Ancient**

This model is equipped with: heavy bolt pistol; close combat weapon.

LEADER

This model can be attached to the following unit:

- **BLADEGUARD VETERAN SQUAD**

*You can attach this model to the above unit even if one **CAPTAIN, CHAPTER MASTER** or **LIEUTENANT** model has already been attached to it. If you do, and that **Bodyguard** unit is destroyed, the **Leader** units attached to it become separate units, with their original **Starting Strengths**.*

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS,
BLADEGUARD ANCIENT



FACTION KEYWORDS:
ADEPTUS ASTARTES

ANCIENT IN TERMINATOR ARMOUR

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	4	3+	8	-2	2
Close combat weapon	Melee	5	2+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Power weapon	Melee	5	2+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	4	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	2+	5	-2	1

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Keep the Banner High: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

WARGEAR ABILITIES

Terminator Storm Shield: The bearer has a Wounds characteristic of 6.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, ANCIENT



FACTION KEYWORDS:
ADEPTUS ASTARTES

ANCIENT IN TERMINATOR ARMOUR

Carrying the Space Marines' sacred banners is a most vital task. Symbols of the Chapter's might, Space Marines will gladly die to preserve them. This makes Ancients frequent targets. Clad in Terminator armour, they are near impervious to enemy fire, ensuring the standard always flies proud.



WARGEAR OPTIONS

- This model's power fist can be replaced with one of the following:
 - 1 chainfist
 - 1 close combat weapon
 - 1 power weapon
 - 1 thunder hammer
- This model's storm bolter and power fist can be replaced with one of the following:
 - 1 twin lightning claws
 - 1 thunder hammer and 1 Terminator storm shield

UNIT COMPOSITION

- **1 Ancient in Terminator Armour**

This model is equipped with: storm bolter; power fist.

LEADER

This model can be attached to the following units:

- **RELIC TERMINATOR SQUAD**
- **TERMINATOR SQUAD**
- **TERMINATOR ASSAULT SQUAD**

*You can attach this model to one of the above units even if one **CAPTAIN**, **CHAPTER MASTER** or **LIEUTENANT** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, ANCIENT



FACTION KEYWORDS:
ADEPTUS ASTARTES

BLADEGUARD VETERAN SQUAD

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




RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Neo-volkite pistol [DEVASTATING WOUNDS, PISTOL]	12"	1	3+	5	0	2
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2

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

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

ABILITIES

FACTION: Oath of Moment

Bladeguard: At the start of the Fight phase, you can select one of the following abilities to apply to models in this unit until the end of the phase:

- **Swords of the Imperium:** Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1.
- **Shields of the Imperium:** Each time an invulnerable saving throw is made for a model in this unit, re-roll a saving throw of 1.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

BLADEGUARD VETERAN SQUAD

Bladeguard Veterans are inexorable warriors, advancing relentlessly with blades held high – the very image of noble knights of myth. Members of their Chapter's elite 1st Company of Veterans, each of these vastly experienced Space Marines has fought to preserve the Imperium across uncounted worlds.



WARGEAR OPTIONS

- The Bladeguard Veteran Sergeant's heavy bolt pistol can be replaced with one of the following:
 - 1 neo-volkite pistol
 - 1 plasma pistol

UNIT COMPOSITION

- 1 Bladeguard Veteran Sergeant
- 2-5 Bladeguard Veterans

Every model is equipped with: heavy bolt pistol; master-crafted power weapon.

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

COMMAND SQUAD

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-gun [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
➤ 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

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Champion's blade [PRECISION]	Melee	4	3+	5	-2	2
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	4	-2	1

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, COMMAND SQUAD

ABILITIES

FACTION: Oath of Moment

Narthecium: While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding CHARACTER models) to this unit.

Astartes Banner: While this unit contains a Company Ancient, add 1 to the Objective Control characteristic of models in this unit.

Honour or Death: While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.



FACTION KEYWORDS:
ADEPTUS ASTARTES

COMMAND SQUAD

Command Squads accompany a Chapter's high-ranking officers. These veterans and specialists serve as honour guards and provide vital support to a commander. Champions defend their Company with martial excellence, Ancients guard its inspirational relic banners and Apothecaries tend to injuries or preserve the gene-seed of the fallen.



WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced with one of the following:
 - 1 hand flamer*
 - 1 grav-pistol*
 - 1 inferno pistol*
 - 1 plasma pistol*
- Any number of Company Veterans can each have their bolt pistol replaced with 1 Astartes shield.
- Any number of Company Veterans can each have their bolt pistol and boltgun replaced with 1 twin lightning claws.
- The Company Ancient's bolt pistol can be replaced with one of the following:
 - 1 boltgun
 - 1 combi-weapon*
- Any number of Company Veterans can each have their boltgun replaced with one of the following:
 - 1 Astartes chainsword
 - 1 Astartes shield
 - 1 combi-weapon*
 - 1 flamer
 - 1 heavy bolter*
 - 1 heavy flamer*
 - 1 grav-cannon*
 - 1 grav-gun
 - 1 lascannon*
 - 1 meltagun
 - 1 missile launcher*
 - 1 multi-melta*
 - 1 plasma cannon*
 - 1 plasma gun
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

**The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

UNIT COMPOSITION

- 1 Apothecary
- 1 Company Ancient
- 1 Company Champion
- 2 Company Veterans

The Apothecary is equipped with: bolt pistol; Astartes chainsword.

The Company Ancient is equipped with: bolt pistol; close combat weapon.

The Company Champion is equipped with: bolt pistol; Champion's blade; Astartes shield.

Each Company Veteran is equipped with: bolt pistol; boltgun, close combat weapon.





KEYWORDS: INFANTRY, GRENADES, IMPERIUM, COMMAND SQUAD




FACTION KEYWORDS:
ADEPTUS ASTARTES

VANGUARD VETERAN SQUAD

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Heirloom weapon	Melee	4	3+	5	-1	1

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, VANGUARD VETERAN SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Vanguard Assault: Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

WARGEAR ABILITIES

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

VANGUARD VETERAN SQUAD

Vanguard Veterans are close combat experts with decades of experience. They arm themselves with the finest melee weapons from their Chapter's armouries. Their peerless skills and armaments make them some of the most fearsome assault specialists in the Imperium.

WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced one of the following:
 - 1 storm shield
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
-

UNIT COMPOSITION

- 1 Vanguard Veteran Sergeant
- 4-9 Vanguard Veterans

Every model is equipped with: bolt pistol; heirloom weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, VANGUARD VETERAN SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

VANGUARD VETERAN SQUAD WITH JUMP PACKS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1




RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Heirloom weapon	Melee	4	3+	5	-1	1

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

KEYWORDS: INFANTRY, GRENADES, JUMP PACK, FLY, IMPERIUM, VANGUARD VETERAN SQUAD WITH JUMP PACKS

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Vanguard Assault: Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

WARGEAR ABILITIES

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



FACTION KEYWORDS: ADEPTUS ASTARTES

VANGUARD VETERAN SQUAD WITH JUMP PACKS

On the battlefield, Vanguard Veteran Squads with jump packs are peerless rapid-response troops as well as line-breakers. With great plumes of fire extending behind them they can arrive at the perfect time and place to ensure the decisiveness of an assault or utterly break an enemy incursion.



WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced one of the following:
 - 1 storm shield
 - 1 grav-pistol
 - 1 hand flamer
 - 1 inferno pistol
 - 1 plasma pistol
-

UNIT COMPOSITION

- 1 Vanguard Veteran Sergeant with Jump Pack
- 4-9 Vanguard Veterans with Jump Packs

Every model is equipped with: bolt pistol; heirloom weapon.

KEYWORDS: INFANTRY, GRENADES, JUMP PACK, FLY, IMPERIUM,
VANGUARD VETERAN SQUAD WITH JUMP PACKS



FACTION KEYWORDS:
ADEPTUS ASTARTES

STERNGUARD VETERAN SQUAD

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



☯ 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

STERNGUARD VETERAN SQUAD

Sternguard Veterans are possessed of an unshakeable calm, and are renowned amongst their brothers for their exemplary marksmanship in the fiercest battles. Proficient in all of the Chapter's ranged weaponry, they can always be found where their pinpoint volleys will best shatter the foe.



WARGEAR OPTIONS

- Any number of models can each have their Sternguard bolt rifle replaced with 1 combi-weapon.
- For every 5 models in this unit, 1 Sternguard Veteran's Sternguard bolt rifle can be replaced with 1 Sternguard heavy bolter.

UNIT COMPOSITION

- 1 Sternguard Veteran Sergeant
- 4-9 Sternguard Veterans

Every model is equipped with: Sternguard bolt pistol; Sternguard bolt rifle; close combat weapon.

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

JUDICIAR

M

6"

T

4

SV

3+

W

4

LD

5+

OC

1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [PISTOL]	18"	1	3+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Executioner relic blade [DEVASTATING WOUNDS, PRECISION]	Melee	5	2+	7	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Tempormortis: While this model is leading a unit, that unit has the **Fights First** ability.

Silent Fury: Each time this model destroys an enemy **CHARACTER** model, until the end of the battle, add 1 to the **Attacks** characteristic of its executioner relic blade.

INVULNERABLE SAVE*

4+

*This model has a 4+ invulnerable save against melee attacks.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TACTICUS, JUDICIAR



FACTION KEYWORDS:
ADEPTUS ASTARTES

JUDICIAR

Sworn to silence, Judiciars do not preach aloud, but instead their deeds are a litany of fury. Wielding a tempormortis in one hand and an immense blade in the other, they must prove their worth in battle to join the Chaplaincy proper, doing so through acts of devotion and the slaying of enemies.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Judiciar

This model is equipped with: absolver bolt pistol; executioner relic blade.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

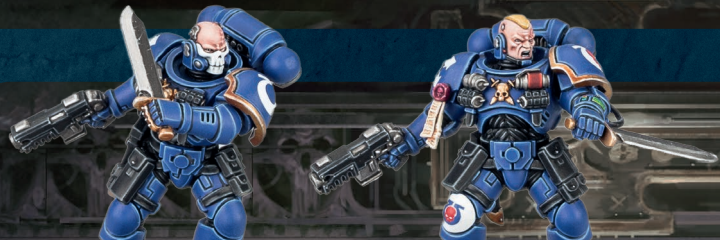
KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TACTICUS, JUDICIAR



FACTION KEYWORDS:
ADEPTUS ASTARTES

REIVER SQUAD

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



⚔ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt carbine [PRECISION]	24"	2	3+	4	0	1
Special issue bolt pistol [PISTOL, PRECISION]	12"	1	3+	4	-1	1

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife [PRECISION]	Melee	4	3+	4	0	1

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Fearsome Assault: At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

Terror Troops (Aura): While an enemy unit is within 6" of this unit, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.

WARGEAR ABILITIES

Grapnel Launcher: Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

Reiver Grav-chute: The bearer has the Deep Strike ability.

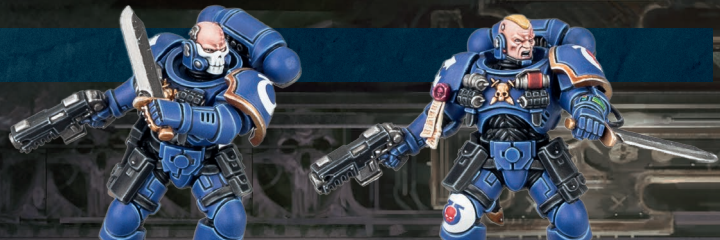
KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, REIVER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

REIVER SQUAD

Rapid-insertion terror troops, Reiver Squads often deploy using grav-chutes and directional fins to land with pinpoint accuracy. Operating with near perfect stealth to reach the optimum location to strike from, when ready they unleash their fury, surging forward with augmented guttural roars and blasts of weapons fire.



WARGEAR OPTIONS

- All models in this unit can each have their combat knife replaced with 1 bolt carbine and 1 close combat weapon.
- If the Reiver Sergeant is equipped with 1 bolt carbine, it can be equipped with 1 combat knife.
- All models in this unit can each be equipped with 1 Reiver grav-chute.
- All models in this unit can each be equipped with 1 grapnel launcher.

UNIT COMPOSITION

- 1 Reiver Sergeant
- 4-9 Reivers

Every model is equipped with: special issue bolt pistol; combat knife.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, REIVER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

AGGRESSOR SQUAD

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



⚔ 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

AGGRESSOR SQUAD

Capable of spearheading devastating offensives or shattering the most determined enemy assaults, Aggressors are walking ceramite strongpoints. They excel at close-quarters combat and laying down torrents of devastating fire before crushing their foes beneath their energised fists.



WARGEAR OPTIONS

- All models in this unit can each have their flamethrower gauntlets replaced with 1 auto boltstorm gauntlets and 1 fragstorm grenade launcher.

UNIT COMPOSITION

- 1 Aggressor Sergeant
- 2-5 Aggressors

Every model is equipped with: flamethrower gauntlets; power fist.

KEYWORDS: INFANTRY, IMPERIUM, GRAVIS, AGGRESSOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERMINATOR ASSAULT SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.

Terminatus Assault: Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERMINATOR ASSAULT SQUAD

Terminator Assault Squads are armed with devastating close-combat weaponry perfect for ferocious vanguard assaults and savage boarding actions. They rush to engage the enemy's greatest warriors, shredding the foe with lightning claws or shattering their skulls with thunder hammers.



WARGEAR OPTIONS

- Any number of models can each have their thunder hammer and storm shield replaced with 1 twin lightning claws.

UNIT COMPOSITION

- 1 Assault Terminator Sergeant
- 4-9 Assault Terminators

Every model is equipped with: thunder hammer; storm shield.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
➤ Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
➤ Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

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

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR SQUAD

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token for this unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.

Fury of the First: Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristic and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected for the Oath of Moment ability this turn, add 1 to the Hit roll.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:
ADEPTUS ASTARTES



TERMINATOR SQUAD

Terminator armour is a marvel of technology that enables its wearer to survive anything, from the stresses of teleportation to earth-shaking artillery bombardments. So equipped, Terminator Squads can appear in the midst of the foe or stride unstopably across the field towards them, firing their weapons all the while.



WARGEAR OPTIONS

- For every 5 models in this unit, 1 Terminator's storm bolter can be replaced with one of the following:
 - 1 assault cannon
 - 1 heavy flamer
 - 1 cyclone missile launcher and 1 storm bolter.*
- Any number of models can each have their power fist replaced with 1 chainfist.

**This model's storm bolter cannot be replaced.*

UNIT COMPOSITION

- 1 Terminator Sergeant
- 4-9 Terminators

The Terminator Sergeant is equipped with: storm bolter; power weapon.

