



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 [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1] | 24" | 1 | 3+ | 4 | 0 | 1 |
| Storm bolter [RAPID FIRE 2] | 24" | 2 | 2+ | 4 | 0 | 1 |
|  MELEE WEAPONS | RANGE | A | WS | S | AP | D |
| Chainfist [ANTI-VEHICLE 3+] | Melee | 5 | 3+ | 8 | -2 | 2 |
| 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 |

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**

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: Smite; 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

INFERNUS 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 |
| Pyreblaster [IGNORES COVER, TORRENT] | 12" | D6 | N/A | 5 | 0 | 1 |
| ⚔ MELEE WEAPONS | RANGE | A | WS | S | AP | D |
| Close combat weapon | Melee | 3 | 3+ | 4 | 0 | 1 |

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

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

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, 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, BALLISTUS DREADNOUGHT



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

LIEUTENANT WITH COMBI-WEAPON



M

6"

T

4

SV

3+

W

4

LD

6+

OC

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Combi-weapon

24"

1

3+

4

0

1

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



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Paired combat blades

Melee

5

2+

4

0

1

[ANTI-TYRANIDS 4+, SUSTAINED HITS 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

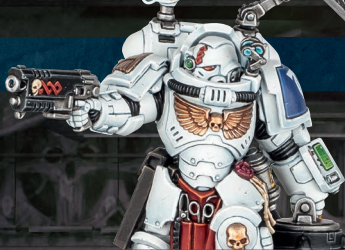
This model cannot be selected as your **WARLORD**.

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



FACTION KEYWORDS: ADEPTUS ASTARTES

APOTHECARY BIOLOGIS



M

5"

T

6

SV

3+

W

5

LD

6+

OC

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.

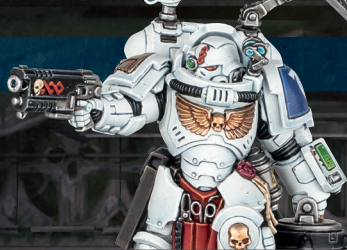
KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, GRAVIS, APOTHECARY BIOLOGIS



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