Every Terminator is equipped with: storm bolter; power fist.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

RELIC TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
▶ Plasma blaster – standard	18"	2	3+	7	-2	1
▶ Plasma blaster – supercharge [HAZARDOUS]	18"	2	3+	8	-3	2
Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	36"	4	3+	7	-1	1
Volkite charger [DEVASTATING WOUNDS]	18"	2	3+	5	0	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

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

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, RELIC TERMINATOR SQUAD

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Fury of the First: Each time a model in this unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristic and/or to the Hit roll. In addition, each time a model in this unit makes an attack that targets the enemy unit you selected for the Oath of Moment ability this turn, add 1 to the Hit roll.

WARGEAR ABILITIES

Grenade Harness: The bearer has the **GRENADES** keyword.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES

RELIC TERMINATOR SQUAD

Many Chapters possess suits of Terminator armour – such as those of the *Cataphractii* or *Tartarus* variety – that date back to the Great Crusade. Each is revered as a relic of the Chapter, and those privileged enough to wear them fight all the harder knowing the legacy of glory and sacrifice they bear.



WARGEAR OPTIONS

- The Relic Terminator Sergeant's combi-bolter can be replaced with one of the following:
 - 1 plasma blaster
 - 1 volkite charger
- For every 5 models in this unit, 1 Relic Terminator's combi-bolter can be replaced with one of the following:
 - 1 heavy flamer
 - 1 reaper autocannon
- For every 5 models in this unit, 1 model can be equipped with 1 grenade harness.
- Any number of models can each have their power fist replaced with 1 power weapon.
- Any number of models can each have their power fist replaced with one 1 chainfist.
- Any number of models can each have their combi-bolter and power fist replaced with 1 twin lightning claws.

UNIT COMPOSITION

- 1 Relic Terminator Sergeant
- 4-9 Relic Terminators

Every model is equipped with: combi-bolter; power fist.

KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, RELIC TERMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

CENTURION ASSAULT SQUAD

M	T	SV	W	LD	OC
4"	7	2+	4	6+	2



⦿ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Centurion bolters [RAPID FIRE 3, TWIN-LINKED]	24"	3	3+	4	0	1
Twin flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	4	0	1
Twin meltagun [MELTA 2, TWIN-LINKED]	12"	1	3+	9	-4	D6

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Siege drills [TWIN-LINKED]	Melee	3	3+	10	-2	3

ABILITIES

FACTION: Oath of Moment

Annihilator Protocols: Melee weapons equipped by models in this unit have the [SUSTAINED HITS 2] ability when targeting **MONSTER**, **VEHICLE** or **FORTIFICATION** units.

WARGEAR ABILITIES

Centurion Assault Launcher: The bearer has the **GRENADES** keyword.

KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

CENTURION ASSAULT SQUAD

There are few technologies better adapted for siege warfare than the Centurion Warsuit. Wading into thunderous storms of enemy fire, Centurion Assault Squads use their roaring siege drills to crack open armoured bunkers and tear apart tanks.



WARGEAR OPTIONS

- Any number of models can each have their twin flamer replaced with 1 twin meltagun.
 - Any number of models can each have their Centurion bolters replaced with 1 Centurion assault launcher.
-

UNIT COMPOSITION

- 1 Assault Centurion Sergeant
- 2-5 Assault Centurions

Every model is equipped with: twin flamer; siege drills; Centurion bolters.

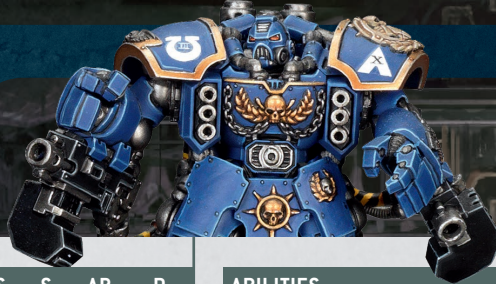
KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

CENTURION DEVASTATOR SQUAD

M	T	SV	W	LD	OC
4"	7	2+	4	6+	2



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Centurion bolters [RAPID FIRE 3, TWIN-LINKED]	24"	3	3+	4	0	1
Centurion missile launcher [BLAST]	36"	D3	3+	9	-2	D3
Grav-cannon [ANTI-VEHICLE 2+]	24"	3	3+	6	-1	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Centurion fists	Melee	3	4+	5	-1	2

ABILITIES

FACTION: Oath of Moment

Decimator Protocols: Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

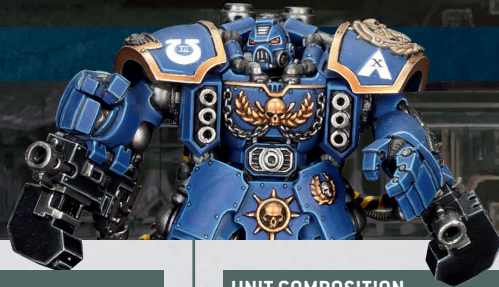
KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION DEVASTATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

CENTURION DEVASTATOR SQUAD

Centurion Devastator Squads dominate the field of battle, their presence dictating the flow of action. They frequently operate with Stormraven Gunships, which transport the Space Marines inside their bulky warsuits to the next position, where they function as an armoured firebase to clear enemy-held positions of all opposition.



WARGEAR OPTIONS

- Any number of models can each have their Centurion bolters replaced with 1 Centurion missile launcher.
- Any number of models can each have their grav-cannon replaced with one of the following:
 - 1 twin heavy bolter
 - 1 twin lascannon

UNIT COMPOSITION

- 1 Devastator Centurion Sergeant
- 2-5 Devastator Centurions

Every model is equipped with: grav-cannon; Centurion bolters; Centurion fists.

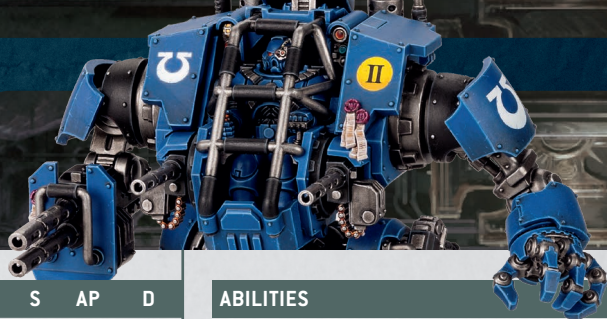
KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION DEVASTATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

INVICTOR TACTICAL WARSUIT

M	T	SV	W	LD	OC
8"	8	3+	12	6+	4



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Incendium cannon [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	1
Twin ironhail autocannon [TWIN-LINKED]	48"	3	3+	9	-1	3
Twin ironhail heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Invictor fist	Melee	5	3+	14	-2	3

ABILITIES

CORE: **Deadly Demise D3, Scouts 8"**

FACTION: **Oath of Moment**

Combat Support: Once per turn, in your opponent's Shooting phase, when a friendly **ADEPTUS ASTARTES PHOBOS INFANTRY** unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, after that enemy model's unit has finished making its attacks, this model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, WALKER, IMPERIUM, PHOBOS, INVICTOR TACTICAL WARSUIT**



FACTION KEYWORDS:
ADEPTUS ASTARTES

INVICTOR TACTICAL WARSUIT

Outfitted with silent reactors and servos, the Invictor Tactical Warsuit is a combat walker ideally suited to supporting Vanguard operations and functioning independently from a main Space Marine strike force. In battle they are piloted by hand-picked warriors dedicated to defending their battle-brothers.



WARGEAR OPTIONS

- This model's incendium cannon can be replaced with 1 twin ironhail autocannon.

UNIT COMPOSITION

- 1 Invictor Tactical Warsuit

This model is equipped with: fragstorm grenade launcher; heavy bolter; incendium cannon; twin ironhail heavy stubber; Invictor fist.

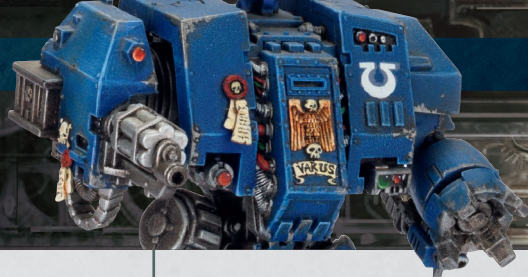
KEYWORDS: VEHICLE, WALKER, IMPERIUM, PHOBOS, INVICTOR TACTICAL WARSUIT



FACTION KEYWORDS:
ADEPTUS ASTARTES

DREADNOUGHT

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3



⦿	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
	Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
➤	Heavy plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	2
➤	Heavy plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
➤	Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
➤	Missile launcher – krak	48"	1	3+	9	-2	D6
	Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
	Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
	Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	5	3+	6	0	1
	Dreadnought combat weapon	Melee	5	3+	12	-2	3

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

KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

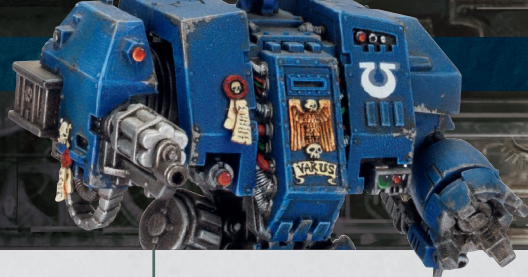
Wisdom of the Ancients (Aura): While a friendly ADEPTUS ASTARTES INFANTRY unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.



FACTION KEYWORDS:
ADEPTUS ASTARTES

DREADNOUGHT

Dreadnoughts are bipedal combat walkers piloted by centuries-old fallen heroes of the Chapter, kept alive by esoteric technologies in an ancient sarcophagus at the Dreadnought's heart. Equipped with devastating heavy weapons, they can annihilate the enemy from afar or crush them to paste in brutal melee.



WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following:
 - 1 heavy plasma cannon
 - 1 multi-melta
 - 1 twin lascannon
- This model's Dreadnought combat weapon and storm bolter can be replaced with one of the following:
 - 1 missile launcher and 1 close combat weapon
 - 1 heavy flamer and 1 Dreadnought combat weapon

UNIT COMPOSITION

- 1 Dreadnought

This model is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

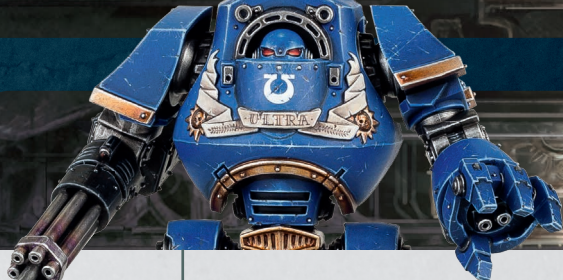
KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

CONTEMPTOR DREADNOUGHT

M	T	SV	W	LD	OC
6"	9	2+	10	6+	3



⦿ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Kheres-pattern assault cannon [DEVASTATING WOUNDS]	24"	6	3+	7	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Dreadnought combat weapon	Melee	5	3+	12	-2	3

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

Even In Death, I Serve: The first time this model is destroyed, remove it from play without resolving its Deadly Demise ability. Then, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining.

INVULNERABLE SAVE

5+

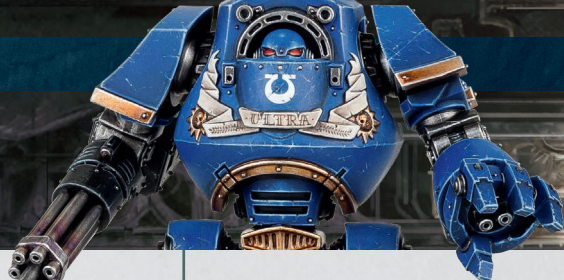
KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
CONTEMPTOR DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

CONTEMPTOR DREADNOUGHT

During the Great Crusade, hundreds of Contemptor Dreadnoughts strode the battlefield in the Emperor's name. Now but a handful remain. They are no less powerful for this, fitted with atomantic field generators that shield them from harm while wielding weapons that can annihilate infantry and armour alike.



WARGEAR OPTIONS

- This model's multi-melta can be replaced with 1 Kheres-pattern assault cannon.

UNIT COMPOSITION

- 1 Contemptor Dreadnought

This model is equipped with: combi-bolter; multi-melta; Dreadnought combat weapon.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
CONTEMPTOR DREADNOUGHT





FACTION KEYWORDS:
ADEPTUS ASTARTES

IRONCLAD DREADNOUGHT

M	T	SV	W	LD	OC
6"	10	2+	8	6+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dreadnought chainfist [ANTI-VEHICLE 3+]	Melee	4	3+	12	-2	3
Dreadnought combat weapon	Melee	5	3+	12	-2	3
Seismic hammer	Melee	3	3+	14	-3	D6+2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

Siege-breaker Protocols: Each time this model makes a melee attack that targets a **VEHICLE** or **FORTIFICATION** unit, add 1 to the Hit roll and add 1 to the Wound roll.

WARGEAR ABILITIES

Ironclad Assault Launchers: The bearer has the **GRENADES** keyword.

KEYWORDS: **VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT, IRONCLAD DREADNOUGHT**



FACTION KEYWORDS:
ADEPTUS ASTARTES

IRONCLAD DREADNOUGHT

Clad with slabs of ceramite plating and equipped to rend ferrocrete or reduce thick walls to rubble, the Ironclad Dreadnought has been perfected for siege warfare. It is akin to a giant battering ram, pummeling through enemy positions while flooding them with burning promethium and torrents of mass-reactive bolts.



WARGEAR OPTIONS

- This model's seismic hammer can be replaced with 1 Dreadnought chainfist.
- This model's Dreadnought combat weapon and storm bolter can be replaced with 1 hurricane bolter.
- This model's storm bolter can be replaced with 1 heavy flamer.
- This model's melta gun can be replaced with 1 heavy flamer.
- This model can be equipped with up to 2 hunter-killer missiles.
- This model can be equipped with 1 Ironclad assault launchers.

UNIT COMPOSITION

- 1 Ironclad Dreadnought

This model is equipped with: melta gun; storm bolter; Dreadnought combat weapon; seismic hammer.

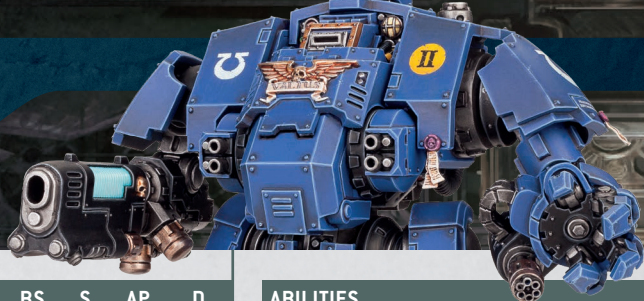
KEYWORDS: VEHICLE, WALKER, SMOKE, IMPERIUM, DREADNOUGHT, IRONCLAD DREADNOUGHT



FACTION KEYWORDS: ADEPTUS ASTARTES

REDEMPTOR DREADNOUGHT

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4



⚙️ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
▶ Macro plasma incinerator – standard [BLAST]	36"	D6+1	3+	8	-3	2
▶ Macro plasma incinerator – supercharge [BLAST, HAZARDOUS]	36"	D6+1	3+	9	-4	3
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin fragstorm grenade launcher [BLAST, TWIN-LINKED]	18"	D6	3+	4	0	1
Twin storm bolter [RAPID FIRE 2, TWIN-LINKED]	24"	2	3+	4	0	1

⚔️ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Redemptor fist	Melee	5	3+	12	-2	3

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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
REDEMPTOR DREADNOUGHT

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:
ADEPTUS ASTARTES

REDEMPTOR DREADNOUGHT

Redemptor Dreadnoughts are some of the largest of their kind ever fielded by the Adeptus Astartes. Armed to the teeth, they can be equipped to utterly destroy virtually any kind of battlefield target with hails of solid shot or super-heated plasma.



WARGEAR OPTIONS

- This model can be equipped with 1 Icarus rocket pod.
 - This model's heavy flamer can be replaced with 1 onslaught gatling cannon.
 - This model's heavy onslaught gatling cannon can be replaced with 1 macro plasma incinerator.
 - This model's twin fragstorm grenade launcher can be replaced with 1 twin storm bolter.
-

UNIT COMPOSITION

- 1 Redemptor Dreadnought

This model is equipped with: twin fragstorm grenade launcher; heavy flamer; heavy onslaught gatling cannon; Redemptor fist.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
REDEMPTOR DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

BRUTALIS DREADNOUGHT

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Brutalis bolt rifles [TWIN-LINKED]	24"	4	3+	4	-1	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin Icarus ironhail heavy stubber [ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	-1	1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Brutalis fists [TWIN-LINKED]	Melee	6	3+	12	-2	3
▶ Brutalis talons – strike [TWIN-LINKED]	Melee	6	3+	12	-2	3
▶ Brutalis talons – sweep [TWIN-LINKED]	Melee	10	3+	7	-2	1

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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, BRUTALIS DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Brutalis Charge: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

BRUTALIS DREADNOUGHT

The Brutalis Dreadnought is a line-breaker and a terror weapon. As it storms towards the enemy lines it lays down a hail of anti-personnel fire. Yet the greatest threat lies in its massive ceramite-sheathed fists or talons, which can crush an armoured warrior like spoiled fruit or punch through a bunker wall like parchment.



WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin multi-melta.
- This model's Brutalis fists and Brutalis bolt rifles can be replaced with 1 Brutalis talons.

UNIT COMPOSITION

- 1 Brutalis Dreadnought

This model is equipped with: twin Icarus ironhail heavy stubber; twin heavy bolter; Brutalis bolt rifles; Brutalis fists.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, BRUTALIS DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

BALLISTUS DREADNOUGHT

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4



☒ RANGED WEAPONS	RANGE	A	BS	S	AP	D
▶ Ballistus missile launcher – frag [BLAST]	48"	2D6	3+	5	0	1
▶ Ballistus missile launcher – krak	48"	2	3+	10	-2	D6
Ballistus lascannon	48"	2	3+	12	-3	D6+1
Twin storm bolter [RAPID FIRE 2, TWIN-LINKED]	24"	2	3+	4	0	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	7	0	1

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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, BALLISTUS DREADNOUGHT



ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Ballistus Strike: Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS ASTARTES

BALLISTUS DREADNOUGHT

Ballistus Dreadnoughts are walking gun emplacements. Within a shielded sarcophagus at these combat walkers' core lies the mortal remains of a fallen Chapter hero. Through webs of neural links, he pilots the war engine, targeting enemy armour or elite infantry with banks of devastating heavy weapons.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ballistus Dreadnought

This model is equipped with: Ballistus missile launcher; Ballistus lascannon; twin storm bolter; armoured feet.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, BALLISTUS DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASSAULT SQUAD

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



⚔️ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
▶️ 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+	7	-2	1
▶️ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

⚔️ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Eviscerator [SUSTAINED HITS 1]	Melee	3	4+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	4	-2	1

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, ASSAULT SQUAD

ABILITIES

FACTION: **Oath of Moment**

Chainsword Doctrines: Each time this unit is selected to fight, select one of the following abilities to apply to all Astartes chainswords equipped by models in this unit until the end of the phase:

- [SUSTAINED HITS 1]
- [LETHAL HITS]
- [LANCE]

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASSAULT SQUAD

Experts in brutal close-quarters fighting, Assault Squads take pride in drawing the most gruelling battlefield assignments. On foot they are merciless trench-clearers, bunker-purgers and charge-breakers, slaughtering all before them with gouts of flamer fire and roaring chainswords.



WARGEAR OPTIONS

- The Assault Sergeant's bolt pistol can be replaced with one of the following:
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol
- The Assault Sergeant's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- The Assault Sergeant can do one of the following:
 - Replace its bolt pistol and Astartes chainsword with 1 twin lightning claws.
 - Be equipped with 1 Astartes shield.
- Up to 2 Assault Marines can each have their bolt pistol and Astartes chainsword replaced with one of the following:
 - 1 plasma pistol and 1 Astartes chainsword
 - 1 flamer and 1 close combat weapon
 - 1 meltagun and 1 close combat weapon
 - 1 plasma gun and 1 close combat weapon
- For every 5 models in this unit, 1 model's Astartes chainsword can be replaced with 1 eviscerator.

**The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

UNIT COMPOSITION

- 1 Assault Sergeant
- 4-9 Assault Marines

Every model is equipped with: bolt pistol; Astartes chainsword.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, ASSAULT SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ASSAULT SQUAD WITH JUMP PACKS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
▶ 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+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Eviscerator [SUSTAINED HITS 1]	Melee	3	4+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	4	-2	1

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

KEYWORDS: INFANTRY, GRENADES, JUMP PACK, FLY, IMPERIUM, ASSAULT SQUAD WITH JUMP PACKS

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Hammer of Wrath: Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.



FACTION KEYWORDS: ADEPTUS ASTARTES

ASSAULT SQUAD WITH JUMP PACKS

Thanks to their powerful jump packs, these warriors soar over the battlefield, slamming into the foe and cutting them down with point-blank bolt pistol fire and furious chainsword hacks before shooting off to their next target.



WARGEAR OPTIONS

- The Assault Sergeant with Jump Pack's bolt pistol can be replaced with one of the following:
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol
- The Assault Sergeant with Jump Pack's Astartes chainsword can be replaced with one of the following:
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- The Assault Sergeant with Jump Pack can do one of the following:
 - Replace its bolt pistol and Astartes chainsword with 1 twin lightning claws.
 - Be equipped with 1 Astartes shield.
- Up to 2 Assault Marines with Jump Packs can each have their bolt pistol and Astartes chainsword replaced with one of the following:
 - 1 plasma pistol and 1 Astartes chainsword
 - 1 flamer and 1 close combat weapon
 - 1 meltagun and 1 close combat weapon
 - 1 plasma gun and 1 close combat weapon
- For every 5 models in this unit, 1 model's Astartes chainsword can be replaced with 1 eviscerator.

**The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

UNIT COMPOSITION

- 1 Assault Sergeant with Jump Pack
- 4-9 Assault Marines with Jump Packs

Every model is equipped with: bolt pistol; Astartes chainsword.

KEYWORDS: INFANTRY, GRENADES, JUMP PACK, FLY, IMPERIUM, ASSAULT SQUAD WITH JUMP PACKS



FACTION KEYWORDS: ADEPTUS ASTARTES

OUTRIDER SQUAD

M	T	SV	W	LD	OC
12"	5	3+	4	6+	2
12"	5	3+	8	6+	2

OUTRIDER

INVADER ATV



⦿ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	5	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Turbo-boost: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, OUTRIDER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

OUTRIDER SQUAD

Outrider Squads advance ahead of the main Space Marine lines, guard flanks of larger formations and hunt down enemy infiltrators. When battle is joined, they conduct lightning-fast hit-and-run attacks on defended positions, and run down those who would try to escape the vengeance of the Chapter.



WARGEAR OPTIONS

- An Invader ATV's onslaught gatling cannon can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Outrider Sergeant
- 2-5 Outriders
- 0-1 Invader ATV

The Outrider Sergeant and every Outrider is equipped with: heavy bolt pistol; twin bolt rifle; Astartes chainsword.

An Invader ATV is equipped with: heavy bolt pistol; twin bolt rifle, onslaught gatling cannon; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, OUTRIDER SQUAD




FACTION KEYWORDS:
ADEPTUS ASTARTES

INVADER ATV

M	T	SV	W	LD	OC
12"	5	3+	8	6+	2



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin bolt rifle [TWIN-LINKED]	24"	2	3+	4	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Outrider Escort: Once per turn, in your opponent's Shooting phase, when a friendly **ADEPTUS ASTARTES MOUNTED** unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, after that enemy unit has finished making its attacks, this model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, INVADER ATV



FACTION KEYWORDS:
ADEPTUS ASTARTES

INVADER ATV

The Invader is a highly flexible all-terrain vehicle, perfectly adapted to an aggressive reconnaissance role. Outfitted with either a multi-melta or onslaught gatling cannon, it can rapidly deliver punishing fire against vulnerable parts of the enemy line, or swiftly engage and destroy scouting elements of opposing forces.



WARGEAR OPTIONS

- This model's onslaught gatling cannon can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Invader ATV

This model is equipped with: heavy bolt pistol; twin bolt rifle, onslaught gatling cannon; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, INVADER ATV



FACTION KEYWORDS:
ADEPTUS ASTARTES

BIKE SQUAD

M	T	SV	W	LD	OC	
12"	5	3+	3	6+	2	SPACE MARINE BIKE
12"	5	3+	5	6+	2	ATTACK BIKE



⚔ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2

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

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, BIKE SQUAD

ABILITIES

FACTION: **Oath of Moment**

Turbo-boost: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.



FACTION KEYWORDS:
ADEPTUS ASTARTES

BIKE SQUAD

Deployed in rapid assault missions based on intelligence gathered by Scouts and Vanguard forces, Bikers can smash through enemy lines, battlefield obstacles and even ferrocrete walls due to the raw fury of their mounts' engines. Their sheer bulk belies their phenomenal power, speed and manoeuvrability.



WARGEAR OPTIONS

- The Biker Sergeant's bolt pistol can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 boltgun*
 - 1 combi-weapon*
 - 1 hand flamer
 - 1 grav-pistol
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- Any number of Space Marine Bikers can each have their bolt pistol replaced with 1 Astartes chainsword.
- Up to 2 Space Marine Bikers can each have their bolt pistol replaced with one of the following:
 - 1 flamer*
 - 1 grav-gun*
 - 1 meltagun*
 - 1 plasma gun*
 - 1 plasma pistol
- An Attack Bike's heavy bolter can be replaced with 1 multi-melta.

** The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

UNIT COMPOSITION

- 1 Biker Sergeant
- 2-5 Space Marine Bikers
- 0-1 Attack Bike

The Biker Sergeant and every Space Marine Biker is equipped with: bolt pistol; twin boltgun; close combat weapon.

An Attack Bike is equipped with: bolt pistol; heavy bolter; twin boltgun; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, BIKE SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

SCOUT BIKE SQUAD

M	T	SV	W	LD	OC
12"	5	4+	3	6+	2



⚙️ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
▶️ Astartes grenade launcher – frag [BLAST]	24"	D3	3+	4	0	1
▶️ Astartes grenade launcher – krak	24"	1	3+	9	-2	D3
Astartes shotgun [ASSAULT]	18"	2	3+	4	0	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
▶️ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶️ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

⚔️ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Combat knife	Melee	3	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2

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

KEYWORDS: MOUNTED, GRENADES, SMOKE, IMPERIUM, SCOUT BIKE SQUAD

ABILITIES

CORE: Scouts 9"

FACTION: Oath of Moment

Outflank: When this unit arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).



FACTION KEYWORDS:
ADEPTUS ASTARTES

SCOUT BIKE SQUAD

Fast-moving recon and disruption units, Scout Bike Squads operate far beyond friendly lines. They booby trap neutral ground, sever the foe's communications links, burn enemy supplies, seek out weaknesses in defences and set up locator beacons to draw down the Space Marines' fearsome orbital strikes.



WARGEAR OPTIONS

- The Scout Biker Sergeant's bolt pistol can be replaced with one of the following:
 - 1 Astartes chainsword
 - 1 boltgun*
 - 1 combi-weapon*
 - 1 hand flamer*
 - 1 grav-pistol*
 - 1 inferno pistol
 - 1 plasma pistol
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer
- Any number of models can each have their twin boltgun replaced with 1 Astartes grenade launcher.

**The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

UNIT COMPOSITION

- 1 Scout Biker Sergeant
- 2-5 Scout Bikers

Every model is equipped with: Astartes shotgun; bolt pistol; twin boltgun; combat knife.

KEYWORDS: MOUNTED, GRENADES, SMOKE, IMPERIUM, SCOUT BIKE SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ATTACK BIKE SQUAD

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

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

ABILITIES

FACTION: Oath of Moment

Outrider Escort: Once per turn, in your opponent's Shooting phase, when a friendly **ADEPTUS ASTARTES MOUNTED** unit within 6" of this unit is selected as the target of an attack, this unit can use this ability. If it does, after that enemy unit has finished making its attacks, this unit can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, ATTACK BIKE SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ATTACK BIKE SQUAD

For those missions where a Space Marine Bike Squad is insufficient, an Attack Bike joins them. Capable of mauling infantry squads or reducing tanks to molten ruin, they render bike formations all the more deadly. So effective are these rapidly moving hunters that many Chapters field them as squads in their own right.



WARGEAR OPTIONS

- Any number of models can each have their heavy bolter replaced with 1 multi-melta.

UNIT COMPOSITION

- 1-3 Attack Bikes

Every model is equipped with: bolt pistol; heavy bolter; twin boltgun; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, IMPERIUM, ATTACK BIKE SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

SUPPRESSOR SQUAD

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



🎯 RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Accelerator autocannon [HEAVY]	48"	3	4+	8	-1	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

⚔️ MELEE WEAPONS

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Suppression Fire: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with an accelerator autocannon. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

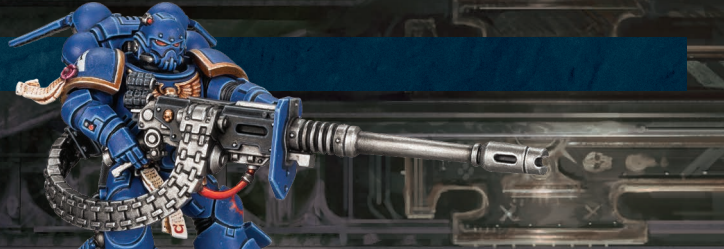
KEYWORDS: **INFANTRY, GRENADES, SMOKE, JUMP PACK, FLY, IMPERIUM, SUPPRESSOR SQUAD**



FACTION KEYWORDS: **ADEPTUS ASTARTES**

SUPPRESSOR SQUAD

Girded in armour that can tolerate the vicious recoil of their weapons and the terrible stresses of grav-drops, Suppressors rapidly take up key positions on the battlefield. From there, they unleash deluges of armour-piercing rounds that decimate enemy infantry and force the survivors to dive for cover.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Suppressor Sergeant
- 2 Suppressors

Every model is equipped with: accelerator autocannon; bolt pistol; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, SMOKE, JUMP PACK, FLY, IMPERIUM, SUPPRESSOR SQUAD



FACTION KEYWORDS: ADEPTUS ASTARTES

INCEPTOR SQUAD

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



◊	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Assault bolters [ASSAULT, PISTOL, SUSTAINED HITS 2, TWIN-LINKED]	18"	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

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Meteoric Descent: When this unit is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.



FACTION KEYWORDS:
ADEPTUS ASTARTES

INCEPTOR SQUAD

Equipped with heavy jump packs, Inceptor Squads are superb spearhead troops that deliver overwhelming blows to the enemy. Plummeting to the surface from the very edge of a world's atmosphere, they strike with devastating force, unleashing a hurricane of fire that turns whole squads of enemy infantry to bloody mist.



WARGEAR OPTIONS

- All models in this unit can each have their assault bolters replaced with 1 plasma exterminators.

UNIT COMPOSITION

- 1 Inceptor Sergeant
- 2-5 Inceptors

Every model is equipped with: assault bolters; close combat weapon.

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER HAILSTRIKE

M	T	SV	W	LD	OC
14"	9	3+	11	6+	3



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Onslaught gatling cannon [DEVASTATING WOUNDS]	24"	8	3+	5	0	1
Twin ironhail heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

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

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Oath of Moment**

Hailstrike: Each time this model has shot, select one enemy unit that was hit by one or more attacks made by this model this phase. Until the end of the phase, each time a friendly **ADEPTUS ASTARTES** unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

KEYWORDS: **VEHICLE, FLY, IMPERIUM, STORM SPEEDER HAILSTRIKE**



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER HAILSTRIKE

The Hailstrike is so heavily armed that it can annihilate entire swathes of infantry in fusillades of blistering projectiles. Speeding over the battlefield, its specialised loadout shatters charging formations and shreds barricades and defences.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Storm Speeder Hailstrike

This model is equipped with: 2 fragstorm grenade launchers; onslaught gatling cannon; twin ironhail heavy stubber; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER HAILSTRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER THUNDERSTRIKE

M	T	SV	W	LD	OC
14"	9	3+	11	6+	3



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Stormfury missiles	48"	1	2+	12	-3	D6+1
Thunderstrike las-talon	36"	2	2+	9	-3	D6+1
Twin Icarus rocket pod [ANTI-FLY 2+, TWIN-LINKED]	24"	D3	3+	8	-1	2

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

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Oath of Moment**

Thunderstrike: Each time this model has shot, select one enemy **MONSTER** or **VEHICLE** unit that was hit by one or more attacks made by this model this phase. Until the end of the phase, each time a friendly **ADEPTUS ASTARTES** unit makes a ranged attack that targets that enemy unit, add 1 to the Wound roll.

KEYWORDS: **VEHICLE, FLY, IMPERIUM, STORM SPEEDER THUNDERSTRIKE**



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER THUNDERSTRIKE

Thunderstrikes outmanoeuvre the foe at every turn, targeting vulnerable points in armour, fuel stores and missile hoppers to turn tanks into raging fireballs. Just a single Thunderstrike is capable of destroying armoured breakthrough attempts, and when one is on the battlefield, few enemies are safe.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Storm Speeder Thunderstrike

This model is equipped with: stormfury missiles; Thunderstrike las-talon; twin Icarus rocket pod; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER THUNDERSTRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER HAMMERSTRIKE

M	T	SV	W	LD	OC
14"	9	3+	11	6+	3



⦿ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hammerstrike missile launcher	36"	2	3+	9	-3	D6
Krakstorm grenade launcher	18"	1	3+	9	-1	D3
Melta destroyer [MELTA 2]	18"	3	3+	9	-4	D6

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

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Oath of Moment**

Hammerstrike: Each time this model has shot, select one enemy unit that was hit by one or more attacks made by this model this phase. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

KEYWORDS: **VEHICLE, FLY, IMPERIUM, STORM SPEEDER HAMMERSTRIKE**



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM SPEEDER HAMMERSTRIKE

The Hammerstrike excels at rooting out enemies from trench and bunker networks. Sweeping low over the battlefield, it employs searing melta blasts and volleys of rockets to crack the foe's defence lines wide open.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Storm Speeder Hammerstrike

This model is equipped with: Hammerstrike missile launcher; 2 krakstorm grenade launchers; melta destroyer; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER HAMMERSTRIKE



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER

M	T	SV	W	LD	OC
14"	7	3+	6	6+	2



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6

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

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

Target Sighted: At the start of your Shooting phase, select one enemy unit that is visible to this model. Until the end of the phase, each time a friendly **ADEPTUS ASTARTES** model makes an attack with a Blast weapon that targets that enemy unit, add 1 to the Hit roll and that attack has the [IGNORES COVER] ability.

KEYWORDS: **VEHICLE, FLY, IMPERIUM, LAND SPEEDER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER

The remarkable grav-drives utilised by Land Speeders enable them to perform seemingly impossible feats of manoeuvrability even as they strike against the enemy. Such adaptability makes them ideal for a variety of tasks, including scouting and counter-reconnaissance.



WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Land Speeder

This model is equipped with: heavy bolter; close combat weapon.

KEYWORDS: **VEHICLE, FLY, IMPERIUM, LAND SPEEDER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER TORNADO

M	T	SV	W	LD	OC
14"	7	3+	6	6+	2



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6

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

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

Strafing Enfilade: Each time this model ends a Normal move, you can select one enemy unit (excluding **MONSTER** and **VEHICLE** units) that it moved over during that move, then roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS: **VEHICLE, FLY, IMPERIUM, LAND SPEEDER TORNADO**



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER TORNADO

The Land Speeder Tornado is a highly mobile, multi-threat skimmer that can deal far more death and destruction than its relatively small profile suggests. In battle it serves as a mobile firebase, able to bring multiple heavy weapons to bear wherever the need is greatest.



WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 multi-melta.
- This model's assault cannon can be replaced with 1 heavy flamer.

UNIT COMPOSITION

- 1 Land Speeder Tornado

This model is equipped with: assault cannon; heavy bolter; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TORNADO



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER TYPHOON

M	T	SV	W	LD	OC
14"	7	3+	6	6+	2



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
▶ Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
▶ Typhoon missile launcher – krak	48"	2	3+	9	-2	D6
⚔ 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: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TYPHOON

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

Fire and Redeploy: In your Shooting phase, each time this model has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this model is not eligible to declare a charge.



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER TYPHOON

Mounting a formidable multi-missile launcher, the Land Speeder Typhoon launches flurries of projectiles at its targets. Such a barrage shatters order in infantry assaults as formations are broken up. Nor is enemy armour safe, for the Typhoon's armour-piercing warheads allow it to pick off battle tanks and transports.



WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Land Speeder Typhoon

This model is equipped with: heavy bolter; Typhoon missile launcher; close combat weapon.

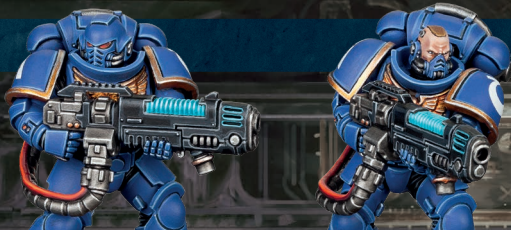
KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TYPHOON



FACTION KEYWORDS:
ADEPTUS ASTARTES

HELLBLASTER SQUAD

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



☯	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
➤	Plasma incinerator – standard [ASSAULT, HEAVY]	24"	2	3+	7	-2	1
➤	Plasma incinerator – supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2
➤	Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
➤	Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

⚔	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, GRENADES, IMPERIUM, TACTICUS, HELLBLASTER SQUAD

ABILITIES

FACTION: **Oath of Moment**

For the Chapter!: Each time a model in this unit is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play. When resolving these attacks, any Hazardous tests taken for that attack are automatically passed.

Designer's Note: This ability is triggered even when a model in this unit is destroyed as the result of failing a Hazardous test, meaning such a model may be able to shoot twice in the same phase.



FACTION KEYWORDS:
ADEPTUS ASTARTES

HELLBLASTER SQUAD

Few foes can survive the incandescent fury of a Hellblaster Squad. Whether they be Tyranid Hive Tyrant, Ork Warboss or Heretic Astartes battle tank, all are reduced to ash and slag by searing, well-aimed plasma fire pouring from the Hellblasters' ferocious weapons.



WARGEAR OPTIONS

- All models in this unit can each have their bolt pistol replaced with 1 plasma pistol.

UNIT COMPOSITION

- 1 Hellblaster Sergeant
- 4-9 Hellblasters

Every model is equipped with: bolt pistol; plasma incinerator; close combat weapon.

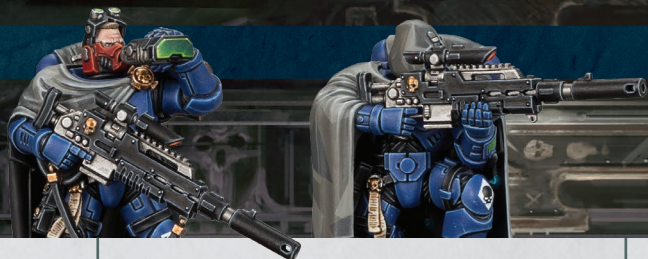
KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, HELLBLASTER SQUAD





FACTION KEYWORDS:
ADEPTUS ASTARTES

ELIMINATOR SQUAD

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-2	3
Instigator bolt carbine [PRECISION]	24"	1	3+	4	-2	3
Las fusil [HEAVY]	36"	1	3+	9	-3	D6

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

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Oath of Moment**

Reposition Under Covering Fire: In your Shooting phase, after this unit has shot, if it contains an Eliminator Sergeant equipped with an instigator bolt carbine, this unit can make a Normal move. If it does so, until the end of the turn, this unit is not eligible to declare a charge.

Mark the Target: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

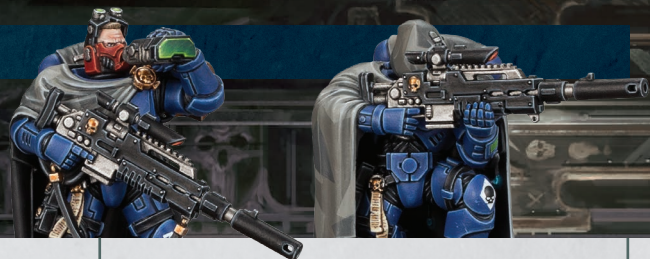
KEYWORDS: INFANTRY, GRENADES, IMPERIUM, PHOBOS, ELIMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ELIMINATOR SQUAD

Eliminator Squads are peerless assassins, deadly marksmen who haunt the shadows of the battlefield unseen by the enemy. For hours they will lie in wait to take the perfect shot, their sophisticated scopes feeding them essential data to ensure they never fail to make the kill.



WARGEAR OPTIONS

- The Eliminator Sergeant's bolt sniper rifle can be replaced with one of the following:
 - 1 instigator bolt carbine
 - 1 las fusil
 - All Eliminators in this unit can each have their bolt sniper rifle replaced with 1 las fusil.
-

UNIT COMPOSITION

- 1 Eliminator Sergeant
- 2 Eliminators

Every model is equipped with: bolt pistol; bolt sniper rifle; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, PHOBOS, ELIMINATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ERADICATOR SQUAD

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



⚔ 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.

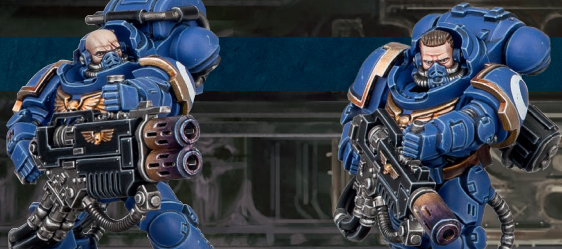
KEYWORDS: INFANTRY, GRENADES, IMPERIUM, GRAVIS, ERADICATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

ERADICATOR SQUAD

Before the molten ire of an Eradicator Squad, heavy armour and defended positions stand little chance. Eradicators wear the heavier Gravis-pattern of Mk X power armour, allowing them to stride unharmed through waves of incoming fire before bringing their own destructive weaponry to bear at close range.



WARGEAR OPTIONS

- For every 3 models in this unit, 1 Eradicator's melta rifle can be replaced with 1 multi-melta.

UNIT COMPOSITION

- 1 Eradicator Sergeant
- 2-5 Eradicators

Every model is equipped with: bolt pistol; melta rifle; close combat weapon.

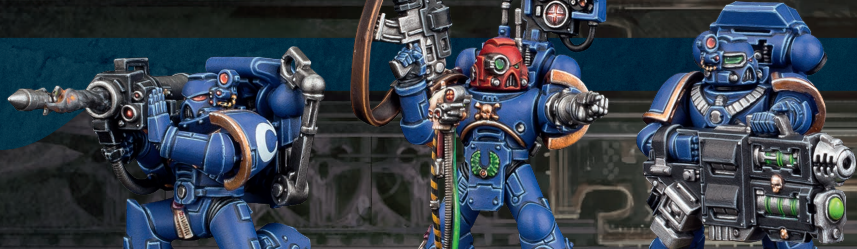
KEYWORDS: INFANTRY, GRENADES, IMPERIUM, GRAVIS, ERADICATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

DEVASTATOR SQUAD

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



☉ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Grav-cannon [ANTI-VEHICLE 2+, HEAVY]	24"	3	4+	6	-1	3
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
➤ Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
➤ Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	4	3+	4	-2	1

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

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, DEVASTATOR SQUAD

ABILITIES

FACTION: Oath of Moment

Signum: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.

Armorium Cherub: Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.

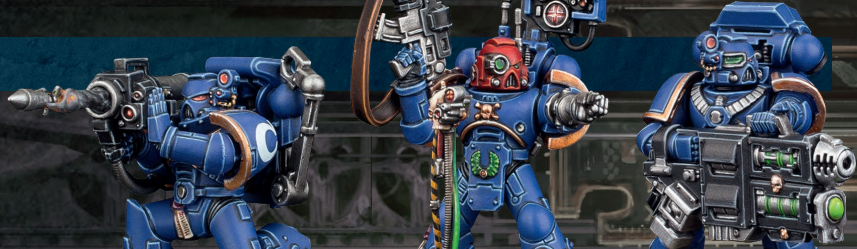
Designer's Note: Place an Armorium Cherub token next to the unit, removing it once this ability has been used.



FACTION KEYWORDS:
ADEPTUS ASTARTES

DEVASTATOR SQUAD

Devastator Squads pound the enemy at long range with overwhelming heavy weapons fire, annihilating any caught in the ferocious blasts. Once they have secured the perfect firing position, they hold it firmly, providing their battle-brothers with intense covering fire as they advance.



WARGEAR OPTIONS

- Up to 4 Devastator Marines can each have their boltgun replaced with one of the following:
 - 1 grav-cannon
 - 1 heavy bolter
 - 1 heavy flamer*
 - 1 lascannon
 - 1 missile launcher
 - 1 multi-melta
 - 1 plasma cannon*
- The Devastator Sergeant's bolt pistol and boltgun can be replaced with 1 twin lightning claws.
- The Devastator Sergeant's bolt pistol and boltgun can be replaced with two different weapons from the following list:**
 - 1 Astartes chainsword
 - 1 bolt pistol
 - 1 boltgun
 - 1 combi-weapon*
 - 1 grav-pistol*
 - 1 hand flamer*
 - 1 inferno pistol*
 - 1 plasma pistol*
 - 1 storm bolter*
 - 1 power fist
 - 1 power weapon
 - 1 thunder hammer

** The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

*** This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol)*

UNIT COMPOSITION

- 1 Devastator Sergeant
- 4-9 Devastator Marines

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

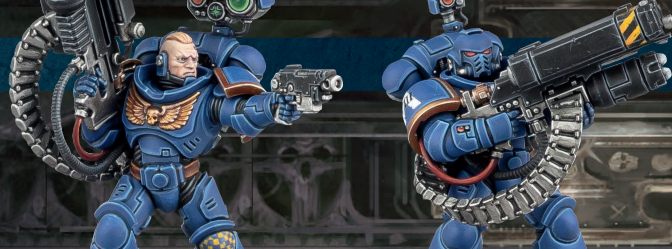
KEYWORDS: INFANTRY, GRENADES, IMPERIUM, DEVASTATOR SQUAD





FACTION KEYWORDS:
ADEPTUS ASTARTES

DESOLATION SQUAD

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Castellan launcher [BLAST, INDIRECT FIRE]	36"	D3	3+	4	0	1
Superfrag rocket launcher [BLAST, HEAVY]	48"	D6+1	4+	5	0	1
Superkrak rocket launcher [HEAVY]	48"	1	4+	10	-2	D6+1
Vengor launcher [BLAST, INDIRECT FIRE]	48"	D6	2+	7	-1	2

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

ABILITIES

FACTION: Oath of Moment

Targeter Optics: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability and can ignore the penalty to their Hit rolls when making attacks with Indirect Fire weapons against targets that are not visible to them.

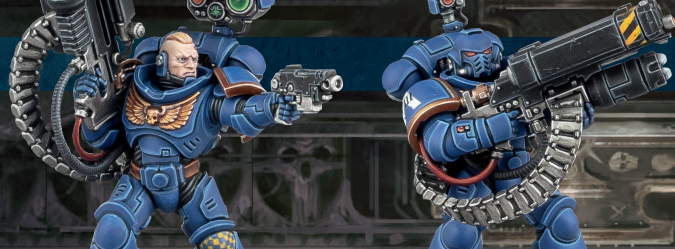
KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, DESOLATION SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

DESOLATION SQUAD

Desolation Marines specialise in unleashing widespread devastation throughout the enemy ranks. Whether direct-firing warheads into massed infantry or enemy armour, or raining salvos down upon the enemy with their castellan launchers, these warriors reap a grievous toll amongst the foe.



WARGEAR OPTIONS

- All of the models in this unit can each have their superfrag rocket launcher replaced with 1 superkrak rocket launcher.
- The Desolation Sergeant's superfrag rocket launcher or superkrak rocket launcher can be replaced with 1 vengor launcher.

UNIT COMPOSITION

- 1 Desolation Sergeant
- 4-9 Desolation Marines

Every model is equipped with: bolt pistol; castellan launcher; superfrag rocket launcher; close combat weapon.

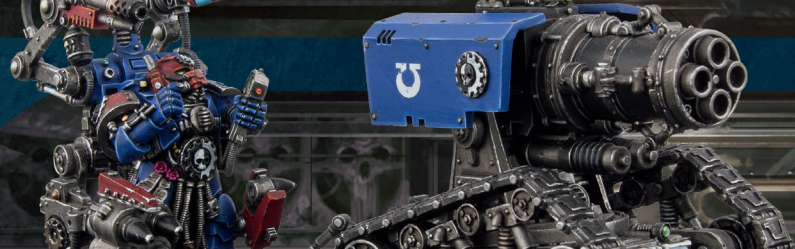
KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TACTICUS, DESOLATION SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

THUNDERFIRE CANNON

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



🎯 RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Thunderfire cannon [BLAST, INDIRECT FIRE]	48"	D6+4	3+	5	0	1

⚔️ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Gunner's servo-arms [EXTRA ATTACKS]	Melee	2	3+	8	-2	3
Plasma cutter [EXTRA ATTACKS]	Melee	2	3+	8	-2	1

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

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, THUNDERFIRE CANNON

ABILITIES

FACTION: Oath of Moment

Tremor Shells: In your Shooting phase, after this unit has shot, if an enemy **INFANTRY** unit was hit by one or more attacks made by this unit's thunderfire cannon this phase, until the end of your opponent's next turn, that enemy unit is shaken. While a unit is shaken, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

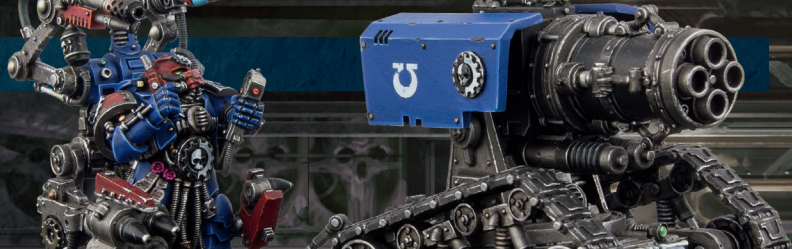
Crewed Artillery: If one model in this unit is destroyed, the remaining model in this unit is also destroyed.



FACTION KEYWORDS:
ADEPTUS ASTARTES

THUNDERFIRE CANNON

A massive, multi-barrelled artillery piece mounted on heavy, grinding tracks, the Thunderfire Cannon can tear apart the enemy's assaults and blow huge holes in their strong-points in relentless barrages of shells. Able to traverse all kinds of difficult terrain, it excels in supporting Space Marine attacks or shoring up defences.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Techmarine Gunner
- 1 Thunderfire Cannon

The Techmarine Gunner is equipped with: bolt pistol; flamer; plasma cutter; Gunner's servo-arms; close combat weapon.

The Thunderfire Cannon is equipped with: thunderfire cannon; close combat weapon.

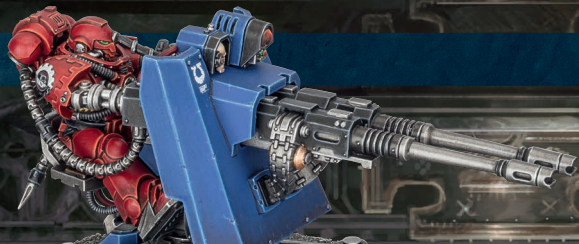
KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, THUNDERFIRE CANNON



FACTION KEYWORDS:
ADEPTUS ASTARTES

FIRESTRIKE SERVO-TURRETS

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



⚔ 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.

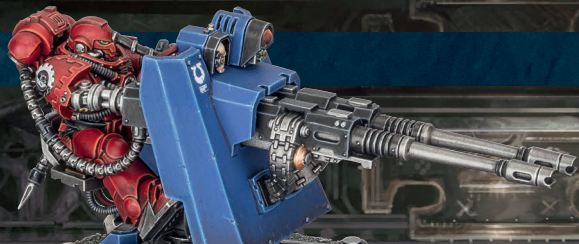
KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, FIRESTRIKE SERVO-TURRETS



FACTION KEYWORDS:
ADEPTUS ASTARTES

FIRESTRIKE SERVO-TURRETS

Primarily a defensive weapon, the Firestrike Servo-turret lays down withering volleys of fire to secure flanks or the Space Marines' base of operations. Mounted on gravitic ventral plates, they can hover across the battlefield to ideal firing positions from which to slaughter attacking enemies.



WARGEAR OPTIONS

- Any number of models can each have their twin Firestrike las-talon replaced with 1 twin Firestrike autocannon.

UNIT COMPOSITION

- 1-2 Firestrike Servo-turrets

Every model is equipped with: twin Firestrike las-talon; close combat weapon.

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

HUNTER

M

9"

T

11

SV

3+

W

11

LD

6+

OC

3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6

One Shot: The bearer can only shoot with this weapon once per battle.

Skyspear missile launcher [ANTI-FLY 3+, DEVASTATING WOUNDS, HEAVY]	36"	1	2+	10	-3	D6+2
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Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
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MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Hunter Missile Targeting: Each time this model makes an attack with its skyspear missile launcher that targets a **MONSTER** or **VEHICLE** unit, that attack scores a hit on an unmodified Hit roll of 2+.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, HUNTER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

HUNTER

The Adeptus Astartes' foremost anti-air vehicle, few foes can evade the missiles of the Hunter's skyspear missile launcher. Its deadly payload homes in on its target and can change direction with preternatural ease, guided as it is by the interred servitor-mummy of one of the Chapter's honoured ballistic serfs.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Hunter

This model is equipped with: skyspear missile launcher; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, HUNTER



FACTION KEYWORDS:
ADEPTUS ASTARTES

STALKER

M

9"

T

11

SV

3+

W

11


LD


6+

OC

3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Icarus stormcannon [ANTI-FLY 2+]	48"	6	3+	7	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Skyfire Protocols: Each time you target this model with the Overwatch Stratagem just after an enemy unit that can **FLY** starts or ends a Normal, Advance or Fall Back move, when resolving that Stratagem, in addition to shooting that enemy unit, you can select up to three additional enemy units within 24" of this model that can **FLY**; this model can also shoot at each of those units with its Icarus stormcannons (provided each one is an eligible target), but when doing so, an unmodified Hit roll of 6 is required to score a hit.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, STALKER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

STALKER

The Stalker's phenomenal anti-air kill rate is achieved by a pair of independently targeting repeating cannons. These are tethered to a servo-mind conclave that cogitates reams of trajectory data to ensure the Stalker's weapons fire exactly where they should, enabling it to cleanse skies darkened by enemy flyers.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Stalker

This model is equipped with: 2 Icarus stormcannons; armoured tracks.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, STALKER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

WHIRLWIND

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Whirlwind vengeance launcher [BLAST, INDIRECT FIRE]	72"	D6+3	3+	8	-2	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Pinning Bombardment: In your Shooting phase, after this model has shot, if one or more of those attacks made with its Whirlwind vengeance launcher scored a hit against an enemy **INFANTRY** unit, that unit must take a Battle-shock test.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

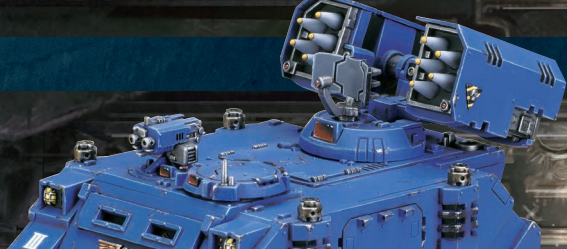
KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, WHIRLWIND**



FACTION KEYWORDS:
ADEPTUS ASTARTES

WHIRLWIND

Hails of missiles saturate the ground whenever a Whirlwind strikes, creating a carpet of explosions that launches deadly shrapnel or scorching flames in all directions. The Whirlwind fires from concealed positions in support of Space Marine attacks, utilising its speed to keep pace with the assault.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Whirlwind

This model is equipped with: Whirlwind vengeance launcher; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, WHIRLWIND





FACTION KEYWORDS:
ADEPTUS ASTARTES

PREDATOR DESTRUCTOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon [RAPID FIRE 2]	48"	4	3+	9	-1	3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Destructor: Each time this model makes a ranged attack that targets an **INFANTRY** unit, improve the Armour Penetration characteristic of that attack by 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, PREDATOR DESTRUCTOR**



FACTION KEYWORDS:
ADEPTUS ASTARTES

PREDATOR DESTROYER

Predator Destroyers have served the Emperor for more than ten thousand years with resolute steadfastness, proving themselves by slaughtering hordes of enemy infantry, shattering assaults and laying waste to light vehicles. To the always-outnumbered Space Marines, their firepower has long been vital.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
 - This model can be equipped with 1 hunter-killer missile.
 - This model can be equipped with 1 storm bolter.
-

UNIT COMPOSITION

- 1 Predator Destroyer

This model is equipped with: Predator autocannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, PREDATOR DESTROYER




FACTION KEYWORDS:
ADEPTUS ASTARTES

PREDATOR ANNIHILATOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Predator twin lascannon [TWIN-LINKED]	48"	1	3+	14	-3	D6+1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Annihilator: Each time a ranged attack made by this model is allocated to a **MONSTER** or **VEHICLE** model, re-roll a Damage roll of 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, PREDATOR ANNIHILATOR**



FACTION KEYWORDS:
ADEPTUS ASTARTES

PREDATOR ANNIHILATOR

Predator Annihilators excel at leading armoured spearheads, moving at high speed and firing all the while. Their crews take pride in their particularly ferocious machine spirits, and gladly thunder into the fiercest fighting to blow apart enemy armoured columns and dense bunker complexes.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
 - This model can be equipped with 1 hunter-killer missile.
 - This model can be equipped with 1 storm bolter.
-

UNIT COMPOSITION

- 1 Predator Annihilator

This model is equipped with: Predator twin lascannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, PREDATOR ANNIHILATOR





FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR LANCER

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Lancer laser destroyer [HEAVY]	72"	2	3+	14	-4	D6+3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Aquilon Optics: Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving its attacks.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, GLADIATOR LANCER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR LANCER

With pinpoint accuracy, the Gladiator Lancer picks off the heaviest enemy armour, laser destroyer punching smouldering holes in their hulls. Such is the range of its heavy cannon that it can eliminate threats to the Space Marines before they encounter them, storming past burning wrecks to claim their objectives.



WARGEAR OPTIONS

- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

UNIT COMPOSITION

- **1 Gladiator Lancer**

This model is equipped with: Lancer laser destroyer; 2 storm bolters; armoured hull.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR LANCER




FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR REAPER

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Tempest bolter [RAPID FIRE 4]	24"	4	3+	4	-1	1
Twin heavy onslaught gatling cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	12	3+	6	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Rotating Death: This model's twin heavy onslaught gatling cannon has the [SUSTAINED HITS 2] ability when targeting INFANTRY units.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, GLADIATOR REAPER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR REAPER

When the cannons of the Gladiator Reaper spin to full pitch, the droning makes the teeth of all nearby itch with the intensity of the vibrations. Within seconds, thousands of spent casings pour over the battle tank's armoured hide as enemies are erased from existence by the storm of fire.



WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

UNIT COMPOSITION

- 1 Gladiator Reaper

This model is equipped with: 2 tempest bolters; twin heavy onslaught gatling cannon; armoured hull.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR REAPER





FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR VALIANT

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	10	-4	D6
Twin las-talon [TWIN-LINKED]	36"	2	3+	10	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Ferocious Assault: Each time this model makes an attack with its twin las-talon that targets the closest eligible **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, GLADIATOR VALIANT**



FACTION KEYWORDS:
ADEPTUS ASTARTES

GLADIATOR VALIANT

The Valiant lays down blistering volleys of fire as it escorts transports or supports infantry in ferocious fighting, crossing rushing watercourses, sucking marshlands and bubbling lava lakes with equal ease. Its twin las-talons spit death at the foe, making short work of enemy armour and cracking open fortified positions.



WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

UNIT COMPOSITION

- 1 Gladiator Valiant

This model is equipped with: 2 multi-meltas; twin las-talon; armoured hull.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR VALIANT



FACTION KEYWORDS:
ADEPTUS ASTARTES

VINDICATOR

M

9"

T

11

SV

2+

W

11


LD


6+

OC

3



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Demolisher cannon [BLAST]	24"	D6+3	3+	14	-3	D6
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Siege Shield: When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

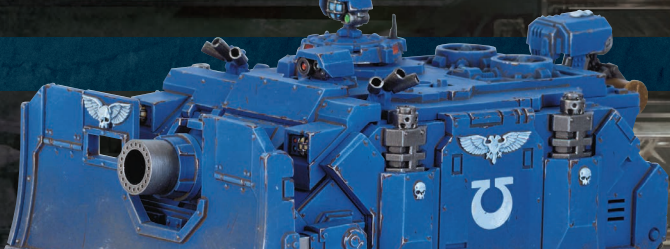
KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, VINDICATOR**



FACTION KEYWORDS:
ADEPTUS ASTARTES

VINDICATOR

The Vindicator is a dedicated siege tank. It can smash obstacles aside with its massive shield, rumbling into the perfect firing position to unleash its demolisher cannon, a weapon so destructive it can blow apart enemy fortifications, annihilate columns of infantry and shatter armoured tanks with terrifying ease.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Vindicator

This model is equipped with: demolisher cannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, VINDICATOR





FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Godhammer lascannon	48"	2	3+	12	-3	D6+1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, IMPERIUM, LAND RAIDER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER

Land Raiders are mobile fortresses that bear squads of Space Marines through the most furious firestorms without so much as a scratch. Their machine spirits are so potent that if the crew are slain they will take over, making the tank a truly formidable asset.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Land Raider

This model is equipped with: twin heavy bolter; 2 godhammer lascannons; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, IMPERIUM, LAND RAIDER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER CRUSADER

M	T	SV	W	LD	OC
12"	12	2+	16	6+	5



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM,
LAND RAIDER CRUSADER



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER CRUSADER

The Land Raider Crusader is a superlative assault tank. Its bulk enables it to crush enemy defences, and its prodigious firepower cuts their defenders to ribbons. With an enhanced transport capacity, once it has stormed enemy defences, Space Marines pour from its hatches to slaughter those foes who remain.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Land Raider Crusader

This model is equipped with: 2 hurricane bolters; twin assault cannon; armoured tracks.

TRANSPORT

This model has a transport capacity of 16 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

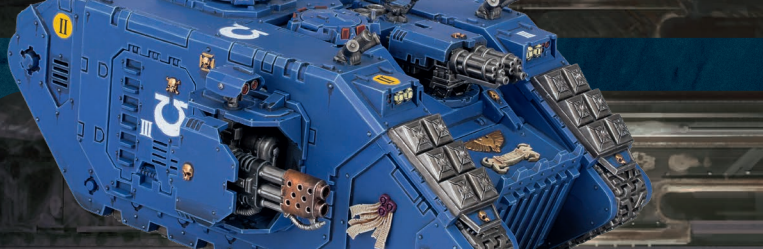
KEYWORDS: VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM, LAND RAIDER CRUSADER



FACTION KEYWORDS: ADEPTUS ASTARTES

LAND RAIDER REDEEMER

M	T	SV	W	LD	OC
12"	12	2+	16	6+	5



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Flamestorm cannon [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-2	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

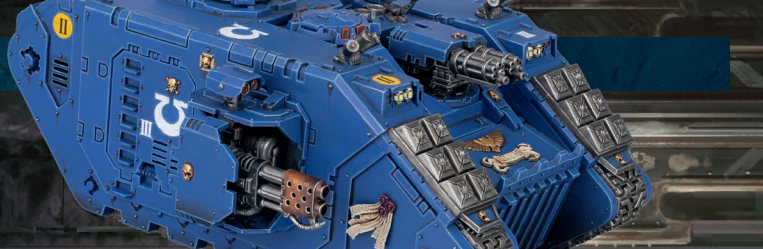
KEYWORDS: VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM, LAND RAIDER REDEEMER



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER REDEEMER

In brutal urban combat, it can be impossible to root out entrenched foes. Not so for the Land Raider Redeemer. When it engages its flamestorm cannons, any caught in the raging inferno of burning promethium that follows are doomed, and bunkers, pill boxes, ruined factorums and shattered hab-blocks are cleansed of the enemy.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Land Raider Redeemer

This model is equipped with: 2 flamestorm cannons; twin assault cannon; armoured tracks.

TRANSPORT

This model has a transport capacity of 14 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM, LAND RAIDER REDEEMER



FACTION KEYWORDS: ADEPTUS ASTARTES

REPULSOR

M	T	SV	W	LD	OC
10"	12	3+	16	6+	5



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Hunter-slayer missile [INDIRECT FIRE, ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Las-talon	36"	2	3+	10	-3	D6+1
Repulsor defensive array	24"	18	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Emergency Combat Embarkation: Once per turn, in your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one **ADEPTUS ASTARTES** unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of any enemy units and every model in that unit is within 3" of this **TRANSPORT**, it can embark within this **TRANSPORT**. The charging unit can then select new targets for its charge.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR**



FACTION KEYWORDS:
ADEPTUS ASTARTES

REPULSOR

Clad in advanced armour plating and armed for any battlefield situation, the Repulsor not only transports its passengers safely, it also provides superb fire support. Dangerous terrain is little impediment to it, its ventral plates channelling gravitic energies that crush obstacles beneath the vehicle's mass.



WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin lascannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 las-talon.

UNIT COMPOSITION

- 1 Repulsor

This model is equipped with: heavy onslaught gatling cannon; hunter-slayer missile; Repulsor defensive array; twin heavy bolter; armoured hull.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR**



FACTION KEYWORDS:
ADEPTUS ASTARTES

REPULSOR EXECUTIONER

M	T	SV	W	LD	OC
10"	12	3+	16	6+	5



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy laser destroyer [HEAVY]	72"	2	3+	16	-4	D6+4
Heavy onslaught gatling cannon [DEVASTATING WOUNDS]	24"	12	3+	6	0	1
Icarus rocket pod [ANTI-FLY 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
▶ Macro plasma incinerator – standard [BLAST]	36"	D6+1	3+	8	-3	2
▶ Macro plasma incinerator – supercharge [BLAST, HAZARDOUS]	36"	D6+1	3+	9	-4	3
Repulsor Executioner defensive array	24"	10	3+	4	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin Icarus ironhail heavy stubber [ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

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

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR EXECUTIONER



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Executioner: Each time this model makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REPULSOR EXECUTIONER

Based on the Repulsor chassis, the Repulsor Executioner sacrifices some transport capacity to accommodate powerful turret weaponry. Even the largest battle tanks can be crippled by the beam of a heavy laser destroyer, while the incinerating blasts of a macro plasma incinerator can obliterate infantry formations.



WARGEAR OPTIONS

- This model's macro plasma incinerator can be replaced with 1 heavy laser destroyer.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

UNIT COMPOSITION

- 1 Repulsor Executioner

This model is equipped with: heavy onslaught gatling cannon; macro plasma incinerator; Repulsor Executioner defensive array; twin heavy bolter; twin Icarus ironhail heavy stubber; armoured hull.

TRANSPORT

This model has a transport capacity of 6 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR EXECUTIONER**





FACTION KEYWORDS:
ADEPTUS ASTARTES

RHINO

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

FACTION: Oath of Moment

Self Repair: At the end of your Command phase, this model regains 1 lost wound.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RHINO



FACTION KEYWORDS:
ADEPTUS ASTARTES

RHINO

The Rhino transport has served the Space Marines for ten thousand years, and forms a part of many of their strike forces. With robust self-repair systems, the Rhino is a rugged vehicle that can swiftly navigate nightmare battlefields to deliver its deadly cargo of Space Marines into the heart of battle.



WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- 1 Rhino

This model is equipped with: storm bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models. It cannot transport **JUMP PACK, WULFEN, TACTICUS, PHOBOS, GRAVIS, CENTURION** or **TERMINATOR** models.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RHINO



FACTION KEYWORDS:
ADEPTUS ASTARTES

RAZORBACK

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RAZORBACK**



FACTION KEYWORDS: **ADEPTUS ASTARTES**

RAZORBACK

The Razorback replaces some of the Rhino's transport capacity with a heavy weapon turret, and provides fire support for armoured infantry assaults while delivering its own cargo of warriors to battle. Such is its success that for many Chapters it performs additional functions, notably as a mobile command centre.



WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following:
 - 1 twin lascannon
 - 1 twin assault cannon
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- 1 Razorback

This model is equipped with: twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 6 **ADEPTUS ASTARTES INFANTRY** models. It cannot transport **JUMP PACK, WULFEN, TACTICUS, PHOBOS, GRAVIS, CENTURION** or **TERMINATOR** models.

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RAZORBACK



FACTION KEYWORDS: ADEPTUS ASTARTES

IMPULSOR

M	T	SV	W	LD	OC
12"	9	3+	11	6+	2



⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
➤	Bellicatus missile array – frag [BLAST]	48"	D6	3+	4	0	1
➤	Bellicatus missile array – Icarus [ANTI-FLY 2+]	48"	D3	3+	8	-1	2
➤	Bellicatus missile array – krak	48"	1	3+	8	-2	D6
	Fragstorm grenade launcher [BLAST]	18"	D6	3+	4	0	1
	Ironhail heavy stubber [RAPID FIRE 3]	36"	3	3+	4	0	1
	Ironhail skytalon array [ANTI-FLY 4+, SUSTAINED HITS 1]	36"	8	3+	4	0	1
	Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Armoured hull	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPULSOR



ABILITIES

CORE: **Deadly Demise D3, Firing Deck 6**

FACTION: **Oath of Moment**

Assault Vehicle: Units can disembark from this **TRANSPORT** after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.

WARGEAR ABILITIES

Orbital Comms Array (Aura): While a friendly **ADEPTUS ASTARTES** unit is within 6" of the bearer, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Shield Dome: The bearer has a 5+ invulnerable save.

FACTION KEYWORDS:
ADEPTUS ASTARTES

IMPULSOR

Equipped with vectored thrusters that make it faster than any other gravitic tank in the Space Marines' armouries, the Impulsor is a highly adaptable transport used by all Primaris Space Marines for rapid insertion and flanking manoeuvres. It is particularly favoured by Vanguard forces.



WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with one of the following:
 - 1 bellicatus missile array
 - 1 ironhail skytalon array
 - 1 orbital comms array
 - 1 shield dome

UNIT COMPOSITION

- 1 Impulsor

This model is equipped with: 2 storm bolters; armoured hull.

TRANSPORT

This model has a transport capacity of 6 **TACTICUS** or **PHOBOS INFANTRY** models. It cannot transport **JUMP PACK** models.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPULSOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

DROP POD

M	T	SV	W	LD	OC
-	7	3+	8	6+	2



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Deathwind launcher [BLAST]	12"	D6+1	3+	5	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

Drop Pod Assault: This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 9" away from all enemy models. After this model has been set up on the battlefield, no units can embark within it.

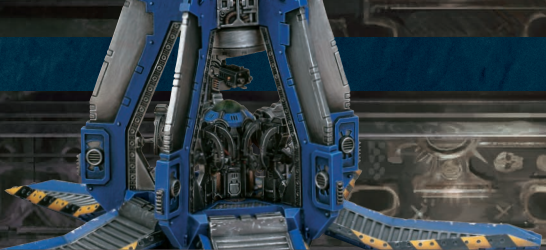
KEYWORDS: **VEHICLE, TRANSPORT, IMPERIUM, DROP POD**



FACTION KEYWORDS:
ADEPTUS ASTARTES

DROP POD

Launched from ships in low orbit, Drop Pods full of Space Marines slam into the battlefield, their hatches blowing open upon the violent impact. Within seconds, the squad bursts out with weapons firing. Such deadly strikes send the foe into disarray as their lines are torn apart in the furious assault.



WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 deathwind launcher.

UNIT COMPOSITION

- 1 Drop Pod

This model is equipped with: storm bolter.

TRANSPORT

This model has a transport capacity of 10 **ADEPTUS ASTARTES INFANTRY** models. It cannot transport **JUMP PACK**, **WULFEN**, **GRAVIS**, **CENTURION** or **TERMINATOR** models.

KEYWORDS: **VEHICLE, TRANSPORT, IMPERIUM, DROP POD**



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND SPEEDER STORM

M	T	SV	W	LD	OC
14"	7	4+	7	6+	1



◉ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Cerberus launcher [BLAST]	18"	D6+3	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2

⚔ MELEE WEAPONS

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

ABILITIES

CORE: **Deadly Demise 1, Firing Deck 6**

FACTION: **Oath of Moment**

Storm Assault: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

KEYWORDS: **VEHICLE, FLY, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, LAND SPEEDER STORM**



FACTION KEYWORDS: **ADEPTUS ASTARTES**

LAND SPEEDER STORM

The Land Speeder Storm is equipped with additional sensor arrays and baffled engines to make it the perfect transport for Scout Squads being secretly inserted into enemy territory. Countless victories in the annals of many Chapters can be attributed to the surprise attacks carried out by this vehicle and its occupants.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Land Speeder Storm

This model is equipped with: Cerberus launcher; heavy bolter; close combat weapon.

TRANSPORT

This model has a transport capacity of 6 models. It can only transport **SCOUT SQUAD**, **SCOUT SNIPER SQUAD** and **SERGEANT TELION** models.

KEYWORDS: VEHICLE, FLY, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, LAND SPEEDER STORM



FACTION KEYWORDS: ADEPTUS ASTARTES

STORMHAWK INTERCEPTOR

M	T	SV	W	LD	OC
20+"	9	3+	10	6+	0



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Icarus stormcannon [ANTI-FLY 2+, TWIN-LINKED]	48"	6	3+	7	-1	2
	Las-talon	36"	2	3+	10	-3	D6+1
	Skyhammer missile launcher [ANTI-FLY 2+]	48"	3	3+	8	-1	D3
	Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
	Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
➤	Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
➤	Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Armoured hull	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, SMOKE, STORMHAWK INTERCEPTOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

ABILITIES

CORE: Deadly Demise D3, Hover

FACTION: Oath of Moment

Interceptor: Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

STORMHAWK INTERCEPTOR

Stormhawk Interceptors are high-altitude fighter craft designed solely for achieving aerial supremacy. Dropped from mag-cradles aboard orbiting craft, these ceramite-plated vehicles engage enemy air assets in brutal dogfights and are protected by countermeasures that launch blazing flares.



WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following:
 - 1 twin heavy bolter
 - 1 typhoon missile launcher
- This model's las-talon can be replaced with 1 Icarus stormcannon.

UNIT COMPOSITION

- 1 Stormhawk Interceptor

This model is equipped with: twin assault cannon; skyhammer missile launcher; las-talon; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, SMOKE, STORMHAWK INTERCEPTOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORMTALON GUNSHIP



M	T	SV	W	LD	OC
20+"	8	3+	10	6+	0

☯	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Skyhammer missile launcher [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	8	-1	D3
	Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
	Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
	Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
➤	Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
➤	Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Armoured hull	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, STORMTALON GUNSHIP

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Oath of Moment**

Strafing Run: Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to the Hit roll.



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORMTALON GUNSHIP

Fast and manoeuvrable, the Stormtalon is an aerial interceptor optimised for escorting Stormraven Gunships. While fast enough to engage in aerial combat, its pilot can switch on the Stormtalon's repulsor systems, making it agile enough to closely support infantry in defence or on the attack.



WARGEAR OPTIONS

- This model's skyhammer missile launcher can be replaced with one of the following:
 - 1 twin heavy bolter
 - 1 twin lascannon
 - 1 typhoon missile launcher

UNIT COMPOSITION

- 1 Stormtalon Gunship

This model is equipped with: skyhammer missile launcher; twin assault cannon; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, STORMTALON GUNSHIP



FACTION KEYWORDS:
ADEPTUS ASTARTES

STORMRAVEN GUNSHIP

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0



☉	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
	Stormstrike missile launcher	48"	1	3+	10	-2	3
	Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
	Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
➤	Twin heavy plasma cannon – standard [BLAST, TWIN-LINKED]	36"	D3	3+	7	-2	2
➤	Twin heavy plasma cannon – supercharge [BLAST, HAZARDOUS, TWIN-LINKED]	36"	D3	3+	8	-3	3
	Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
	Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6
➤	Typhoon missile launcher – frag [BLAST]	48"	2D6	3+	4	0	1
➤	Typhoon missile launcher – krak	48"	2	3+	9	-2	D6

⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Armoured hull	Melee	6	4+	8	0	1

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, STORMRAVEN GUNSHIP



ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Oath of Moment**

Armoured Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ADEPTUS ASTARTES

STORMRAVEN GUNSHIP

The Stormraven superbly combines the role of reliable combat drop-ship and deadly aerial combatant. A capacious troop bay and thick layers of armour allow it to effectively transport squads of Space Marines – and, thanks to its magna-grapples, even a Dreadnought – into the very heart of battle.



WARGEAR OPTIONS

- This model's twin assault cannon can be replaced with one of the following:
 - 1 twin heavy plasma cannon
 - 1 twin lascannon
- This model's typhoon missile launcher can be replaced with one of the following:
 - 1 twin heavy bolter
 - 1 twin multi-melta
- This model can be equipped with 2 hurricane bolters.

UNIT COMPOSITION

- **1 Stormraven Gunship**

This model is equipped with: 2 stormstrike missile launchers; twin assault cannon; typhoon missile launcher; armoured hull.

TRANSPORT

This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models and 1 **DREADNOUGHT** model. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, STORMRAVEN GUNSHIP



FACTION KEYWORDS:
ADEPTUS ASTARTES

HAMMERFALL BUNKER

M	T	SV	W	LD	OC
-	12	2+	14	6+	0



☉	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Hammerfall heavy bolter array [DEFENSIVE ARRAY*, SUSTAINED HITS 1, TWIN-LINKED]	36"	6	4+	5	-1	2
	Hammerfall heavy flamer array [DEFENSIVE ARRAY*, IGNORES COVER, TORRENT, TWIN-LINKED]	12"	2D6	N/A	5	-1	1
➤	Hammerfall missile launcher – superfrag [BLAST]	48"	2D6+2	4+	5	0	1
➤	Hammerfall missile launcher – superkrak	48"	2	4+	10	-2	D6+1

* **Defensive Array:** Each time an enemy unit is set up or ends a Normal, Advance or Fall Back move within range of this weapon, if that enemy unit is an eligible target, the bearer can shoot this weapon at that target as if it were your Shooting phase. The bearer can shoot up to four times in this way in your opponent's Movement phase.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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

KEYWORDS: FORTIFICATION, IMPERIUM, HAMMERFALL BUNKER

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Fortification: While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Ceramite Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.



FACTION KEYWORDS:
ADEPTUS ASTARTES

HAMMERFALL BUNKER

Hammerfall Bunkers are launched from Space Marine warships in the same manner as Drop Pods. Automated area-denial assets crewed by hard-wired servitors, they have all kinds of battlefield roles, including securing beachheads, hampering enemy assaults and wreaking havoc behind the foe's lines.



WARGEAR OPTIONS

- This model's Hammerfall heavy bolter array can be replaced with 1 Hammerfall heavy flamer array.

UNIT COMPOSITION

- 1 Hammerfall Bunker






This model is equipped with: Hammerfall heavy bolter array; Hammerfall missile launcher.


KEYWORDS: FORTIFICATION, IMPERIUM, HAMMERFALL BUNKER



FACTION KEYWORDS:
ADEPTUS ASTARTES

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+	7	-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+*	7	-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 SICARIUS

M

6"

T

4

SV

2+

W

5

LD

6+

OC

1



◊ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Artisan plasma pistol [PISTOL]	12"	1	2+	8	-3	2

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Talassarian Tempest Blade [LETHAL HITS]	Melee	6	2+	5	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Lead From the Front: While this model is leading a unit, models in that unit have the Scouts 6" ability and ranged weapons equipped by models in that unit have the [ASSAULT] ability.

Lightning Assault: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CAPTAIN, SICARIUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

CAPTAIN SICARIUS

Sicarius is a swordsman without equal, whipping his Tempest Blade through the air in a shimmering blur of thrusts and parries. He is also the undisputed master of the lightning assault, capable of appraising the most complex tactical situation with little more than a glance and deploying his warriors with absolute confidence.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Captain Sicarius – EPIC HERO

This model is equipped with: artisan plasma pistol; Talassarian Tempest Blade.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CAPTAIN, SICARIUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

CHAPLAIN CASSIUS

M

6"

T

4

SV

3+

W

4

LD

5+

OC

1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Infernus [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER, TORRENT]	12"	D6	N/A	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Artificer crozius	Melee	5	2+	6	-1	2

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Oath of Moment**

Catechism of Death: While this model is leading a unit, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Inspired Retribution: While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

INVULNERABLE SAVE



4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CHAPLAIN CASSIUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

CHAPLAIN CASSIUS

The fiery zeal of ancient Chaplain Cassius has inspired generations of Ultramarines towards victory. Several centuries of battle have only seen it blaze hotter than ever. On the battlefield he smites foes with furious blows of his crozius arcanum, or gouts of flame and salvos of hellfire rounds from his combi-flamer, Infernus.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chaplain Cassius – EPIC HERO

This model is equipped with: Infernus; artificer crozius.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD
- TYRANNIC WAR VETERANS
- VANGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CHAPLAIN CASSIUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

CHIEF LIBRARIAN TIGURIUS

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
▶ Storm of the Emperor's Wrath – witchfire [BLAST, PSYCHIC]	18"	D6	2+	6	-2	2
▶ Storm of the Emperor's Wrath – focused witchfire [BLAST, HAZARDOUS, PSYCHIC]	18"	2D6	2+	6	-2	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Rod of Tigurius [PSYCHIC]	Melee	5	3+	7	-2	D3

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM,
CHIEF LIBRARIAN TIGURIUS

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Hood of Hellfire: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.

Master of Prescience (Psychic): While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll. In addition, once per battle round, you can target that unit with one of the following Stratagems for OCP: Counter-offensive; Fire Overwatch; Go to Ground; Heroic Intervention.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

CHIEF LIBRARIAN TIGURIUS

As Tigurius charges into battle, he assails the enemy with a tempest of psychic fury. Blasts of energy leap from his staff, hurling foes through the air and burning their souls to ash. It is the Chief Librarian's acute foresight that is most valuable to his Chapter – his merest intuition is worth more than the predictions of an army of strategists and spies.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chief Librarian Tigurius – EPIC HERO

This model is equipped with: bolt pistol; Storm of the Emperor's Wrath; Rod of Tigurius.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PSYKER, IMPERIUM,
CHIEF LIBRARIAN TIGURIUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

MARNEUS CALGAR

M	T	SV	W	LD	OC	
6"	6	2+	6	6+	1	MARNEUS CALGAR
6"	4	2+	3	6+	1	VICTRIX HONOUR GUARD



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauntlets of Ultramar [PISTOL, TWIN-LINKED]	18"	4	2+	4	-1	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Gauntlets of Ultramar [TWIN-LINKED]	Melee	6	2+	8	-3	3
Victrix power sword	Melee	5	2+	5	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Inspiring Leader: While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Master Tactician: At the start of your Command phase, if this unit's Marneus Calgar model is on the battlefield, you gain 1CP.

Honour Guard of Macragge: While this unit contains one or more Victrix Honour Guard models, this unit's Marneus Calgar model has the Feel No Pain 4+ ability.

INVULNERABLE SAVE

4+

KEYWORDS – ALL MODELS: **INFANTRY, IMPERIUM** | MARNEUS CALGAR: **CHARACTER, EPIC HERO, GRAVIS, CHAPTER MASTER, MARNEUS CALGAR**



FACTION KEYWORDS: **ADEPTUS ASTARTES, ULTRAMARINES**

MARNEUS CALGAR

On the battlefield, Marneus Calgar is an inspiring leader and superlative warrior. He heralds his advance with thunderous volleys of bolt shells from the Gauntlets of Ultramar before tearing apart anything in his grip. When he judges the endgame of his strategy to be imminent, he leads his Ultramarines into the heart of enemy lines.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Marneus Calgar – EPIC HERO
- 2 Victrix Honour Guard

Marneus Calgar is equipped with: Gauntlets of Ultramar.

Every Victrix Honour Guard is equipped with: Victrix power sword.

LEADER

This unit can be attached to the following units:

- AGGRESSOR SQUAD
- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- ERADICATOR SQUAD
- HEAVY INTERCESSOR SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS – ALL MODELS: INFANTRY, IMPERIUM | MARNEUS CALGAR: CHARACTER, EPIC HERO, GRAVIS, CHAPTER MASTER, MARNEUS CALGAR



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

SERGEANT CHRONUS



M

6"

T

4

SV

2+

W

3

LD

6+

OC

1

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chronus' servo-arm	Melee	3	3+	8	-2	3

ABILITIES

FACTION: Oath of Moment

Tank Commander: While this model is commanding a **VEHICLE** model (see reverse):

- Ranged weapons equipped by that **VEHICLE** model have a Ballistic Skill characteristic of 2+.
- Each time that **VEHICLE** model is selected to shoot, you can re-roll one Wound roll when resolving those attacks.

Chronus: When this model disembarks from a **VEHICLE** model it was commanding, it has the Lone Operative ability until the end of the battle.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, SERGEANT CHRONUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

SERGEANT CHRONUS

The roar of engines and the thunder of heavy weaponry herald Sergeant Chronus' arrival on the battlefield. Enemy gunners watch aghast as Chronus' tank shrugs off damage that should have seen it destroyed several times over, before it swings its turret round to blast them apart with unerring volleys.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Sergeant Chronus – EPIC HERO

This model is equipped with: bolt pistol; Chronus' servo-arm.

TANK COMMANDER

If your army includes one or more of the **VEHICLE** models listed below, Sergeant Chronus must start the battle embarked within one of those models as if it were a **TRANSPORT**. Sergeant Chronus can only disembark from that **VEHICLE** if it is destroyed. While embarked in this way, Sergeant Chronus is said to be commanding that **VEHICLE**.

- HUNTER
- LAND RAIDER
- LAND RAIDER CRUSADER
- LAND RAIDER REDEEMER
- PREDATOR ANNIHILATOR
- PREDATOR DESTROYER
- STALKER
- VINDICATOR
- WHIRLWIND

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, SERGEANT CHRONUS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

SERGEANT TELION

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Quietus [PRECISION]	36"	2	2+	4	-2	3

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Combat knife	Melee	4	3+	4	0	1

ABILITIES

CORE: **Infiltrators, Leader, Scouts 6", Stealth**

FACTION: **Oath of Moment**

Voice of Experience: While this model is leading a unit, improve the Objective Control characteristic of models in that unit by 1 and each time a model in that unit makes an attack, add 1 to the Hit roll.

Guiding Hand: While this model is leading a unit, each time that unit is selected to shoot or fight, select one of the following abilities to apply to weapons equipped by models in that unit until the end of the phase:

- [LETHAL HITS]
- [PRECISION]
- [SUSTAINED HITS 1]

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, SERGEANT TELION



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

SERGEANT TELION

Delivering death from afar is Sergeant Telion's gift. His talents for reading atmospherics, gravitic disturbance and the movement patterns of his foes allow him to place perfect kill-shots at a range far beyond that officially recognised for the Stalker-pattern boltgun he wields in battle.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Sergeant Telion – EPIC HERO

This model is equipped with: bolt pistol; Quietus; combat knife.

LEADER

This model can be attached to the following units:

- SCOUT SQUAD
- SCOUT SNIPER SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, SERGEANT TELION



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

TYRANNIC WAR VETERANS

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



◉ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [ANTI-TYRANIDS 4+, PISTOL]	12"	1	3+	4	0	1
Boltgun [ANTI-TYRANIDS 4+]	24"	2	3+	4	0	1

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon [ANTI-TYRANIDS 4+]	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Tyrannic War Veterans: Weapons equipped by models in this unit are have the [DEVASTATING WOUNDS] ability when targeting TYRANIDS units.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TYRANNIC WAR VETERANS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

TYRANNIC WAR VETERANS

Highly skilled warriors all – proven on a multitude of battlefields – the greatest weapon of these veteran Astartes is experience. There is no Tyranid monstrosity they have not felled and no Hive Fleet they have not fought against. With each encounter they collect tactical and combat data to only further improve their lethality.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Veteran Sergeant
- 4 Tyrannic War Veterans

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, IMPERIUM, TYRANNIC WAR VETERANS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

URIEL VENTRIS

M

6"

T

4

SV

3+

W

5

LD

6+

OC

1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Invictus	24"	2	2+	4	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Sword of Idaeus [SUSTAINED HITS 1]	Melee	6	2+	6	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Unorthodox Strategist: While this model is leading a unit, you can target that unit with a Stratagem even if that Stratagem has already been used on another unit from your army this phase. In addition, this model's unit can still be selected as the target of a Stratagem while Battle-shocked.

Master of the Fleet: During the Declare Battle Formations step, if your army includes this model, select one **ADEPTUS ASTARTES INFANTRY** unit from your army. That unit gains the Deep Strike ability.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CAPTAIN, URIEL VENTRIS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

URIEL VENTRIS

Skilled warrior and masterful leader, Uriel Ventris is one of the Ultramarines' most capable commanders – if a maverick one. Having served in the Deathwatch before becoming Captain, he has absorbed the strategies of battle-brothers from a host of other Chapters, giving him a breadth of tactical insight exceeding that of many of his peers.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Uriel Ventris – EPIC HERO

This model is equipped with: bolt pistol; Invictus; Sword of Idaeus.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CAPTAIN, URIEL VENTRIS



FACTION KEYWORDS:
ADEPTUS ASTARTES, ULTRAMARINES

ROBOU TE GUILLIMAN

M	T	SV	W	LD	OC
8"	9	2+	10	5+	4



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hand of Dominion [RAPID FIRE 2]	30"	2	2+	6	-2	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Emperor's Sword [DEVASTATING WOUNDS]	Melee	14	2+	8	-3	2
Hand of Dominion [LETHAL HITS]	Melee	7	2+	14	-4	4

AUTHOR OF THE CODEX

Primarch of the XIII (Aura): While a friendly **ADEPTUS ASTARTES** unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit and you can re-roll Battle-shock and Leadership tests taken for that unit.

Master of Battle: After you have selected an enemy unit using the Oath of Moment ability, select a second enemy unit. Until the start of your next Command phase, if the first unit selected has been destroyed, each time a friendly **ADEPTUS ASTARTES** model makes an attack that targets that second enemy unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

Supreme Strategist: Once per turn, you can target one friendly **ADEPTUS ASTARTES** unit within 12" of this model with a Stratagem for OCP, and can do so even if another unit from your army has already been targeted with that Stratagem this phase.

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, IMPERIUM, PRIMARCH, ROBOU TE GUILLIMAN

ABILITIES

FACTION: Oath of Moment

Author of the Codex: In your Command phase, select one Author of the Codex ability (see left). Until the start of your next Command phase, this model has that ability.

Ultramarines Bodyguard: While this model is within 3" of one or more friendly **ADEPTUS ASTARTES INFANTRY** units, this model has the Lone Operative ability.

Armour of Fate: The first time this model is destroyed, roll one D6 at the end of the phase: on a 3+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with 6 wounds remaining.

INVULNERABLE SAVE

4+

FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES



ROBOUTE GULLIMAN

In one of Guilliman's hands blazes the burning Emperor's Sword. The other is clad in the Hand of Dominion, a gauntlet with which Guilliman can tear apart tanks. The Primarch's strategic brilliance is his greatest weapon however, his enemies outmanoeuvred and out-thought before the battle has even begun.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Roboute Guilliman – EPIC HERO

This model is equipped with: Hand of Dominion; Emperor's Sword.

SUPREME COMMANDER

If this model is in your army, it must be your **WARLORD**.

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, IMPERIUM, PRIMARCH, ROBOU TE GULLIMAN



FACTION KEYWORDS: ADEPTUS ASTARTES, ULTRAMARINES

DARNATH LYSANDER

M

5"

T

5

SV

2+

W

6

LD

6+

OC

1



MELEE WEAPONS

Fist of Dorn [DEVASTATING WOUNDS]

RANGE

Melee

A

5

WS

2+

S

10

AP

-3

D

3

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Icon of Obstinacy: While this model is leading a unit, each time an attack targets that unit, if the Strength characteristic of that attack is greater than or equal to the Toughness characteristic of that unit, subtract 1 from the Wound roll.

Rampart: Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 2+ invulnerable save.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CAPTAIN, DARNATH LYSANDER



FACTION KEYWORDS:
ADEPTUS ASTARTES, IMPERIAL FISTS

DARNATH LYSANDER

Raising high his storm shield, Rampart, as he swings the Fist of Dorn, Lysander wades through his foes like a warship smashing through stormy seas. Each hammer blow reduces enemies to bloody ruin, sweeping whole ranks of warriors from their feet. All the while, Lysander's obstinate scowl never wavers, his determination absolute.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Darnath Lysander – EPIC HERO

This model is equipped with: Fist of Dorn.

LEADER

This model can be attached to the following units:

- RELIC TERMINATOR SQUAD
- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, TERMINATOR, CAPTAIN, DARNATH LYSANDER



FACTION KEYWORDS:
ADEPTUS ASTARTES, IMPERIAL FISTS

TOR GARADON

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



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Artificer grav-gun [ANTI-VEHICLE 2+]	18"	2	2+	5	-1	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hand of Defiance	Melee	5	2+	12	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Signum Array: While this model is leading a unit, ranged weapons equipped by models in that unit have the [LETHAL HITS] and [IGNORES COVER] abilities.

Siege Captain: Each time this model makes an attack that targets a **MONSTER**, **VEHICLE**, or **FORTIFICATION** unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 2.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRAVIS, CAPTAIN, TOR GARADON



FACTION KEYWORDS: ADEPTUS ASTARTES, IMPERIAL FISTS

TOR GARADON

Shot after shot bounces from the indomitable plate of Tor Garadon's Gravis armour as he advances across the battlefield. Sharp-minded and possessing a knack for improvised warfare, Garadon directs the lethal fire of his warriors through a combination of natural skill and the advanced targeting data fed to him by his signum array.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tor Garadon – EPIC HERO

This model is equipped with: artificer grav-gun; Hand of Defiance.

LEADER

This model can be attached to the following units:

- AGGRESSOR SQUAD
- ERADICATOR SQUAD
- HEAVY INTERCESSOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRAVIS, CAPTAIN, TOR GARADON



FACTION KEYWORDS: ADEPTUS ASTARTES, IMPERIAL FISTS

PEDRO KANTOR

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dorn's Arrow [RAPID FIRE 2, SUSTAINED HITS 1]	24"	2	2+	5	-1	2
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fist of Retribution	Melee	5	2+	8	-3	3

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Oath of Moment**

Oath of Rynn: Once per battle, at the start of either player's Command phase, this model can use this ability. When it does, until the end of the turn, add 1 to the Attacks characteristic of weapons equipped by models in this model's unit.

To the Last: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CHAPTER MASTER, PEDRO KANTOR



FACTION KEYWORDS: ADEPTUS ASTARTES, IMPERIAL FISTS

PEDRO KANTOR

A superb combatant and an inspiring leader, Pedro Kantor mows down enemy infantry with Dorn's Arrow, blasting them apart with hails of mass-reactive bolts. Those who make the mistake of getting too close – whether battle tank or foot soldier – he crushes with thunderous blows from the Fist of Retribution.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Pedro Kantor – EPIC HERO

This model is equipped with: Dorn's Arrow; Fist of Retribution.

LEADER

This model can be attached to the following units:

- COMMAND SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD

CRIMSON FISTS

This model is from the Crimson Fists Chapter, a successor of the Imperial Fists. For all rules purposes, it is treated as an **IMPERIAL FISTS** model, but it cannot be included in an army that includes any other **IMPERIAL FISTS EPIC HERO** models.

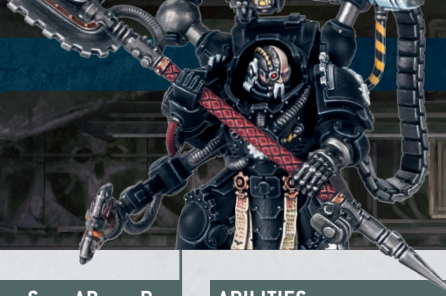
KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CHAPTER MASTER, PEDRO KANTOR



FACTION KEYWORDS: ADEPTUS ASTARTES, IMPERIAL FISTS

IRON FATHER FEIRROS

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



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Gorgon's Wrath [SUSTAINED HITS 2]	36"	3	2+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Harrowhand	Melee	6	3+	7	-2	2
Medusan Manipuli [EXTRA ATTACKS]	Melee	2	3+	8	-2	3

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Tempering: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Iron Father: While this model is within 3" of one or more friendly **ADEPTUS ASTARTES VEHICLE** units, it has the Lone Operative ability.

Master of the Forge: In your Command phase, select one friendly **ADEPTUS ASTARTES VEHICLE** model within 3" of this model. That model regains up to 3 lost wounds and, until the start of your next Command phase, each time that **VEHICLE** model makes an attack, add 1 to the Hit roll. You cannot select a unit for this ability that has already been selected for the Blessing of the Ommissiah ability this phase, and vice versa.

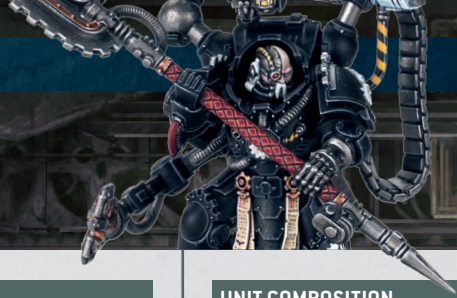
KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRAVIS,
IRON FATHER FEIRROS



FACTION KEYWORDS:
ADEPTUS ASTARTES, IRON HANDS

IRON FATHER FEIRROS

Malkaan Feirros is amongst the oldest and wisest of the Iron Fathers. Yet his radical beliefs and wry humour leaven his arcane technological pronouncements. He is the Iron Hands Master of the Forge, guiding the Chapter's battle-brothers and the machine spirits of its war engines to unleash precise destruction.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Iron Father Feirros – EPIC HERO

This model is equipped with: bolt pistol; Gorgon's Wrath; Harrowhand; Medusan manipuli.

LEADER

This model can be attached to the following units:

- AGGRESSOR SQUAD
- ERADICATOR SQUAD
- HEAVY INTERCESSOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, GRAVIS,
IRON FATHER FEIRROS



FACTION KEYWORDS:
ADEPTUS ASTARTES, IRON HANDS

KAYVAAN SHRIKE



M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

⦿ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blackout [PISTOL, PRECISION]	18"	2	2+	5	-1	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Raven's Talons [PRECISION, TWIN-LINKED]	Melee	7	2+	5	-2	2

ABILITIES

CORE: **Deep Strike, Leader, Lone Operative, Stealth**

FACTION: **Oath of Moment**

Shadowmaster: While this model is leading a unit, models in this unit cannot be targeted by ranged attacks unless the attacking model is within 12".

Echo of the Ravenspire: At the end of your opponent's turn, if this model's unit is not within Engagement Range of any enemy models, you can remove it from the battlefield and place it into Strategic Reserves.

INVULNERABLE SAVE

4+

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, IMPERIUM, CHAPTER MASTER, KAYVAAN SHRIKE**



FACTION KEYWORDS: **ADEPTUS ASTARTES, RAVEN GUARD**

KAYVAAN SHRIKE

Kayvaan Shrike is the Raven Guard Chapter's foremost warrior and an exemplar of Corax's teachings. A master of ambush, stealth and vigilance, he leads his warriors in daring raids, guerrilla campaigns and precision strikes, dropping silently from the skies before tearing his foes apart with savage slashes from the Raven's Talons.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Kayvaan Shrike – EPIC HERO

This model is equipped with: Blackout; the Raven's Talons.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD WITH JUMP PACKS
- VANGUARD VETERAN SQUAD WITH JUMP PACKS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, IMPERIUM, CHAPTER MASTER, KAYVAAN SHRIKE



FACTION KEYWORDS: ADEPTUS ASTARTES, RAVEN GUARD

ADRAX AGATONE

M

6"

T

4

SV

2+

W

5

LD

6+

OC

1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Drakkis [IGNORES COVER, PISTOL, TORRENT]	12"	D6+3	N/A	4	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Malleus Noctum	Melee	5	2+	10	-2	3

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Unto the Anvil: While this model is leading a unit, each time a model in that unit makes a melee attack, you can re-roll the Wound roll.

Lord of the Pyroclasts: While an enemy unit is within Engagement Range of this model, halve the Objective Control characteristic of models in that enemy unit.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CAPTAIN, ADRAX AGATONE



FACTION KEYWORDS:
ADEPTUS ASTARTES, SALAMANDERS

ADRAX AGATONE

The Salamanders' 3rd Company Captain is a tightly focused force of destruction, striking hard and true in battle without tiring. Prodigiously strong, he wields his mighty thunder hammer expertly, striking down foes with every swing. Those enemies Agatone does not slay in this way he purges with furious blasts from his hand-flamer, Drakkis.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Adrax Agatone – EPIC HERO

This model is equipped with: Drakkis; Malleus Noctum.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- INFERNUS SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CAPTAIN, ADRAX AGATONE



FACTION KEYWORDS:
ADEPTUS ASTARTES, SALAMANDERS

VULKAN HE'STAN

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Gauntlet of the Forge [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Spear of Vulkan	Melee	6	2+	6	-2	2

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Oath of Moment**

Forgefather: In your Shooting phase, select one enemy unit within 24" of and visible to this model. Until the end of the phase, each time a friendly **ADEPTUS ASTARTES** model makes a ranged attack with a Torrent or Melta weapon that targets that enemy unit, you can re-roll the Wound roll.

Seeker of Lost Relics: At the start of the battle, select one objective marker on the battlefield. While this model is within range of that objective marker, it has an Objective Control characteristic of 10, a Leadership characteristic of 5+ and the Feel No Pain 4+ ability.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, VULKAN HE'STAN



FACTION KEYWORDS: ADEPTUS ASTARTES, SALAMANDERS

VULKAN HE'STAN

Striding into battle with the weapons of his Primarch in his hands, the Forgefather lays low all who oppose him. Seeker of the lost relics of Vulkan, He'stan is relentless in his quest, willing to fight through any foe and face down any danger in order to see his oaths fulfilled.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Vulkan He'stan – EPIC HERO

This model is equipped with: bolt pistol; Gauntlet of the Forge; Spear of Vulkan.

LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- INFERNUS SQUAD
- TACTICAL SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, CAPTAIN, VULKAN HE'STAN



FACTION KEYWORDS: ADEPTUS ASTARTES, SALAMANDERS

KOR'SARRO KHAN

M

6"

T

4

SV

3+

W

5

LD

6+

OC

1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Moonfang [DEVASTATING WOUNDS, PRECISION]	Melee	6	2+	5	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

For the Khan!: While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability and melee weapons equipped by models in that unit have the [LANCE] ability.

Trophy Taker: Each time this model destroys an enemy CHARACTER model, you gain 1CP.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CAPTAIN, KOR'SARRO KHAN



FACTION KEYWORDS: ADEPTUS ASTARTES, WHITE SCARS

KOR'SARRO KHAN

As Captain of the White Scars' 3rd Company and Master of the Hunt, Kor'sarro Khan pursues and executes the Chapter's greatest living foes. He is an indefatigable huntsman, tracking his quarry across the stars before running them to ground and taking their head with a masterful sweep of his deadly blade, Moonfang.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Kor'sarro Khan – EPIC HERO

This model is equipped with: bolt pistol; Moonfang.

LEADER

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, CAPTAIN,
KOR'SARRO KHAN



FACTION KEYWORDS:
ADEPTUS ASTARTES, WHITE SCARS